

Character: Joachim-Friedrich Hertner

Level: 1Race: Human

Class: ClericAlignment: TNReligion: ReueherrHomeland: HOMEGender: Male

Age: 30Height: 6'0"Weight: 153Hair: Dirty BlondeEyes: GrayAppearance: 31

Facial Hair: HuliheeOccupation: SailorPersonality: Arrogant/Jealous

Motivation: You seek proof of your familie's noble lineage.

STR	5	Hit Prob:	-2	DMG Adj.:	-1	Enc.:	10	Max Press:	25	Open Door:	3	B.B./L.G.:	0%
DEX	10	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	18	Languages:	7	Spell Level:	9th	Chance to Learn:	85%	Max Spells:	18	Illusion Immune:	-		
WIS	11	Magic Def. Adj.:	0	Bonus Spells:	0	Spell Fail:	10%	Spell Immune:	-				
CHA	13	Max Hench:	5	Loyalty Base:	0	Reaction Adj.:	+1						

HP	4	Armour	Weight: 40	Unencumbered:	12	Speed	Atk Adj.	Dmg Adj.	AC Adj
AC	5	Chain Mail		Light:	(8) 9	Jog X2	0	0	Flatfoot
Flatfoot	5			Moderate:	(12) 6	Charge X3	+2	0	+1
				Heavy:	(16) 3	Run X4	+4	+1	+3
				Severe:	(20) 1	Sprint X5	+8	+2	+5

Weapons

Name	RoF	THAC0	Dmg Adj.	Damage	Range	Type	Speed	Weight
Sap	1	22	-1	1D2/1D2	Melee	B	5	.1
Club	1	22	-1	1D6/1D3	Melee	B	4	3

Saving Throws	Platinum: 0	Item:	Qty. Wgt.	Item:	Qty. Wgt.
Paralyze/Poison 10	Gold: 0	Holy Item	1 0.1		
Rod, Staff or Wand 14	Silver: 0				
Petrify/Polymorph 13	Copper: 0				
Breath 16					
Spell 15					
Macabre 0	Weight 43.200				

Proficiencies	Special Abilities
Sap	Spellcraft
Club	Local History
Language (Faustic)	Dancing
Direction Sense	
Etiquette	
Animal Training	
Rope Use	
Musical Instument	
Ancient History	
Mining	

Spells Per Day		
Bless	Sacred Guardian	
Combine	Cure Light Wounds	
Detect Evil	Command	
Purify Food & Drink	Remove Fear	
Endure Cold/Heat		
Protection from Evil		
Sanctuary		
Ring of Hands		
Anti-Vermin Barrier		
Weighty Chest		

~~~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 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. 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.

Reueherr LG: God of Forgivness

Holy Symbol: A Brass Key
Major Spheres: Protection, Wards, Guardian
Minor Spheres:Law, Healing, Charm
Favored Weapon: Lasso, Club, Mancatcher, Net, sap
Favored Armor: Chain

Reueherr is the youngest of the four brothers of law, generally depicted as a child. The faithful to Reueherr believe that absolution of you sins can only be gained by truthfully apologising. He directly opposes his elder brother, Strafherr, because his harsh ways forces people into confession and that any confession givin in fear is inherently a lie. Compounding sin with more sin. The clergy, much like the gods themselves, get along well with Tyr. Tyr views Reueherr's beliefs as idealistic and unobtainable but appreciates the optomistic view of the world. A cleric or paladin always aims to pacify their opponent rather than kill them outright. Its common practice to subdue your opponent, ask them to repent, disarm them and send them on their way. In the case of magic users you leave them restrained in a way that they cannot cast spells.

Faustic prisions are comparatively civil due to the presence of Reueherr clergymen. If you were imprisioned with several Reueherr worshippers as your wardens you can guarentee hot meals, a sanitary place to live and that and other wared who mistreats you will probably end up in the cell next to you. There is one downside though, you will be preached at for atleast an hour a day. More depending on your crime. Furthermore clerics will use their powers to force you to re-experience your crime several times untill you truthfully feel guilt and repent. This method can be especially powerful on those who committed especially heinous crimes.