

VOSTOR, SON OF PYJEE

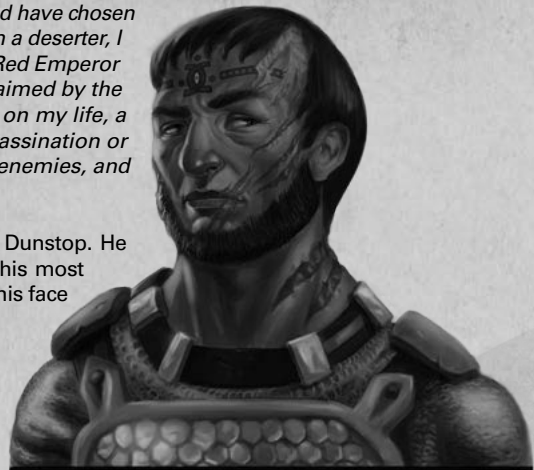
Heavy infantry soldier from Dunstop, in Lunar Tarsh. Male, age 21. Initiate of Seven Mothers.

Introduction: *Hold before you strike, brave adventurers! It is true that I am a Lunar, out of Dunstop in Tarsh, but I have renounced any allegiance to the Lunar Empire, and have chosen to follow a destiny other than that of invader. My name is Vostor. Though I am a deserter, I am no common traitor! I put my kopis-sword and shield to use serving the Red Emperor in Nochet and at the Battle of Pennel Ford, and in his name, I was nearly maimed by the savage called Harek the Berserk. While I recovered, an attempt was made on my life, a purge initiated by the new regime. I had little choice but leave or face assassination or prison, at best. I have found acceptance, even friends, among my former enemies, and now I am my own man, seeking my own path in the world.*

Vostor, Son of Pyjeem, is from a long line of Lunar Tarshite soldiers from Dunstop. He has a thick mop of black hair, piercing eyes, and a powerful physique, but his most noticeable feature is a ragged row of fearsome scars across the right side of his face and his right arm, healed but still testament to the terrible injury he suffered.

Vostor's grandfather fought and died for the Red Emperor at the Battle of Grizzly Peak. Pyjeem followed General Fazzur Wideread but died with great glory in the Hendriking Campaign.

At adulthood, Vostor joined the Dunstop Foot and was shocked when the Red Emperor replaced Fazzur Wideread as the Governor-General of Dragon Pass. Nonetheless, he followed his regiment to Esrolia and fought valiantly in the siege of Nochet. However, the Empire failed to take the city. At the Battle of Pennel Ford Vostor was nearly killed by Harrek the Berserk, gaining the terrible scars across his face and right arm. Vostor returned to Dragon Pass to recover, but during the retreat from Sartar, partisans of King Pharandos tried to assassinate him as part of a purge of those officers who were loyal to Fazzur. Rather than be murdered, Vostor deserted and sought allies amongst his former enemies in Sartar.



STR 16 CON 15 SIZ 13
INT 15 DEX 15 CHA 10
POW 15 Magic Points: 15

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

Weapon	%	Damage	SR	Pts
Kopis	80	1D8+1+1D4	6	12
Short Spear	45	1D6+1+1D4	6	10
Dagger	45	1D4+2+1D4	7	7
Large Shield	90	1D6+1D4	7	16
Javelin	30	1D10+1D2	2	8
Composite Bow	50	1D8+1	2	7
Medium Shield	35	1D6+1D4	7	12

Runes: Moon 90% (☉), Air 50% (☿), Earth 50% (♁), Disorder 75% (⚡), Illusion (⚡) 75%.

Passions: Fear (Dragons) 60%, Fear (Harrek the Berserk) 60%, Hate (King Pharandos) 60%, Honor 70%, Love (Family) 60%, Loyalty (Dunstop) 60%, Loyalty (Fazzur Wideread) 80%, Loyalty (Red Emperor) 60%.

Reputation: 19%

Ransom: 500 L.

Move: 8

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+1

Strike Ranks: DEX 2, SIZ 2

Hit Points: 16

Armor: Heavy scale hauberk (5 pts.), plate greaves and vambraces (6 pts.), closed helmet (5 pts.).

Skills: *Agility:* Dodge 35%. *Communication:* Dance 15%, FastTalk 15%, Oratory 20%, Intrigue 15%, Sing 30%. *Knowledge:* Area Lore (Lunar Tarsh) 25%, Battle 55%, Celestial Lore 15%, Cult Lore (Seven Mothers) 25%, Customs (Lunar Provincial) 40%, Farm 35%, First Aid 30%. *Magic +5%:* Meditate 15%, Spirit Combat 45%, Worship (Seven Mothers) 35%. *Perception:* Listen 40%, Scan 65%, Search 25%, Track 5%. *Stealth:* Hide 15%, Move Quietly 15%.

Languages: Speak New Pelorian 70/20%, Speak Tarshite 30%, Speak Tradetalk 20%, Speak Heortling 10%.

Rune Points: 3 (Seven Mothers)

Rune Spells: Command Cult Spirit (2), Dismiss Small Elemental (1), Dismiss Magic (var.), Divination (1), Extension (1), Find Enemy (1), Heal Wound (1), Madness (1), Mindblast (2), Multispell (1), Reflection (var.), Regrow Limb (2), Soul Sight (1), Spirit Block (var.), Summon Small Fire Elemental (1) (see separate write-up).

Magic Points: 15

Spirit Magic: Befuddle (2 pts.), Glamour (2 pts.), Heal 1.

Magic Items: A spell matrix for Heal 2 in the form of a belt buckle depicting a fat, grinning dwarf.

Treasures: 125 L in coin and booty, armor and helmet, large shield, kopis, short spear, dagger, two javelins, composite bow with 20 arrows.

