

Character: Luther NesselLevel: 1Race: Human

Class: PaladinAlignment: TNReligion: TyrHomeland: HOMEGender: Male

Age: 32Height: 5'9"Weight: 175Hair: Light BrownEyes: GreenAppearance: 31

Facial Hair: BeardOccupation: SailorPersonality: Courageous/Compulsive

Motivation: Tyr was dishonoured by A corrupt judge. You wish to clear their name.

STR	16	Hit Prob:	0	DMG Adj.:	+1	Enc.:	70	Max Press:	195	Open Door:	9	B.B./L.G.:	10%
DEX	9	Reaction Adj.	0	Missile Attack Adj.	0	Defensive Adj.	0						
CON	11	HP Adj.:	0	System Shock:	75%	Rez Survival:	80%	Poison Save:	0	Regeneration:	nil		
INT	13	Languages:	3	Spell Level:	6th	Chance to Learn:	55%	Max Spells:	9	Illusion Immune:	-		
WIS	13	Magic Def. Adj.:	0	Bonus Spells:	1	Spell Fail:	0%	Spell Immune:	-				
CHA	18	Max Hench:	15	Loyalty Base:	+8	Reaction Adj.:	+7						

HP	7	Armour	Weight: 28	Unencumbered:	12	Speed	Atk Adj.	Dmg Adj.	AC Adj
AC	6	Studded Leather		Light:	(65) 9	Jog X2	0	0	Flatfoot
Flatfoot	7	Buckler		Moderate:	(97) 6	Charge X3	+2	0	+1
				Heavy:	(130) 3	Run X4	+4	+1	+3
				Severe:	(162) 1	Sprint X5	+8	+2	+5

Weapons

Name	RoF	THAC0	Dmg Adj.	Damage	Range	Type	Speed	Weight
Horseman's Flail	1	20	1	1D4+1/1D4+1	Melee	B	6	5
Parrying Dagger	1	20	1	1D3/1D3	Melee	P	2	1
Composite Shortbow	2	20	1	Ammunition	50/100/180	N/A	7	2

Saving Throws	Platinum: 0	Item: Fishhook	Qty. 1	Wgt. 0.01	Item: Soap	Qty. 1	Wgt. 1
Paralyze/Poison 14	Gold: 17	Winter Blanket	1	3	Wineskin	1	1
Rod, Staff or Wand 16	Silver: 7	Small Barrel	1	30	Hooded Lantern	1	2
Petrify/Polymorph 15	Copper: 5	Large Wallet	1	1			0.1
Breath 17		Whistle	1	0.1	Iron Pot	1	2
Spell 17							
Macabre 0	Weight 76.789						

Proficiencies	Special Abilities
Horseman's Flail	
Parrying Dagger	
Composite Shortbow	
Composite Longbow	
Language (Faustic)	
Running	
Fire-Building	
Direction Sense	
Seamanship	
Artistic Ability {}	
	Small Sack 1

Spells Per Day		

~~~So, you're a human from Rhunefaust~~~

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 religious. 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. Rhunefaust 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 Rhunefaust~~~

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.

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 distubing 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 plesant disposition that conceals a more grim belief. Those who follow Tyr believe that men are 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 discussion, 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 opinoin, 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.