

Character: Käthe KamphausLevel: 1Race: Human

Class: RogueAlignment: TNReligion: IlmuraHomeland: HOMEGender: Female

Age: 18Height: 5'10"Weight: 125Hair: BlackEyes: BlackTrait: Rosy-cheeked

Facial Hair: _____Occupation: Bounty HunterPersonality: Courageous/Gloomy

Motivation: You were dishonoured by A corrupt mayor. You must improve your skills to duel them.

STR	11	Hit Prob:	0	DMG Adj.:	0	Enc.:	40	Max Press:	115	Open Door:	6	B.B./L.G.:	2%
DEX	12	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	17	Languages:	6	Spell Level:	8th	Chance to Learn:	75%	Max Spells:	14	Illusion Immune:	-		
WIS	13	Magic Def. Adj.:	0	Bonus Spells:	1	Spell Fail:	0%	Spell Immune:	-				
CHA	15	Max Hench:	7	Loyalty Base:	+3	Reaction Adj.:	+3						

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

Weapons

Name	RoF	THAC0	Dmg Adj.	Damage	Range	Type	Speed	Weight
Club	1	20	0	1D6/1D3	Melee	B	4	3
Rapier	1	20	0	1D6+1/1D8+1	Melee	P	4	4

Saving Throws	Platinum:	0	Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
Paralyze/Poison 13			Thieve's Tools	1	1	Parchment	1	0.01
Rod, Staff or Wand 14	Gold:	1	Piton	3	1.5	Bell	1	0.1
Petrify/Polymorph 12	Silver:	4	Ladder	10	20	Fishhook	1	0.01
Breath 16	Copper:	8	Large Sack	1	0.5			
Spell 15			Iron Pot	1	2			
Reaction Adj. 14								
Macabre 0	Weight	57.379						

Proficiencies		
Club	Pottery	Dex-2
Rapier	Animal Training	Wis
Language (Faustic)		
Language (Thieves' Cant)		
Local History	Cha	
Reading Lips	Int-2	
Cobbling	Dex	
Jumping	Str	
Heraldry	Int	
Riding Land (Horse)	Wis+3	

Special Abilities	
Pick Pockets: 15	
Open Locks: 14	
Find/Remove Traps: 9	
Move Silently: 5	
Hide in Shadows: 28	
Detect Noise: 37	
Climb Walls: 65	
Read Languages: 2	

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 it's 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

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

~~~~~Fluff~~~~~

~~~So, you're a human from Rhunef Faust~~~

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're 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 it's 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. It's 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 have 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, it's amazing. How are you not married? I've worked with you for 15 years and I swear it's 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. Rhunef Faust 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 Rhunef Faust~~~

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 dividing yours and the eastern empire was destroyed and there has been a sudden increase in drow activity.

Ilmura: Goddess of farming

Major Spheres: Plant, Sun, Weather

Minor Spheres: Divination, Summoning, Charm

Favored Weapon: Sickle, sling, flail, footman, Bill, fauchard, guisarme, military fork, trident, light crossbow and improvised

Favored Armour: Brigandine (usually home modified leather armor)

Faithful worshippers and Clerics are thuggish in appearance and see themselves as protectors of the weak and helpless, much as a farmer who tends his crops. A cleric of Ilmura will never start a fight nor harm a sentient creature that isn't a threat.

They strongly value personalities of fortitude, tolerance and indutriousness, preferring those who would rather burden a problem themselves and only asking for help when they cannot complete said task alone.

Ilmura is the diety of farms and feasts and is revered every Festag. She is described as an exceptionally tall woman dressed in seasonal colours and foilage of seasonal crops. She is fair skinned with long red hair and smells of crops relevant to the season (fresh Kale in Spring, Peppercorn in Summer, Sweet Potato in Autumn and mustard and honey in Winter) During her Festival and during Festags that follow a bountiful crop, a celebration is held. For the celebration a woman matching her description is found and acts as host to the feast. The impersonator is placed on a 4 foot high chair. During the festival the impersonator takes requests for blessings from the towns people in exchange for their praise. This tradition originates from the belief that Ilmura makes an appearance in one village every Festag as a traveling mortal. Red heads are uncommon in Rhunef Faust so it's not rare for small towns to send scouts to larger cities to play the role of the goddess.