

Character: Olaf Schwarzenberger Level: 1 Race: Human
 Class: Cleric Alignment: TN Religion: Bahamut Homeland: HOME Gender: Male
 Age: 22 Height: 6'1" Weight: 177 Hair: Burnette Eyes: Hazel Trait: Long-faced
 Facial Hair: Pushbroom Occupation: _____ Personality: Arguementative/Mischevous
 Motivation: A family heirloom was confiscated by A corrupt priest. You need the to skill to take it back.

STR	13	Hit Prob:	0	DMG Adj.:	0	Enc.:	45	Max Press:	140	Open Door:	7	B.B./L.G.:	4%
DEX	14	Reaction Adj.	0	Missile Attack Adj.				0	Defensive Adj.				0
CON	11	HP Adj.:	0	System Shock:	75%	Rez Survival:	80%	Poison Save:	0	Regeneration:			nil
INT	13	Languages:	3	Spell Level:	6th	Chance to Learn:	55%	Max Spells:	9	Illusion Immune:			-
WIS	9	Magic Def. Adj.:			0	Bonus Spells:	0	Spell Fail:	20%	Spell Immune:			-
CHA	13	Max Hench:	5	Loyalty Base:				0	Reaction Adj.:				+1

HP	2	<u>Armour</u>	Weight: 40	Unencumbered:	12	Speed	Atk Adj.	Dmg Adj.	AC Adj
AC	5	Scale		Light:	(46) 9	Jog X2	0	0	Flatfoot
				Moderate:	(70) 6	Charge X3	+2	0	+1
				Heavy:	(93) 3	Run X4	+4	+1	+3
Flatfoot	6	Body Shield		Severe:	(116) 1	Sprint X5	+8	+2	+5

Weapons

[illegible]

Saving Throws		Platinum:	0	Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
Paralyze/Poison	10			<u>Holy Item</u>	1	0.1			
Rod, Staff or Wand	14	Gold:	0						
Petrify/Polymorph	13	Silver:	0						
Breath	16	Copper:	0						
Spell	15								
Reaction Adj.	16								
Macabre	0	Weight	47.100						

Proficiencies		Special Abilities	
Trident			
Gaff/Hook			
Language (Faustic)			
Spellcraft	Int-2		
Language{Ancient}	Int		
Religion	Wis		
Fire-Building	Wis-1		
Fishing	Wis-1		
Blacksmithing	Str		
Engineering	Int		

Spells Per Day: 1/		
Bless	Remove Fear	
Combine	Light	
Detect Evil	Call Upon Faith	
Purify Food & Drink		
Endure Cold/Heat		
Protection from Evil		
Sanctuary		
Ring of Hands		
Sacred Guardian		
Command		

~~~~~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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~~~~~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 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 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</p> <p>~~~~~CONTINUED ON NEXT PAGE~~~~~</p> |
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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. 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 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.

Bahamut LG: Golden God of Dragons

Holy Symbol: "Ancient" Scale of a True Red Dragon

Major Spheres: Protection, Guardian, Law

Minor Spheres: Charm, Sun, Summoning

Favored Weapon: Gaff, hook, harpoon, trident,

Facored Aromor: Scale

As a member of the oldest state religion your beliefs stand with the founding principles of the kingdom. Freedom from tyranny, perserverence and to uphold law backed by a strong moral fibre are your aims. A point of difficulty is that preservation of holy objects is often held above the well being of the people. A faithful washipper of Bahamut would not think twice about booting a farmer off his land if that land was on a holy site. Keep in mind you are the only state recognized church that worships an inhuman god, you consider your practices above the state and humanity. Bahamut guided your people to freedom before and he wont forget you if you stay faithful. Members of the clergy dress with a piscine theme, scale mail and a cassis crista helm. Remember, "The Gold Dragon Protects".

Many people nowadays feel that the Church of Bahamut should be preceeded with the word "Esoteric" The worship of Bahamut is the official state religion and its practices predate the kingdoms of Rhunefaut. As the state religion they commonly play the role of tax collectors aided by how prolific they are. That alone would irratate most pesants but add to that the fact that many of the clergy have been known to develop Gold Sickness. They are also ethical hardliners, not as strict as Strafherr their position as official law keepers gains the contempt of the populace. It is a well kept secret that all ranking members of the clergy suffer from gold sickness. If you are a member of the clergy you must keep it secret, if you reveal it you will be excommunicated, dishonourably discharged as you are no longer mentaly able to perform your duties and possibly executed for treason if you intentionally revealed the church's secret and dismissed as insane.