

## HARMAST, BARANTHOS' SON

**Noble farmer-warrior of the Ernaldori clan of the Colymar Tribe. Male, age 21. Initiate of Issaries.**

**Introduction:** *Harmast is my name, and I am the firstborn son of the great chieftain Baranthos. You have no doubt heard of me. My clan, the Ernaldori, are loyal Sartarites, famed for our prudence and our success. True, my clan defended Colymar tribal lands while others rushed off to war, but when they returned, where were the thanks for our service? I fought in the Battle at Pennel Ford alongside my kinsfolk, and saw the crowning of the Prince of Sartar. My friends and enemies alike know me for a man of words, an envoy and skilled negotiator, but they also know that this fine sword at my side is not for show.*

Harmast is from a noble lineage of the Colymar tribe. His father is the chieftain of the Ernaldori clan, and his grandfather and great-uncle were kings of that tribe. His family are famed for their loyalty to Sartar and for their caution: Harmast's family survived the Lunar Occupation with their lives (and wealth) intact, whereas others of their clan perished.

Harmast was initiated into the cult of Issaries, and tried to avoid the growing conflict in Dragon Pass, preferring talk and negotiation to warfare. However, following the Great Winter, Harmast fought a duel with a thane from the Grey Dog clan and killed him; the thane's kin have sworn vengeance upon Harmast. Harmast fought at the Battle of Pennel Ford, alongside his kinsfolk, Vasana and Yanioth. He witnessed the Dragonrise and fought for Starbrow during the Liberation of Sartar, acclaiming her as Prince.

Of average size and appearance, Harmast has close-cropped dark hair and surprisingly bright eyes. His garments and gear are well made and boast ornate decorative motifs, a clear display of his family's wealth. In person he is occasionally a bit arrogant, and quickly defensive when it comes to his choice to remain and defend his family's farm estate when others of his kin answered King Broyan's call.

Harmast is a dealmaker: when he can't make a deal he relies upon his fearsome skills as a duelist. Generally, he tries to remain out of conflicts, but does not hesitate to act decisively when drawn into them.



STR 13      CON 9      SIZ 13  
INT 19      DEX 18      CHA 10  
POW 16      Magic Points: 16

Location	D20	Armor/HP
Right Leg	01–04	6/4
Left Leg	05–08	6/4
Abdomen	09–11	6/4
Chest	12	6/5
Right Arm	13–15	6/3
Left Arm	16–18	6/3
Head	19–20	5/4

Weapon	%	Damage	SR	Pts
Broadsword	100	1D8+1+1D4	5	12
Battle Axe	40	1D8+2+1D4	6	10
Dagger	55	1D4+2+1D4	7	
Medium Shield	80	1D6+1D4	6	12
Javelin	45	1D8+1+1D2	1	7

**Runes:** Air 90% (☯), Fire 45% (☉), Darkness 20% (●), Harmony 90% (III), Movement 75% (≈).

**Passions:** Hate (Grey Dog) 60%, Love (Family) 80%, Loyalty (Sartar) 80%, Loyalty (Ernaldori Clan) 60%, Loyalty (Colymar Tribe) 60%, Loyalty (Issaries Temple) 60%.

**Reputation:** 15%

**Ransom:** 500 L.

**Move:** 8

**Damage Bonus:** +1D4

**Spirit Combat Damage:** 1D6+1

**Strike Ranks:** DEX 1, SIZ 2

**Hit Points:** 10

**Armor:** Plate cuirass (6 pts.), plate greaves and vambraces (6 pts.), closed helmet (5 pts.).

**Skills:** *Agility:* Dodge 46%, Ride (Horse) 40%. *Communication:* Bargain 65%, Dance 20%, FastTalk 15%, Oratory 50%, Sing 35%. *Knowledge:* Area Lore (Dragon Pass) 30%, Battle 30%, Cult Lore (Issaries) 30%, Customs (Heortling) 70%, Farm 35%, Herd 25%, Manage Household 50%. *Magic +5%:* Meditate 10%, Spirit Combat 65%, Worship (Issaries) 55%. *Perception:* Insight (Human) 60% Listen 35%, Scan 35%, Search 35%, Track 15%. *Stealth:* Hide 25%, Move Quietly 30%.

**Languages:** Speak Heortling 60%, Speak Tradetalk 45%, Read/Write Theyalan 20%.

**Rune Points:** 3 (Issaries)

**Rune Spells:** Command Cult Spirit (2), Dismiss Magic (var.), Divination (1), Extension (1), Flight (var.), Find Enemy (1), Heal Wound (1), Multispell (1), Passage (1), Path Watch (2), Safe (2), Soul Sight (1), SpellTrading (2), Spirit Block (var.).

**Spirit Magic:** Detect Enemy (1 pt.), Farsee (1 pt.), Glamour (2 pts.), Mobility (1 pt.).

**Magic Items:** Three healing potions that heal 1D10 points of damage each.

**Treasures:** 150 L in coin, armor and helmet, broadsword, dagger, three javelins, medium shield, two riding zebras.

**HARMAST'S ZEBRAS:** Harmast rides a Praxian zebra (and has a second), and must dismount to fight, as neither has been trained to be steady in combat. Each has a Move 12. Characteristics are not needed.

