

Character: Friedemann Wilpert

Level: 1Race: Human

Class: RogueAlignment: TNReligion: TyrHomeland: HOMEGender: Male

Age: 18Height: 5'9"Weight: 189Hair: GingerEyes: BrownTrait: Angelic

Facial Hair: SideburnsOccupation: SpyPersonality: Pessimistic/Haughty

Motivation: A family heirloom was confiscated by A corrupt judge. You need the to skill to take it back.

STR6	Hit Prob: -1	DMG Adj.: 0	Enc.: 20	Max Press: 55	Open Door: 4	B.B./L.G.:0%
DEX13	Reaction Adj. 0	Missile Attack Adj. 0	Defensive Adj. 0			
CON9	HP Adj.: 0	System Shock: 65%	Rez Survival: 70%	Poison Save: 0	Regeneration: nil	
INT17	Languages: 6	Spell Level: 8th	Chance to Learn: 75%	Max Spells: 14	Illusion Immune: -	
WIS9	Magic Def. Adj.: 0	Bonus Spells: 0	Spell Fail: 20%	Spell Immune: -		
CHA16	Max Hench: 8	Loyalty Base: +4	Reaction Adj.: +5			

HP5	Armour	Weight: 25	Unencumbered: 12	Speed	Atk Adj.	Dmg Adj.	AC Adj
AC6	Studded Leather		Light: (18) 9	Jog X2	0	0	Flatfoot
Flatfoot7	Small Shield		Moderate: (27) 6	Charge X3	+2	0	+1
			Heavy: (36) 3	Run X4	+4	+1	+3
			Severe: (45) 1	Sprint X5	+8	+2	+5

Weapons

Name	RoF	THAC0	Dmg Adj.	Damage	Range	Type	Speed	Weight
Club	1	21	0	1D6/1D3	Melee	B	4	3
Mancatcher	1	21	0	-/-	Reach	S/P/Large		8

Saving Throws	Platinum: 0	Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
Paralyze/Poison 13	Gold: 0						
Rod, Staff or Wand 14	Silver: 6						
Petrify/Polymorph 12	Copper: 1						
Breath 16							
Spell 15							
Reaction Adj. 12							
Macabre 0	Weight 36.140						

Proficiencies		
Club	Fishing	Wis-1
Mancatcher	Begging	Cha
Language (Faustic)	Disgiuse	Cha-1
Language (Thieves' Cant)		
Pottery Dex-2		
Swimming Str		
Weather Sense Wis-1		
Ventriloquism Int-2		
Juggling Dex-1		
Blacksmithing Str		

Special Abilities	
Pick Pockets: 20	
Open Locks: 12	
Find/Remove Traps: 8	
Move Silently: 30	
Hide in Shadows: 6	
Detect Noise: 18	
Climb Walls: 85	
Read Languages: 1	
Mancatcher	

Spells Per Day:

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

~~~~Defensive Options~~~~

--Full Defense--

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.

--Parrying--

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.

~~~~CHARGE!~~~~

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.

~~~~Dual Wielding~~~~

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.

~~~~Morale~~~~

In most cases, humanoids will choose to beat you with numbers rather than by skill. You can become very quickly overwhelmed. I'm revealing the situations for morale checks to encourage the players to strategise how to overcome superior numbers.

Humanoids (and some animals) must make a morale check when:

- They are surprised
- Faced by an obviously superior foe
- An ally is slain by magic
- 25% have died
- 50% have died
- Any ally is slain after 50% have died
- A leader is slain or deserts
- Fighting a creature it cannot harm due to magical properties

~~~~~CONTINUED ON NEXT PAGE~~~~~

- Forced to do a heroic task
- Offered an adequate bribe
- Offered a chance at surrender after havin already made a morale check
- Completely surrounded

~~~Mancatcher~~~

The opponend always uses their natural armour+Dex+Shield when defending. After being captured the opponend is flat footed and takes 1D2 damage if they struggle. Escape is on a successful Bend Bars/Lift Gates.

~~~~~Fluff~~~~~

~~~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 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 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 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. 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 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.

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 disturbing 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 pleasant 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 etiquette and honor, the unspoken agreements of a man at war. Your life is short and disposable, 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 engaging 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 surprises people to find that the clergy of Tyr hate war. In their opinion, 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.

~~~~~CONTINUED ON NEXT PAGE~~~~~

