

Character: Erdmute Hoffer Level: 1 Race: Human
 Class: Cleric Alignment: TN Religion: Leuchtag Homeland: HOME Gender: Female
 Age: 22 Height: 5'9" Weight: 135 Hair: Strawberry Eyes: Black Trait: Hardy
 Facial Hair: _____ Occupation: _____ Personality: Arrogant/Hide-Bound
 Motivation: You wish to help people in need.

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	14	HP Adj.:	0	System Shock:	88%	Rez Survival:	92%	Poison Save:	0	Regeneration:	nil		
INT	11	Languages:	2	Spell Level:	5th	Chance to Learn:	45%	Max Spells:	7	Illusion Immune:	-		
WIS	17	Magic Def. Adj.:	+3			Bonus Spells:	2/2/1	Spell Fail:	0%	Spell Immune:	-		
CHA	13	Max Hench:	5			Loyalty Base:	0	Reaction Adj.:	+1				

HP	3	<u>Armour</u>	Weight: 15	Unencumbered:	12	<u>Speed</u>			Atk Adj.	Dmg Adj.	AC Adj
				Light:	(56)	9	Jog	X2	0	0	Flatfoot
AC	6	Leather		Moderate:	(85)	6	Charge	X3	+2	0	+1
				Heavy:	(113)	3	Run	X4	+4	+1	+3
Flatfoot	7	Buckler		Severe:	(141)	1	Sprint	X5	+8	+2	+5

Weapons

[illegible]

Saving Throws		Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
Paralyze/Poison	10	Platinum: 0	<u>Holy Item</u>	<u>1 0.1</u>	<u>Parchment</u>	<u>1 0.01</u>	
Rod, Staff or Wand	14	Gold: 0	<u>Whistle</u>	<u>1 0.1</u>	<u>Small Sack</u>	<u>1 0.1</u>	
Petrify/Polymorph	13	Silver: 0	<u>Ladder</u>	<u>10 20</u>	<u>Small Barrel</u>	<u>1 30</u>	
Breath	16	Copper: 0	<u>Wax</u>	<u>2 2</u>	<u>Hourglass</u>	<u>1 1</u>	
Spell	12		<u>Candles</u>	<u>1 0.1</u>	<u>Fishing Net</u>	<u>1 5</u>	
Macabre	0	Weight	79.410				

Proficiencies		Special Abilities	
Quarterstaff		Staff Sling	
Staff Sling			
Language (Faustic)			
Artistic Ability {}			
Religion+1			
Rope Use			
Weather Sense			
Dancing			

Spells Per Day: 3/2/1/		
Bless	Invisibility to Undead	
Combine	Call Upon Faith	
Detect Evil		
Purify Food & Drink		
Log of Everburning		
Light		
Cure Light Wounds		
Mistaken Missive		
Anti-Vermin Barrier		
Weighty Chest		

~~~~~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 your 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 wield 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 initiative and dedicate your attacks to negating your opponents attacks and only attacking when you have attacks left over.</p> |
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| <p>~~~Staff Sling~~~</p> <p>Not intended to lob bullets like its hand held counterpart. The Staff sling is larger to lob grenades and similar objects.</p> |
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~~~~~Fluff~~~~~

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| <p>~~~So, you're a human from Rhunefaut~~~</p> <p>Citizens of the Faustic kingdom believe in a few things. Good industry, good parties and good moustaches. The calendar is composed of a 10 day week, each day denotes what labour you 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 an 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</p> <p>~~~~~CONTINUED ON NEXT PAGE~~~~~</p> |
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many nobles became peasants 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 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.

Leuchtag TN: God of Fire

Holy Symbol: An Everburning Staff

Major Spheres: Elemental Fire, Sun, Healing

Minor Spheres: Chaos, Wards, Law, Necromantic, Summoning

Favored Weapon: Staff, staff sling

Favored Armor: Leather

The clerics of Leuchtag are an enigmatic group. Stuck between their strong sense of duty and pyromanic tendencies. Much like fire themselves they are powerful forces for good but if left unchecked they become chaotic and destructive. Low level clerics wear this leather armours, the armour they wore as initiates before they were immune to heat. More experienced members of the clergy will wear chain and the highest ranking members will wear plate, using their abilities to super heat their armour. All clergy members keep a burning staff on hand and must keep it lit at all times. The design of these staves will vary from church to church, ranging from gnarled burning staves to imperial lampposts. The clergy's primary intention is to heal people, constantly repressing the need to burn things. Its often not known outside your church but it is an act of great shame if a fire gets out of hand and harms someone you had intended to protect.

Many people don't know what to think of your god, he seems unpredictable and dangerous. Leuchtag maintains a neutrality second only to druids. He heals the wounds of an evil man just as quickly as he may set fire to a barn. Leuchtag is depicted as a bearded middle aged man dressed in treated leather armour. Whenever he is depicted he is shown in a wide variety of positions and hand gestures, all with different meaning that only the faithful usually recognise. On his holy day his church is seen as a nuisance, they set fire to a patch of nearby forest and refuse to put it out due to its holy nature. Only higher ranking members of the clergy will know that the intention of this celebration is to make sure the average citizen is prepared to deal with such a natural disaster without Leuchtag's help. Keep in mind, to Leuchtag, even a smoldering campfire is more holy than the largest conjured fire.