

Character: Rainer Kirsch Level: 1 Race: Human  
 Class: Wizard Alignment: TN Religion: Straffherr Homeland: HOME Gender: Male  
 Age: 20 Height: 5'3" Weight: 185 Hair: Brown Eyes: Brown Trait: Cherub  
 Facial Hair: Handle Bar Occupation: \_\_\_\_\_ Personality: Generous/Fatalistic  
 Motivation: You seek purpose in life.

STR	12	Hit Prob:	0	DMG Adj.:	0	Enc.:	45	Max Press:	140	Open Door:	7	B.B./L.G.:	4%		
DEX	14	Reaction Adj.	0	Missile Attack Adj.				0	Defensive Adj.					0	
CON	12	HP Adj.:	0	System Shock:	80%	Rez Survival:	85%	Poison Save:	0	Regeneration:				nil	
INT	15	Languages:	4	Spell Level:	7th	Chance to Learn:	65%	Max Spells:	11	Illusion Immune:				-	
WIS	12	Magic Def. Adj.:	0	Bonus Spells:				0	Spell Fail:	5%	Spell Immune:				-
CHA	12	Max Hench:	5	Loyalty Base:				0	Reaction Adj.:						0

HP	2	<u>Armour</u>	Weight: 10	Unencumbered:	12	Speed	Atk Adj.	Dmg Adj.	AC Adj
AC	8	Unarmoured		Light: (46)	9	Jog X2	0	0	Flatfoot
				Moderate: (70)	6	Charge X3	+2	0	+1
				Heavy: (93)	3	Run X4	+4	+1	+3
Flatfoot	8			Severe: (116)	1	Sprint X5	+8	+2	+5

## Weapons

[illegible]

Saving Throws		Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
Paralyze/Poison	14	Platinum: 0	<u>Candles</u>	1 0.1	<u>Sewing Needle</u>	1	0.01
Rod, Staff or Wand	11	Gold: 0	<u>Glass Bottle</u>	1 0.1	<u>Lantern Oil</u>	2	2
Petrify/Polymorph	13	Silver: 8	<u>Wax</u>	1 1	<u>Winter Blanket</u>	1	3
Breath	15	Copper: 2	<u>Small Wallet</u>	1 0.5			
Spell	12		<u>Parchment</u>	4 0.04			
Macabre	0	Weight	20.950				

Proficiencies		Special Abilities	
Quarterstaff			
Language (Faustic)			
Navigation+1			
Blacksmithing			
Ancient History			
Dancing			
Animal Training			
Weaving			

Spells Per Day: 1		
Find Familiar		
Jump		
Gaze Reflection		
Mend		

~~~~~Quick Reference~~~~~

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| <p>~~~Defensive Options~~~</p> <p>--Full Defense--</p> <p>If you have a shield or cover (a bush, corner of a wall, book, get creative) you can go full defense by giving up all actions. The amount of defense gained is based on the amount of your body is concealed. The scale also takes into account soft cover (a bush) vs hard cover (a tree trunk). Bonuses are applied as such; -2/-1 for 25% cover, -4/-2 for 50%, -7/-3 for 75%, -10/-4 for 90%. Players also often forget that full defense also works on SAVING THROWS. You can go full defense to try and protect yourself from a fireball, lightning bolt or dragons breath. If you have 90% concealment all damage is reduced by an additional 1/2 even on a successful hit!This means a fighter with a body shield could reduce an Adult Red Dragon's fire breath from a devastating 18-126 Dmg to a manageable 5-32.</p> <p>--Parrying--</p> <p>If you are attacked you can give up one of you attacks to try to parry. When you choose to parry a blow you gain an AC bonus of half your level, +1 more if you're a fighter. Parrying with a shield smaller than a body shield provides an additional +2 bonus. If you have a weapon with reach you can parry attack on other members of the party. Parrying can be very useful in situations where the party is surrounding a single large creature such as a troll. Only able to attack one player at a time, said player can focus on parrying to negate its attack completely. Just keep in mind if you move before the opponent to ask DM who its attacking so you don't use up your attacks. Some weapons can disarm on a parry with a -8 to attack.</p> |
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| <p>~~~CHARGE!~~~</p> <p>Running into battle is a very powerful method of attack, increasing your chance to pierce armour and flesh. These bonuses only apply to your FIRST attack. To begin jogging no check is required but charging requires a STR check, Run a STR-4 and Sprint a STR-8. Maintaining speeds faster than a jog requires a CON check, -1 for X3, -2 for X4, -3 for X5. These penalties are cumulative across the entire encounter. If you slay your opponent on your first attack you can maintain your speed into another opponent (imagine skewering a Goblin on a spear then moving through to the next one.) There are a few negatives to maintaining these speeds. First your armour is reduced during the turn since you cannot maintain normal defences. Some weapons are also adept at countering charges.</p> |
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| <p>~~~Dual Wielding~~~</p> <p>Anyone can dual weild a weapon the size of a short sword or smaller. This grants an additional attack every round. Non Rangers do suffer a -2 to attack for the main weapon and a -4 for the off hand. A good tactic is to add the second attack and dedicate it to parrying, only swinging it when you are left with free attacks. You can also take a late initive and dedicate your attacks to negating your opponents attacks and only attacking when you have attacks left over.</p> |
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~~~~~Fluff~~~~~

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| <p>~~~So, you're a human from Rhunefaust~~~</p> <p>Citizens of the Faustic kingdom believe in a few things. Good industry, good parties and good moustaches. The calender is composed of a 10 day week, each day denotes what labour your to do. 3 workdays, a day for rest and menial chores, 4 more days of labour (the last is often optional overtime) a day for shopping and capped off with Festag, a general celebration and feast to your hard work. Religion does play and integral role but many citizens are not exceptionally religous. Church attendance, tithes, and ceremony isn't expected of you but its often times considered disrespectful if the non faithful attend the celebratory festivals. You are ruled by King Trogden II and has been king since his father slew the king of red dragons over 200 years ago. Said war was so devastating that many nobles became pesants and vice versa. This has made the Faustic people very interested in their own history. Many venture into the ruins of the Kreigwald in the hopes of some lost heirloom that proves their noble heritage. Nobles also often hire adventurers and pay big money to collect additional proof of their lineage and further cement or improve their position. A bust of your warhero great grandfather also make for a good conversation starter. Faustics have developed a difficult relationship with foreigners. On</p> <p>~~~~~CONTINUED ON NEXT PAGE~~~~~</p> |
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one side the kingdom heavily relies on trade to maintain their status as a nation, independent from the elves. At the same time Faustics have developed a level of xenophobia from elven harassment. Its common to hear the story, "Two old friends, a Faustic and an Waead, sit in a bar. After a good joke about beards the Waead reaches in his coat for a pipe. The Faustic reaches for his sword." Many expect this stnd offish nature but, Faustics hav it with due cause. The Lumiere empire to the east has continually harassed your country since the day of its independence with sleeper agents. Some revealing them selves after decades of infiltration. Many children grew up on the story "Two men walk home after a day of hard work and a night of drinking. One turns to the other inebriated, 'Robert, its amazing. How are you not married? I've worked with you for 15 years and I swear its as if you haven't aged a day' The next day Robert tells the town guard that they were accosted in the night by Drow, taking his dear friend away. " You hold a similar fear of wood elves, they are unpredictable and violent. Rhunefaut is quickly becoming very multinational in their stand against the High Elves. Dwarves have been long term allies and citizens, a necromancer gained state recognition and the Orcs have been highly considered for similar status.

~~~A Short History of Rhunefaut~~~

Before you had a home you were slaves to the high elves. Sigismund Faust led your people West into dragon territory because the elves could not conquer the dragon lands. You were then subjugated by the dragons and used as pawns in their squabbles. Many years later Trogden I began a rebellion against the dragons, there was a schism between rebels and those who were well treated or feared the dragons recognized now as traitors. Trogden I slew the son of the king of red dragons and then the king himself. Slaying the king of red dragons had cataclysmic results. His powerful magical body tore apart the barrier between the planes, condemning one of the largest forests to become the Sylvia Tempesta. The body of Trogden was never recovered and his son went on to lead the country, naming it after the first leader who sought independence. Recently, the wall deviding yours and the eastern empire was destroyed and there has been a sudden increase in drow activity.

Straffherr LN: God of Punishment

Holy Symbol: A Blessed Book of Law

Major Spheres: Law, Charm, Thought

Minor Spheres: Healing, Protection, Combat

Favored Weapon: Battle Axe, Chain, Mancatcher, Net, Spetum, scourge, whip

Favored Armor: Spiked Leather and Helm

Though they don't appreciate the verbage, the faithful of Strafherr are regarded as draconian. Their methods are stern and harsh. This comes from their beliefs about justice. They feel that a man who has committed some crime cannot apologise because a man would convince himself that he has repented and so the only true means of absolution is through physical pain. Neither party acts with evil intent. It is as difficult for the sinner to admit his guilt as it would be to place your hand on a burning stove. The cleric also gains no joy from flagellating the sinner, he is simply executing a procedure. They consider it a sort of "Surgery for the soul". Clerics dress in a very imposing manner, leather covered in studs that have been sharpened to a point armed with whips and mancatchers. Clergymen generally wear uniforms and conceal their faces, both as a sign of respect and as a safety precaution. Not everyone appreciates being absolved of their sins so concealing the identities of the clergy is considered a safe practice.

Strafherr is the second youngest of four brothers. Time has caused him to become more jaded than his younger brother, Reueherr god of forgiveness, but hasn't given up the pursuit of justice as his older brother, Tyr god of war, has. Strafherr provides a very important function in Rhunefaut, its common that if you accept punishment from a clergyman of Strafherr that it can take the place of a prison sentence, but keep in mind, the punishments he provides are brutal and may result in a very painful death. Death during absolution means that the sins of the soul were too great for the body to bear. Many people also seek solace in his punishment. Members of the church often times feel relief after paying for their sins in a very tangible way and even non members arrive seeking a clean slate.