

Character: Elisa KändlerLevel: 1Race: Human

Class: RogueAlignment: TNReligion: MakabelHomeland: HOMEGender: Female

Age: 18Height: 6'1"Weight: 141Hair: GingerEyes: BrownTrait: Attractive

Facial Hair: _____Occupation: BanditPersonality: Naive/Narrow-Minded

Motivation: Makabel was dishonoured by A corrupt priest. You wish to clear their name.

STR	13	Hit Prob:	0	DMG Adj.:	0	Enc.:	45	Max Press:	140	Open Door:	7	B.B./L.G.:	4%
DEX	15	Reaction Adj.	0	Missile Attack Adj.	0	Defensive Adj.	-1						
CON	14	HP Adj.:	0	System Shock:	88%	Rez Survival:	92%	Poison Save:	0	Regeneration:	nil		
INT	16	Languages:	5	Spell Level:	8th	Chance to Learn:	70%	Max Spells:	11	Illusion Immune:	-		
WIS	11	Magic Def. Adj.:	0	Bonus Spells:	0	Spell Fail:	10%	Spell Immune:	-				
CHA	7	Max Hench:	3	Loyalty Base:	-2	Reaction Adj.:	-1						

HP	3	<u>Armour</u>	Weight: 25	Unencumbered:	12	<u>Speed</u>	<u>Atk Adj.</u>	<u>Dmg Adj.</u>	<u>AC Adj</u>
AC	5	Studded Leather		Light:	(46) 9	Jog X2	0	0	Flatfoot
Flatfoot	7	Buckler		Moderate:	(70) 6	Charge X3	+2	0	+1
				Heavy:	(93) 3	Run X4	+4	+1	+3
				Severe:	(116) 1	Sprint X5	+8	+2	+5

Weapons

Name	RoF	THAC0	Dmg Adj.	Damage	Range	Type	Speed	Weight
Stiletto	1	20	0	1D3/1D2	Melee	P	2	.5
Scourge	1	20	0	1D4/1D2	Melee	S	5	2

Saving Throws	Platinum:	0	Item:	Qty.	Wgt.	Item:	Qty.	Wgt.
Paralyze/Poison 13			Thieve's Tools	1	1	Perfume	1	0.1
Rod, Staff or Wand 14	Gold:	0	Bell	1	0.1	Ladder	10	20
Petrify/Polymorph 12	Silver:	2	Torch	1	1	Whistle	1	0.1
Breath 16	Copper:	2	Small Sack	1	0.1	Large Sack	1	0.5
Spell 15			Hemp Rope	50	20	Parchment	1	0.01
Reaction Adj. 18								
Macabre 0	Weight	70.490						

Proficiencies	
Stiletto	Disgiuse Cha-1
Scourge	
Language (Faustic)	
Language (Thieves' Cant)	
Gaming Cha	
Etiquette Cha	
Fishing Wis-1	
Mining Wis-3	
Rope Use Dex	
Swimming Str	

Special Abilities	
Pick Pockets: 18	
Open Locks: 30	
Find/Remove Traps: 8	
Move Silently: 33	
Hide in Shadows: 8	
Detect Noise: 17	
Climb Walls: 64	
Read Languages: 2	
Stiletto	
Scourge	

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.

~~~Scourge~~~

The scourge actually is a poor weapon but the damage it does cause is designed to be excruciatingly painful. Its designed like barbed wire to yank and tear the skin causing anyone hurt with it to make an immediate fear check. Unlike normal morale checks only the one hurt needs to take the check. If the character doesn't have morale (PCs) the check is roll 1D20 + CON mod, roll above the damage done. Fear in this case is not based in intimidation from the opponent but the reflex to escape the pain. The PC doesn't necessarily run away but they will be left flat-footed as they recoil in pain.

~~~Stiletto~~~

Smaller than a dagger, the stiletto is easy to conceal and its steel pyramid shape grants a +2 to pierce metal armours.

~~~~~Fluff~~~~~

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

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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 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 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.

Makabel LN: God of Death

Holy Symbol: The Psalms of the Departed

Major Spheres:Necromancy,Protection,Astral

Minor Spheres:Summoning,Healing,Combat

Favored Weapon: Bastard Sword, Zweihander, Broad Sword, longsword

Farvored Armor: Any Plate with a cloak draped over

Clerics and the faithful to Makabel see life as suffering and death as release. They have come to terms with their mortality and commonly come off as morbid because of their casual approach to death. Worshipers recognize Makabel as the diety who decides when people get to die, because of this they avoid killing whenever possible. A cleric will always stay his hand if he believes his next strike will kill his opponent. Concerning ressurection, the cleric beseeches Makabel and asks him if it was the appropriate time for the deceased to die, the result fortelling his decision. They consider magical resurection, resurection performed by another god or undeath to be a cardinal sin. Members of the clergy undergo a ceremony on Makabel's holy day where they are given a blessed tattoo on the shoulder that activates upon the persons death. The blessing give the person a few moments of undeath where they can perform their own last rights. Every festival the tattoo is expanded upon. Experienced members will have a large intricate tattoo expanding as far as their feet.

Makabel is the diety of death and is most known for his role of escorting the dead to the afterlife after he has been summoned by performing last rights. Makabel is a large, imposing and mute figure. He is commonly depicted fully armoured with a cloak draped over his armou and a tabard that lacks a family crest. Makabel's skeletal face is only ever exposed in graveyards which usually features several statues of him. Graveyards are commonly refered as "Makabel's Gardens" where he removes his helmet so he can watch over his land.