

Motivation: Your Spouse was assaulted by A Ninja Lord. You must improve your skills to duel them.

CHA 12	Max Hench: 5	Loyalty Base: 0	Reaction Adj.: 0
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Flatfoot 6

Severe: (116) 1 Sprint X5 +8 +2 +5

Weapons

[illegible]Weight 55.100

Spells Per Day		
Bless	Faerie Fire	
Combine	Detect Magic	
Detect Evil	Detect Poison	
Purify Food & Drink	Detect Snares and Pits	
Entangle	Locate Animals or Plants	
Locate Plants	Analyze Balance	
Pass Without Trace	Call Upon Faith	
Shillelagh	Command	
Log of Everburning	Remove Fear	
Light		

~~~So, you're a human from Rhunef Faust~~~

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 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 childern 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. Rhunef Faust 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 Rhunef Faust~~~

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 conqur 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 tor 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.

Ilmura: Goddess of farming

Major Spheres: Plant, Sun, Weather
Minor Spheres: Divination, Summoning, Charm
Favored Weapon: Sickle, sling, flail footman, Bill, fauchard, guisarme, millitary fork, trident light crossbow and improvised
Favored Armour: Brigadine (usually home modified leather armor)

Faithful worshippers and Clerics are thuggish in appearence and see themselves as protectors of the weak and helpless, much as a farmer who tends his crops. A cleric of Ilmura will never start a fight nor harm a sentient creature that isn't a threat. They strongly value personalities of fortitude, tolerance and indutriousness, preferring those who would rather burden a problem themselves and only asking for help when they cannot complete said task alone.

Ilmura is the diety of farms and feasts and is revered every Festag. She is described as an excepcionally tall woman dressed in seasonal colours and foilage of seasonal crops. She is fair skinned with long red hair and smells of crops relevant to the season (fresh Kale in Spring, Peppercorn in Summer, Sweet Potato in Autmn and mustard and honey in Winter) During her Festival and during Festags that follow a bountiful crop, a celebration is held. For the celebration a woman matching her description is found and acts as host to the feast. The impersonator is placed on a 4 foot high chair. During the festival the impersonator takes requests for blessings from the towns people in exchange for their praise. This tradition originates from the belief that Ilmura makes an apperance in one village every Festag as a traveling mortal. Red heads are uncommon in Rhunef Faust so its not rare for small towns to send scouts to larger cities to play the role of the goddess.