SORALA, DAUGHTER OF TORIA

Revolutionary and scribe from Nochet. Female, 21 years old. Initiate of Lhankor Mhy. Introduction: Let me be brief here, for I am in the middle of composing a treatise and I do not wish to lose the trail of thought. I am Sorala, a scholar out of the Lhankor Mhy temple in Nochet. My mother taught me in the ways of writing and reading, and instilled in me a great love for the pursuit of knowledge. History, languages, lore, rhetoric, logic, and even the paths of sorgery.

mother taught me in the ways of writing and reading, and instilled in me a great love for the pursuit of knowledge. History, languages, lore, rhetoric, logic, and even the paths of sorcery are among my specialities, and my translations of Second Age Auld Wyrmish brought me great acclaim amidst my peers. But do not think me a mere book-mite or meek copier: I have fought and shed blood for Queen Samastina and King Argrath, and put my sword to work as readily as my stylus! I have joined a small group of adventurers and travel with them now, wishing to explore more of my homeland of Dragon Pass.

Sorala is an adventurous and athletic scholar, with long brown hair. Her attire is practical and nondescript, aside from the bejeweled veil she wears as a "beard."

Sorala is the granddaughter of a Lhankor Mhy sage at the Nochet Knowledge Temple. He aided the House of Sartar against Lunar Assassins and died with great glory when Belintar raised the Building Wall. Her mother was Toria, also a sage of Lhankor Mhy. She survived the Lion King's Feast but died with great glory during Greymane's Great Raid.

After a lengthy apprenticeship, Sorala was initiated into the Lhankor Mhy. During the civil war in Esrolia, Sorala supported the usurper Samastina, and fought gloriously to protect her from Red Earth assassins. During the siege of Nochet, she was blessed by the Earth Queen, and fought with distinction at the Battle of Pennel Ford. Sorala accompanied Argrath White Bull to Pavis, and acclaimed him as King of Pavis. In Pavis, she befriended Vasana and Yanioth, and accompanied them back to Dragon Pass.

Sorala is a noted sage concerning the Second Age, particularly the city of Old Pavis and of Auld Wyrmish writings.



STR 13	CON 11	SIZ 12	
INT 20	DEX 17	CHA 15	
POW 13	Magic Points: 13		

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

Weapon	%	Damage	SR	Pts
Broadsword	70	1D8+1+1D4	5	12
Small Axe	35	1D8+2+1D4	5	8
Medium Shield	50	1D6+1D4	6	12
Sling	45	1D8	1	
Thrown Small Axe	65	1D6+1D3	1	8

Runes: Fire 60% (⊚), Air 40% (₲), Earth 20% (□), Truth 95% (Y), Man 75% (♣), Harmony 70% (III).

Passions: Hate (Lunar Empire) 60%, Devotion (Lhankor Mhy) 80%, Honor 80%, Loyalty (Queen Samastina) 70%, Loyalty (Argrath) 80%, Loyalty (Family) 60%, Loyalty (Clan) 60%, Loyalty (Nochet) 60%.

Reputation: 18% Ransom: 1000 L.

Move: 8

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+1 Strike Ranks: DEX 1, SIZ 2

Hit Points: 11

Armor: Linothorax hauberk (3 pts.), cuirboilli greaves and

vambraces (3 pts.), full helmet (6 pts.).

Skills: Agility: Dodge 44%. Communication: Bargain 20%, Dance 30%, FastTalk 15%, Intrigue 20%, Oratory 30%, Sing 30%. Knowledge: Area Lore (Dragon Pass) 25%, Area Lore (Old Pavis) 60%, Battle 50%, Bureaucracy 50%, Cult Lore (Lhankor Mhy) 30%, Farm 45%, Troll Lore 30%, Empire of Wyrm's Friends Lore 35%. Magic: Meditate 35%, Spirit Combat 40%, Worship (Lhankor Mhy) 30%. Perception: Listen 35%, Scan 35%, Search 35%, Track 15%. Stealth: Hide 30%, Move Quietly 30%.

Languages: Speak Esrolian 60%, Speak Heortling 50%, Speak Tradetalk 30%, Read/Write Theyalan 90%, Read/Write Auld Wyrmish 60%, Read/Write New Pelorian 50%.

Rune Points: 3 (Lhankor Mhy)

Rune Spells: Analyze Magic (1), Clairvoyance (1), Command Cult Spirit (2), DetectTruth (1), Dismiss Magic (var.), Divination (1), Extension (1), Find Enemy (1), Heal Wound (1), Knowledge (2), Mind Read (1), Multispell (1), Reconstruction (3), Soul Sight (1), Spirit Block (var.), Translate (1), Truespeak (2).

Spirit Magic: Detect Life, Detect Magic, Detect Spirit, Farsee 2. Magic Items: Small stone figurine of a crested dragonewt that points in a desired direction (Find Magic matrix).

Treasures: 500 L in coin, jewels, and booty, armor and helmet, broadsword, small axe, medium shield, sling and 10 stones, writing implements and materials; tin disk carved with calendar; letter of introduction from the Knowledge Temple in Nochet.

