

Character: Sigmund WerknerLevel: 1Race: Human

Class: RogueAlignment: TNReligion: HinaHomeland: HOMEGender: Male

Age: 20Height: 5'7"Weight: 185Hair: GingerEyes: GreenTrait: Angelic

Facial Hair: Van DykeOccupation: Street UrchinPersonality: Curious/Deceitful

Motivation: You seek proof of your familie's noble lineage.

STR	15	Hit Prob:	0	DMG Adj.:	0	Enc.:	55	Max Press:	170	Open Door:	8	B.B./L.G.:	7%
DEX	12	Reaction Adj.	0	Missile Attack Adj.	0	Defensive Adj.	0						
CON	12	HP Adj.:	0	System Shock:	80%	Rez Survival:	85%	Poison Save:	0	Regeneration:	nil		
INT	17	Languages:	6	Spell Level:	8th	Chance to Learn:	75%	Max Spells:	14	Illusion Immune:	-		
WIS	16	Magic Def. Adj.:	+2	Bonus Spells:	2/2	Spell Fail:	0%	Spell Immune:	-				
CHA	4	Max Hench:	1	Loyalty Base:	-5	Reaction Adj.:	-4						

HP	5	<u>Armour</u>	Weight: 25	Unencumbered:	12	Speed	Atk Adj.	Dmg Adj.	AC Adj
AC	6	Studded Leather		Light:	(56) 9	Jog X2	0	0	Flatfoot
Flatfoot	7	Small Shield		Moderate:	(85) 6	Charge X3	+2	0	+1
				Heavy:	(113) 3	Run X4	+4	+1	+3
				Severe:	(141) 1	Sprint X5	+8	+2	+5

Weapons

Name	RoF	THAC0	Dmg Adj.	Damage	Range	Type	Speed	Weight
Scimitar	1	20	0	1D8/1D8	Melee	S	5	4
Falchion	1	20	0	1D6+1/2D4	Melee	S	5	8

Saving Throws	Platinum:	0	Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
Paralyze/Poison 13	Gold:	2	<u>Thieve's Tools</u>	1	1	<u>Flint and Steel</u>	1	0.1
Rod, Staff or Wand 14	Silver:	3	<u>Hooded Lantern</u>	1	2	<u>Torch</u>	1	1
Petrify/Polymorph 12	Copper:	9	<u>Wineskin</u>	1	1	<u>Backpack</u>	1	2
Breath 16			<u>Large Sack</u>	1	0.5	<u>Fishhook</u>	1	0.01
Spell 13			<u>Signet Ring</u>	1	0.1			
Reaction Adj. 21								
Macabre 0	Weight	44.990						

Proficiencies		
<u>Scimitar</u>	<u>Riding Land (Horse)</u>	<u>Wis+3</u>
<u>Falchion</u>	<u>Artistic Ability {}</u>	<u>Wis</u>
<u>Language (Faustic)</u>		
<u>Language (Thieves' Cant)</u>		
<u>Animal Handling</u> Wis-1		
<u>Ventriloquism</u> Int-2		
<u>Direction Sense</u> Wis+1		
<u>Tightrope Walking</u> Dex+1		
<u>Agriculture</u> Int		
<u>Juggling</u> Dex-1		

Special Abilities	
<u>Pick Pockets: 37</u>	
<u>Open Locks: 34</u>	
<u>Find/Remove Traps: 6</u>	
<u>Move Silently: 6</u>	
<u>Hide in Shadows: 11</u>	
<u>Detect Noise: 16</u>	
<u>Climb Walls: 63</u>	
<u>Read Languages: 2</u>	
<u>Scimitar</u>	

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.

~~~Scimitar~~~

The curved design of this weapon is for pillaging. It is treated as a tool for attacking structures.

~~~~~Fluff~~~~~

~~~So, you're a human from Rhunefaut~~~

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

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

Hina CE: Goddess of Misfortune

Holy Symbol: A silver coin with one burned side.

Major Spheres: Chaos, Healing, Necromantic

Minor Sphere: Protection, Wards, Divination

Favored Weapon: Blowgun, dart, bola, caltrop, Dagger, knife, Main-Gauche, Sap

Favored Armor: Cloth

The faithful of Hina recognize the Zero-Sum nature of the universe. For every positive event there must be a negative event. You kill in order to eat and to gain money you must take it from someone else. Not necessarily with evil intent, the clergy are evil by nature. Recognition of Zero-Sum allows them to cast very powerful spells but with the caveat that the inverse must occur somewhere. Most people who are severely down on their luck turn to Hina for aid, usually people in a situation where they would give anything in exchange for help. A common exchange would look like this, "Commoner 1 has a deathly sick son, she donates everything she owns for the church to cure her son. Elsewhere Commoner A prays for the luck to win back his money to pay off his debts. Shortly after he wins the lottery but also contracts a deadly illness". Its part of the job of the clergy to actually dissuade people from taking their aid to minimize regrettable, rash decisions. Paladins play a unique role. They are called Plague Bearers and completely conceal themselves beneath a set of Plate Armour. In an attempt by the church to provide a service these paladins accept the diseases that are cured. They never receive the negatives of these diseases but they will live the rest of their lives afflicted. As paladins level up they adorn themselves in progressively more wreathes of flowers to hide the smell of their ill bodies.

Hina is celebrated at festivals with a feast and extensive ceremonial dance featuring a large amount of spinning. As a cleric progresses in level, Hina provides them more insight to the nature of the universe. Low level clerics tend to have "hallucinations" of the same event happening twice in two different ways. They see the multiple outcomes of events and at higher levels it becomes much more frequent and vivid. Events that take only a few seconds to occur may repeat for minutes for a high level cleric making the cleric's progressively less stable. The ceremonial dance supposedly helps relieve high level clerics of their visions.