

Character: Oscar Alemann Level: 1 Race: Human
 Class: Cleric Alignment: TN Religion: Cisa Homeland: HOME Gender: Male
 Age: 21 Height: 5'11" Weight: 154 Hair: Strawberry Eyes: Hazel Trait: Statuesque
 Facial Hair: Pushbroom Occupation: _____ Personality: Capricious/Kind
 Motivation: Cisa was dishonoured by A corrupt knight. You wish to clear their name.

STR	12	Hit Prob:	0	DMG Adj.:	0	Enc.:	45	Max Press:	140	Open Door:	7	B.B./L.G.:	4%
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	12	Languages:	3	Spell Level:	6th	Chance to Learn:	50%	Max Spells:	7	Illusion Immune:	-		
WIS	11	Magic Def. Adj.:	0			Bonus Spells:	0	Spell Fail:	10%	Spell Immune:	-		
CHA	15	Max Hench:	7			Loyalty Base:	+3	Reaction Adj.:	+3				

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

Weapons

[illegible]

Saving Throws		Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
Paralyze/Poison	10	Platinum: 0	1	0.1	Holy Item		
Rod, Staff or Wand	14	Gold: 0					
Petrify/Polymorph	13	Silver: 0					
Breath	16	Copper: 0					
Spell	15						
Reaction Adj.	14						
Macabre	0						
		Weight	50.100				

Proficiencies		
Ranseur		
Main-Gauche		
Language (Faustic)		
Leatherworking	Int	
Seamanship	Dex+1	
Navigation	Int-2	
Etiquette	Cha	
Mining	Wis-3	
Tailor	Dex-1	

[illegible]

Spells Per Day: 1/		
Bless	Analyze Balance	
Combine	Light	
Detect Evil	Magic Stone	
Purify Food & Drink	Shillelagh	
Mistaken Missive	Analyze Balance	
Know Direction	Personal Reading	
Detect Magic		
Detect Poison		
Detect Snares and Pits		
Locate Animals or Plants		

~~~~~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>~~~~Morale~~~~</p> <p>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.</p> <p>Humanoids (and some animals) must make a morale check when:</p> <ul style="list-style-type: none"> <li>-They are surprised</li> <li>-Faced by an obviously superior foe</li> <li>-An ally is slain by magic</li> <li>-25% have died</li> <li>-50% have died</li> <li>-Any ally is slain after 50% have died</li> <li>-A leader is slain or deserts</li> <li>-Fighting a creature it cannot harm due to magical properties</li> </ul> <p>~~~~~CONTINUED ON NEXT PAGE~~~~~</p> |
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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

~~~Main-Gauche~~~

+1 to Parrying and disarm bonuses with this weapon.

~~~Ranseur~~~

Deals double damage when set to receive a charge. On a called shot -4 can be used to disarm an opponent or ignore armour bonuses.

~~~~~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 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 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.

Cisa CG: Goddess of Fortune

Holy Item: A Two-Faced Gold Coin.

Major Spheres: Chaos, Travelers, Divination

Minor Spheres: Sun, Combat, Numbers

Favored Weapon: Javelin, Main-Gauche, partisan, ranseur, sap, sling, cutlass, improvised

Favored Armor: Coin Mail (AC 6)

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Cisa is the patron diety of adventurers, gamblers and all other forms of risk takers. She is depicted as a golden haired women, clad in gold armour, heavily adorned in jewlery and gold. She does whatever to stack the odds in her favor. Trying to force luck as she does is very difficult especially when compared to the miracles her sister produces. The two commonly get into fights as Cisa slowly increases the entropy of the universe. Hina accuses her of being near sighted and that forcing good fortune will lead to devastation. Never the less she is a far more popular diety as the miracle works she performs are less impressive it doesn't come with the caveat of the ominous "Unforeseen consequences". The faithful do have a strong code of ethics. Their methods may be seen as cheating, especially in the case of a supposedly fair game of chance, so they only use their powers against evil races. Generally greedy, how much wealth you accumulate directly correlates to Cisa's favor. Keep in mind though, the faithful love the accumulation of wealth. They are neither miserly nor would they put someone in harms way for profit. They do however love any gamble and adventure, gladly tagging along with and party with atleast neutral intentions. Bonus points for forming the Ilmura, Tyr, Calandra and Cisa for all of your good hearted, high-adventure, zelot fun.

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Festivals for Cisa are practiced with feasts, singing and church run horse races. Unlike their sister religion, the clergy of Cisa are not safe from the down fall of playing with fate. There are very real repercussions to their actions. Its not unknown for a cleric to cast a spell and the build up of poor fortune is released all at once. This has been known permanently curse nearby individuals to have poor luck for the rest of their lives. The church provides services to aid thses individual and attempt to cure them, often times requireing extensive donations from patrons. The Hina clergy never fails to remind Cisa worshippers of when once several clergymen gambled to raise donations, creating a plague of cursed commoners.