

Character: Friedemann Hofmeister Level: 1 Race: Human
 Class: Fighter Alignment: TN Religion: Reueherr Homeland: HOME Gender: Male
 Age: 20 Height: 6'8" Weight: 184 Hair: Platinum Eyes: Black Trait: Frizzy-haired
 Facial Hair: Sidewhiskers Occupation: _____ Personality: Suspicious/Hick
 Motivation: A family heirloom was stolen by {gang}. Perhaps you can reclaim it.

STR	11	Hit Prob: 0	DMG Adj.: 0	Enc.: 40	Max Press: 115	Open Door: 6	B.B./L.G.:2%
DEX	15	Reaction Adj. 0			Missile Attack Adj. 0		Defensive Adj. -1
CON	17	HP Adj.: +2(+3)	System Shock: 97%	Rez Survival: 98%	Poison Save: 0		Regeneration: nil
INT	7	Languages: 1	Spell Level: -	Chance to Learn: -	Max Spells: -		Illusion Immune: -
WIS	15	Magic Def. Adj.: +1		Bonus Spells: 2/1	Spell Fail: 0%		Spell Immune: -
CHA	13	Max Hench: 5			Loyalty Base: 0		Reaction Adj.: +1

HP	12	<u>Armour</u>	Weight: 25	Unencumbered:	12	<u>Speed</u>	Atk Adj.	Dmg Adj.	AC Adj
AC	5	Studded Leather		Light:	(38) 9	Jog X2	0	0	Flatfoot
				Moderate:	(57) 6	Charge X3	+2	0	+1
Flatfoot	7	Body Shield		Heavy:	(76) 3	Run X4	+4	+1	+3
				Severe:	(95) 1	Sprint X5	+8	+2	+5

Weapons

[illegible]

Saving Throws		Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
Paralyze/Poison	14	Platinum: 0	<u>Hemp Rope</u>	100 40	<u>Candles</u>	1 0.1	
Rod, Staff or Wand	16	Gold: 2	<u>Glass Bottle</u>	1 0.1	<u>Papyrus</u>	1 1	
Petrify/Polymorph	15	Silver: 3	<u>Winter Blanket</u>	1 3	<u>Ink</u>	1 0.1	
Breath	17	Copper: 3	<u>Wax</u>	1 1	<u>Small Sack</u>	1 0.1	
Spell	16		<u>Flint and Steel</u>	1 0.1	<u>Parchment</u>	1 0.01	
Reaction Adj.	16						
Macabre	0	Weight	76.769				

Proficiencies		Special Abilities	
Harpoon Specialist			
Sap Specialist			
Language (Faustic)			
Blacksmithing	Str		
Gaming	Cha		
Heraldry	Int		
Cobbling	Dex		

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.

~~~Sap~~~

75% of all damage is non-lethal. The most effective way to use a sap is to make a called shot head (-8). On a successful called shot there is a 5% chance for every damage dealt that the opponened is knocked unconscious up to 40%. Chance to knockout is increased to 10% per damage up to 80% if the target is helpless. Due to these difficult rolls if you plan on going for the knockout you should use a sneak attack on a helmet-less opponent (10 AC, flatfoot, +4 atk adj) and even still be prepared with a backup plan. The other option is to incapacitate the opponent with sleep, rope, paralysis, etc and perform a coup-de-grace for easier transport of prisoners.

~~~~~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

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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 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 torn 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 Forgiveness

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 your 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 given 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 optimistic 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 prisons are comparatively civil due to the presence of Reueherr clergymen. If you were imprisoned with several Reueherr worshippers as your wardens you can guarantee hot meals, a sanitary place to live and that and other warden 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 until you truthfully feel guilt and repent. This method can be especially powerful on those who committed especially heinous crimes.