Vasana Farnan's Daughter

Female, age 21. Heavy cavalrywoman of the Ernaldori clan of the Colymar Tribe.

I am Vasana, the daughter of Farnan, a hero of Starbrow's Rebellion, slain and devoured by the Crimson Bat. In my war of revenge against the Lunar Empire, I gained the attention of Argrath at the Battle of Pennel Ford. I was sorely wounded at the Second Battle of Moonbroth, granting me this terrible scar across on the left half of my face. I returned to my mother's farm to recover, and now I am ready for adventure.

My friends know me for a fearsome bison rider, a skilled hand with a sword, and a devout worshiper of Orlanth Adventurous. My honor is my greatest strength.

Vasana is a small, athletic woman with a vicious scar across one side of her face. Despite her size, she rides a bison and is more than capable of commanding warriors and priests more senior than herself.

Vasana's grandmother was a scribe in the service of the Princes of Sartar, and died with great glory in the Battle of Boldhome. Vasana's father was Farnan, a temple orphan who married Vareena, a priestess of Ernalda from the Ernaldori clan. Farnan joined Starbrow's Rebellion and later personally aided Kallyr Starbrow in her escape from Sartar. He died defending Whitewall in 1620, devoured by the Crimson Bat. Farnan's soul was annihilated and Vasana, then a teenager, swore revenge.

As soon as she was initiated as an adult, Vasana left her mother's farm to avenge her father against the Lunar Empire. In 1623, she followed King Broyan to the metropolis of Nochet, accompanied by her half-sister Yanioth. At the Battle of Pennel Ford, she fought with great glory, and gained the attention of Argrath. Vasana followed Argrath into Prax and joined the army of the White Bull in the liberation of Pavis. Pursuing honor again, she fought with great glory at the Second Battle of Moonbroth, and was nearly killed (receiving a nasty scar on her face) in the process of killing a Lunar priestess. After the Dragonrise, she returned to her mother's farm to recover.

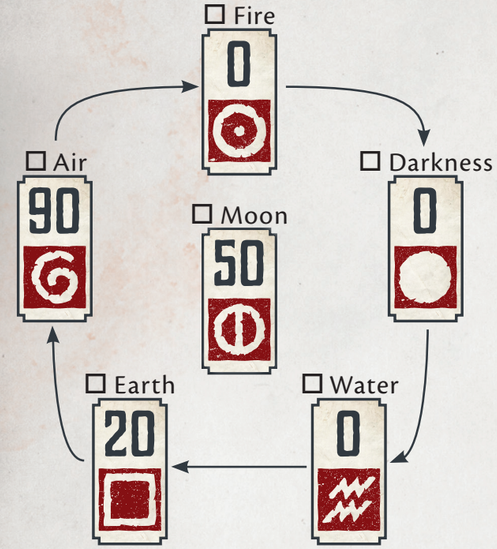
How to Play Vasana

- You are a natural born leader with a Charisma 19. Take charge!
- You have strong passions—Hate (Lunar Empire), Devotion (Orlanth), Honor, and your Loyalties—use them when appropriate to augment your skills.
- Your high Death Rune makes you a warrior ascetic. You ignore pain and pleasure. Your high Air Rune makes you passionate, proud, and violent.
- Your Lance attack while riding your bison can do huge amounts of damage. But you are better on the defensive when you use your sword.
- You have a good array of Rune spells for combat, but you need to choose very carefully as you don't have any Rune points to spare. Use Demoralize on a foe before you fight them!

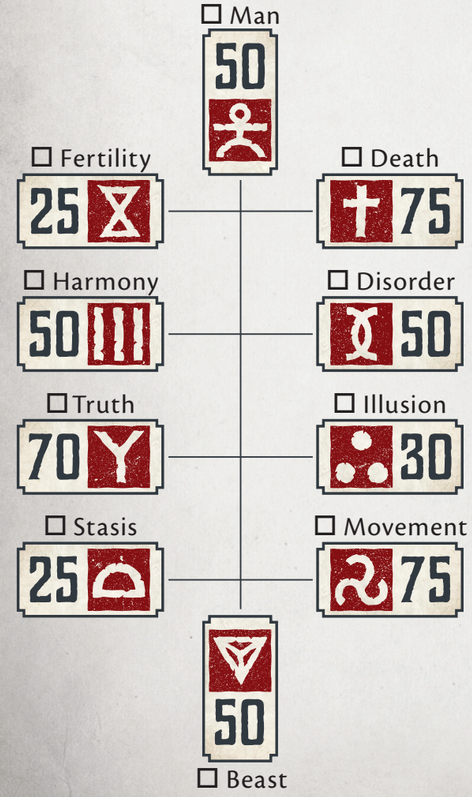
Molon, Vasana's Bison

Runes

Elemental Affinities



Power Affinities



VASANA FARNAN'S DAUGHTER

INITIATE OF ORLANTH:

CULT: VINGA ADVENTUROUS **REPUTATION:** 20% **RANSOM:** 500 L

STATISTICS

STR	CON	SIZ	DEX	INT	POW	CHA
16	12	10	11	15	15	19

Attacks

Weapon	%	Damage	SR	Pts
Broadsword	90	1D8+1+1D4	7	12
Lance	70	1D10+1+3D6	5	10
Battle Axe	55	1D8+2+1D4	8	8
Medium Shield	55	1D4+1D4	8	12
Composite Bow	45	1D8+1	S/MR	7
Spirit Combat	*45*	*1D6+3*	*12*	—

Hit Locations

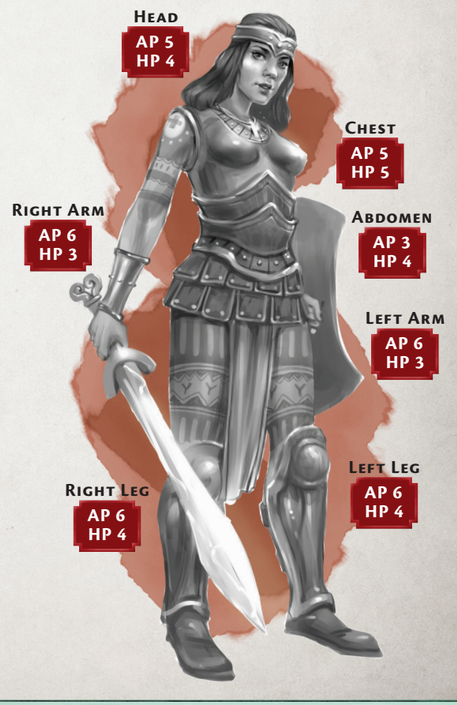
Location	D20	AP/HP
Right Leg	01–04	6/4
Left Leg	05–08	6/4
Abdomen	09–11	3/4
Chest	12	5/5
Right Arm	13–15	6/3
Left Arm	16–18	6/3
Head	19–20	5/4

Attributes

Quality	Value
Hit Points	12
Move	8
Strike Rank	5 (DEX 3, SIZ 2)
Rune Points	3
Magic Points	25 (15+10)
Damage Bonus	+1D4
Healing Rate	2

Hit Points

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 (12) 13
14 15 16 17 18 19 20 21 22 23 24



Skills & Passions

Agility (+0%)
- ☐ Dodge 22%
- ☐ Ride (Bison) 70%
- ☐ Swim 15%

Communication (+10%)
- ☐ Dance 25%
- ☐ Intimidate 25%
- ☐ Orate 45%
- ☐ Sing 50%
- ☐ Speak Heortling 60%
- ☐ Speak Stormspeech 30%
- ☐ Speak Tradetalk 20%

Knowledge (+5%)
- ☐ Battle 65%
- Cult Lore (Orlanth) 25%
- Customs (Heortling) 30%
- ☐ Farm 30%
- ☐ First Aid 25%
- ☐ Herd 20%
- Homeland Lore (Sartar) 35%
- Read/Write Theyalan 30%

Magic (+10%)
- ☐ Meditate 25%
- ☐ Spirit Combat 45%
- ☐ Worship (Orlanth) 35%

Manipulation (+5%)
- ☐ 1H Axe 55%
- ☐ Broadsword 90%
- ☐ 1H Spear (Lance) 70%
- ☐ Composite Bow 45%
- ☐ Medium Shield 55%

Perception (+5%)
- ☐ Listen 40%
- ☐ Scan 50%
- ☐ Search 30%
- ☐ Track 10%

Stealth (+5%)
- ☐ Hide 15%
- ☐ Move Quietly 15%

Passions
- ☐ Devotion (Orlanth) 80%
- ☐ Hate (Lunar Empire) 90%
- ☐ Honor 70%
- ☐ Love (family) 60%
- ☐ Loyalty (Argrath) 70%
- ☐ Loyalty (Colymar Tribe) 70%
- ☐ Loyalty (Ernaldori Clan) 60%
- ☐ Loyalty (Sartar) 70%

Note: *Skill category modifiers are already calculated into skill percentages.*

Molon, Vasana's Bison

STR	CON	SIZ	DEX	POW
36	17	34	12	10

Attacks

Weapon	%	Damage	SR	Pts
Head Butt*	50	2D10+3D6	8	12
Trample*	50	6D6 to downed foe	8	10

* A bison can head butt or trample in the same melee round, but not both.

Hit Locations

Location	D20	AP/HP
Right Hind Leg	1–2	3/8
Left Hind Leg	3–4	3/8
Hindquarters	5–7	3/10
Forequarters	8–10	3/10
Right Foreleg	11–13	3/8
Left Foreleg	14–16	3/8
Head	17–20	3/9

Attributes

Quality	Value
Hit Points	23
Move	12
Strike Rank	3
Rune Points	—
Magic Points	—
Damage Bonus	+3D6
Healing Rate	3

Vasana rides a trained cavalry bison named Molon. When she attacks someone on foot from bison-back, she rolls 1D10+10 to determine hit location. When Vasana uses her lance while charging with her bison, she uses Molon's 3D6 damage bonus, and not hers!

Starting Gear, Treasure, & Abilities

Armor: Bronze disk plate cuirass, bronze greaves and vambraces, studded leather skirt, closed helm (armor modifies Move Quietly by –15% when worn).
Magic Items: 10-point magic point storage crystal, a bronze image of Orlanth that adds +10% to Worship (Orlanth).
Treasures: Carries 20 L in coin.

Acquired Items

MAGIC

Common Rune Magic

An adventurer gains access to all common Rune spells known by their cult upon joining the cult as an initiate. Any Rune of the cult providing the spell may be used to cast common Rune spells. The following is the complete list of common Rune spells::

Spell	Points	Page
Command Cult Spirit	2	41
Dismiss Magic	1+	43
Divination	1+	43
Extension	1+	43
Find Enemy	1	43
Heal Wound	1	44
Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

Rune Magic Spells

Spell	Points	Runes	Page
Fearless	2		43
Lightning	1+		46
Shield	1+		49

Rune Points

1 2 (3) 4 5 6 7 8 9 10 11 12 13

Spirit Magic Spells

Spell	Points	Page
Demoralize	2	36
Heal 2	1–2	36
Mobility	1	36

Magic Points

UNC 0 1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24
(25) 26 27 28 29 30 31 32 33 34 35