

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

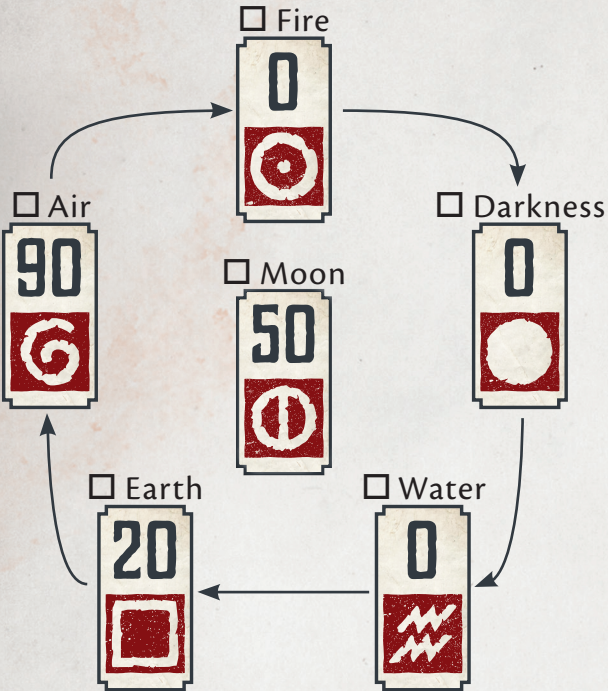
- You are a natural born leader with a Charisma 19. Take charge!
- You have strong passions—Hate (Lunar Empire), Devotion (Orlanth), Honor, and your Loyalties—use them when appropriate to augment your skills.
- Your high Death Rune makes you a warrior ascetic. You ignore pain and pleasure. Your high 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!



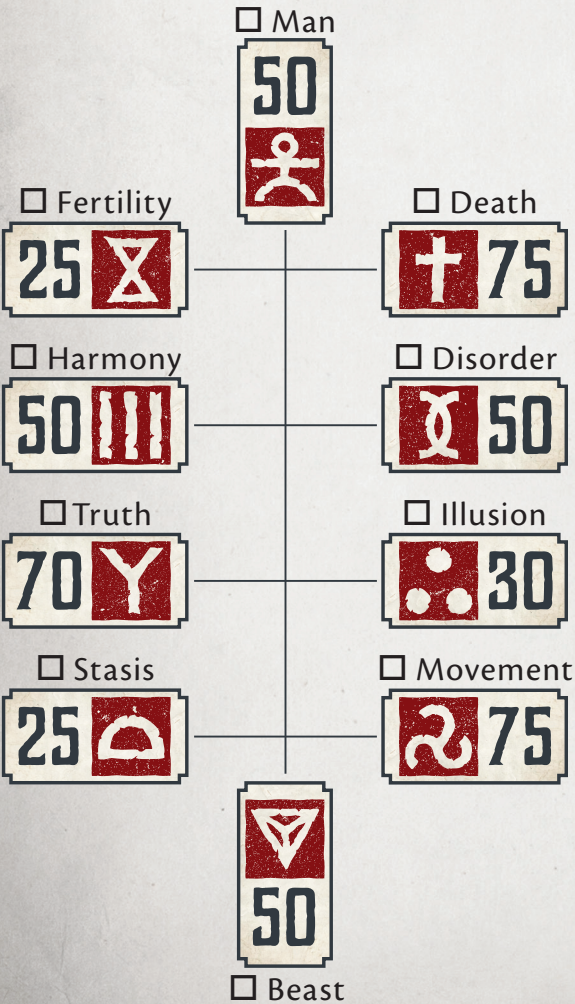
MOLON, VASANA'S BISON

RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



YANIOTH VAREENA'S DAUGHTER

Female, age 23. Apprentice priestess of Ernalda of the Ernaldori clan of the Colymar Tribe.

Call me Yanioth Vareena's Daughter, and like my mother, you will know me as a priestess of Ernalda. Praised be the Earth and all its secrets!

I know the sacred dances of life and lust as well as the rites of birth and renewal. I speak to spirits of the higher worlds and those of the earth, and I know the ways of knitting flesh and bone to their wholeness.

With my half-sister Vasana, I ventured to Nochet, and there I earned the blessing and favor of Queen Samastina. Now I travel with Vasana, following the path my goddess has set before me.

Yanioth wears the traditional vestments of an Ernaldan priestess, and has a tone ranging from lofty to occasionally salacious. Despite this, she is helpful and generous to her friends, and ruthless towards her enemies.

She is Vasana's half-sister, sharing the same mother, Vareena, but with a different father. Yanioth's grandmother died at Grizzly Peak defending the Feathered Horse Queen, and her mother (Vareena, a priestess of Ernalda) stayed completely out of the next twenty years of conflict.

It was a great shock to her mother that Yanioth accompanied her half-sister to Nochet, where she gained the blessing and favor of Queen Samastina. Yanioth was present at the Battle of Pennel Ford, accompanied Argrath to summon Jaldon, and helped acclaim Kallyr Starbrow as Prince.

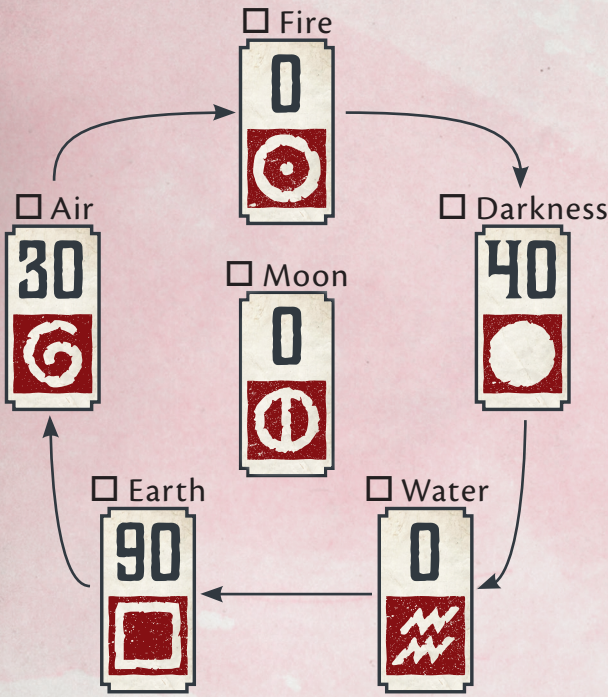
HOW TO PLAY YANIOTH

- You are a natural born leader with a Charisma 17. But you are not much of a fighter—let others do the fighting for you.
- You have plenty of healing magic—Heal 3 for minor wounds, Heal Body for someone near death.
- Your Charisma Rune spell makes you socially unstoppable—for 15 minutes.
- You have many strong passions—use them when appropriate to augment your skills. If Vasana and Harmast are in play, they are your family.
- Your Earth elemental can be a game-changer, but it costs all of your Rune points to Summon and Command a Medium Earth Elemental.
- Your high Fertility and Earth Runes makes you worldly and pleasure-seeking. Your high Beast Rune puts you in touch with your base instincts.

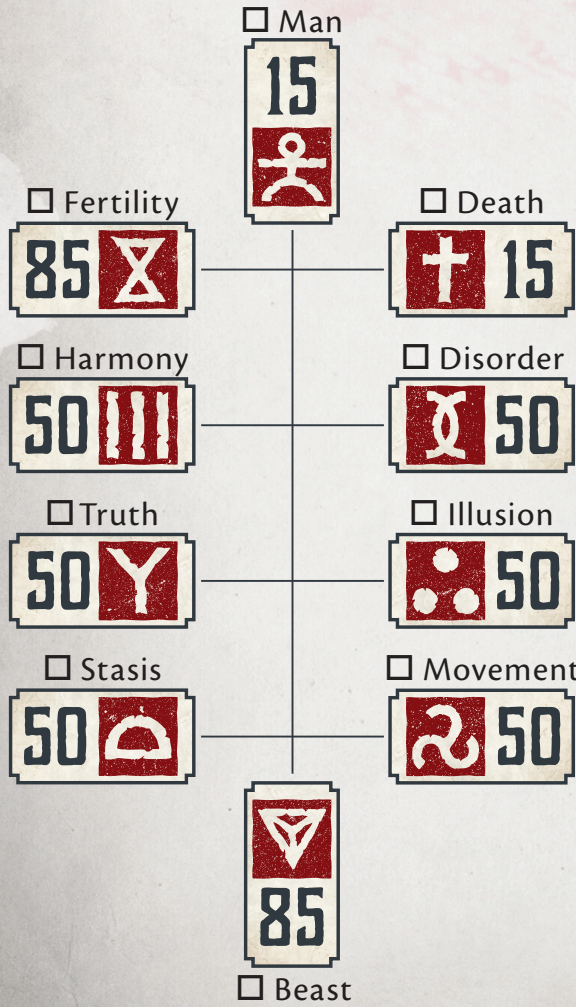


RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



HARMAST BARANTHOS' SON

Male, age 21. Wealthy farmer of the Ernaldori clan of the Colymar Tribe.

Harmast is my name, and I am the firstborn 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 a noble from the Colymar tribe. His father is chieftain of the Ernaldori clan, and his grandfather and great-uncle were kings. His family is famed for its 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.

As a member of the cult of Issaries, Harmast tried to avoid the growing conflict in Dragon Pass, preferring talk and negotiation to warfare. However, following the Great Winter, he killed a thane from the Grey Dog clan in a duel. 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 appearance, Harmast's garments and gear are finer than most, displaying his family's wealth. He is occasionally 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 negotiate a way out of a problem, 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.

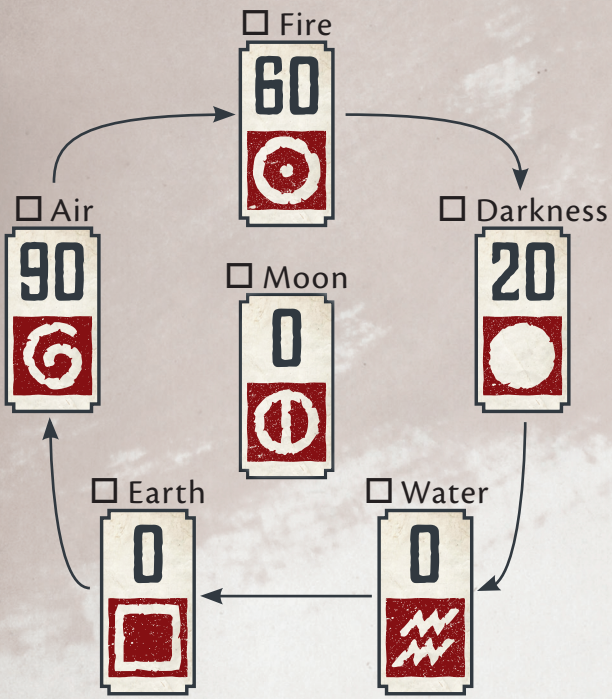
HOW TO PLAY HARMAST

- You are a chieftain's son, very intelligent, with good Bargain and Manage Household skills. But with a Charisma of only 10, people don't pay attention to you. Use Glamour when you want to raise your Charisma.
- Your strongest passions are Love (family)—including Vasana and Yanioth, if present—and Loyalty (Sartar).
- You are skilled melee fighter and have excellent armor, but relatively few hit points. You are a duelist, not a brawler!
- Path Watch is useful when on the road or if fearing an ambush.
- Your high Harmony Rune makes you a natural peacemaker. Your high Air Rune makes you passionate and proud.
- You are not a particularly good rider and can barely fight while mounted. Your high Fertility and Earth Runes makes you worldly and pleasure-seeking. Your high Beast Rune puts you in touch with your base instincts.

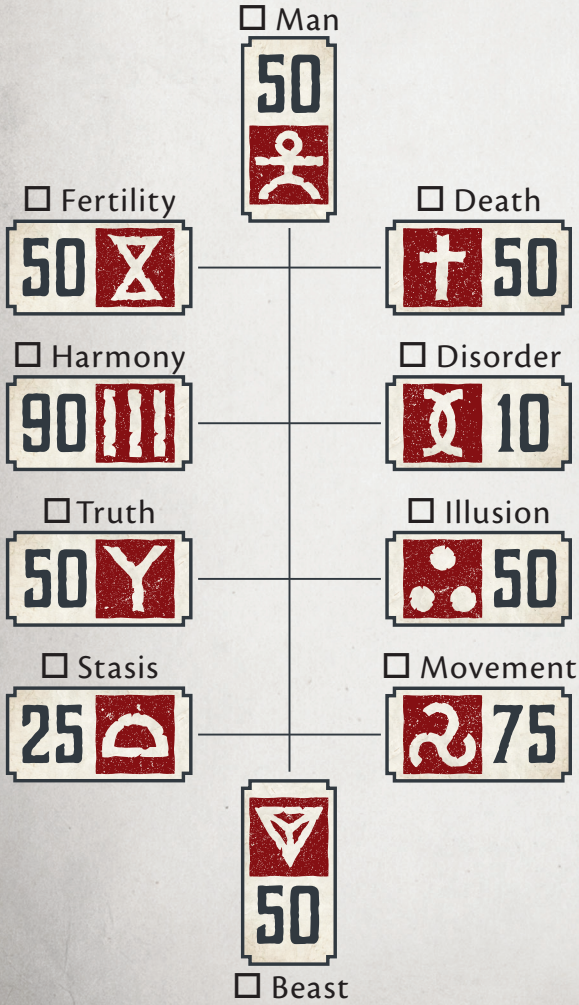


RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



VISHI DUNN

Male, age 21. Assistant shaman of the Blue Llama Clan of the High Llama Tribe in Prax.

I am Vishi Dunn, known more in the Spirit World than this one. As shaman of the Blue Llama clan, I ranged far and wide, seen much war and death. Some have called me Vishi Kinslayer, but that name was born of loyalty, not betrayal.

I believe that there is no greater chance for peace than Argrath's promise. I saw Pavis liberated, and there I found friends in Vasana and her allies. Now I ride with them and offering counsel and warnings from the Spirit World, if any will listen.

Pay no attention to Cousin Monkey, my lackey. He is a coward and says little of value.

Vishi Dunn is a Rider of the Blue Llama clan. He has the shaved head and queue of the High Llama Tribe, and is heavily tattooed. He wears a bright yak-wool robe with ornate designs upon it, and rough sandals, though he prefers to go barefoot when possible. His skin is darkened through many years in the sun.

His grandfather fought for the High King at Grizzly Peak and was killed by Lunar spirits, and his father was killed by the Lunar Empire at the First Battle of Moonbroth.

During his initiation, Vishi was almost killed by spirits. He was apprenticed to a shaman, Sabera Spiritrider, who taught him how to interact with the Spirit World. When he heard that the White Bull would try to summon the demigod Jaldon Goldentooth, Vishi went to Jaldongrave to witness it. Jaldon returned, and Vishi Dunn swore loyalty to the White Bull. When one of his kinsmen opposed allying with Argrath, Vishi killed him. Now he is called Kinslayer, a nickname he does not deny.

Vishi followed Argrath and Jaldon to liberate Pavis, and befriended Vasana. He accompanied her back to Dragon Pass. He is intensely loyal to Argrath, almost a zealot.

HOW TO PLAY VISHI DUNN

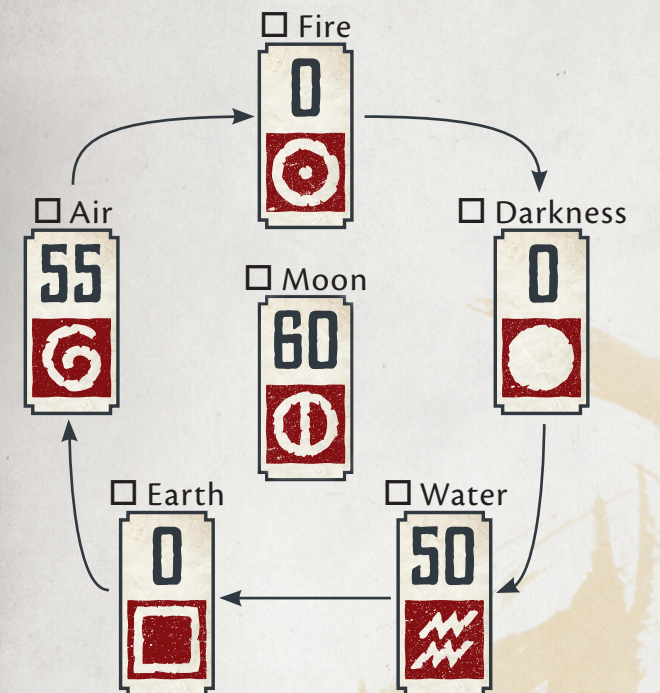
- You are a proud Praxian nomad of the desert plains. You are very smart and are a good leader. But it is your magical power than really shines.
- Your strongest passion is your Loyalty (Argrath). Use it when appropriate to augment your skills.
- You are not a good melee fighter and have no armor unless you cast your Shield spell.
- Your Spirit Combat skill is extremely good. Use Detect Spirits and Spirit Screen liberally. Second Sight can let you assess how powerful a spirit is.
- Your ability to communicate with the local barbarians is limited—speak slowly and loudly.
- Your high Death Rune lets you ignore pleasure and pain. Your high Man Rune means you care about Praxian customs and society.
- Cousin Monkey is wonderful fun. Play up his antics.



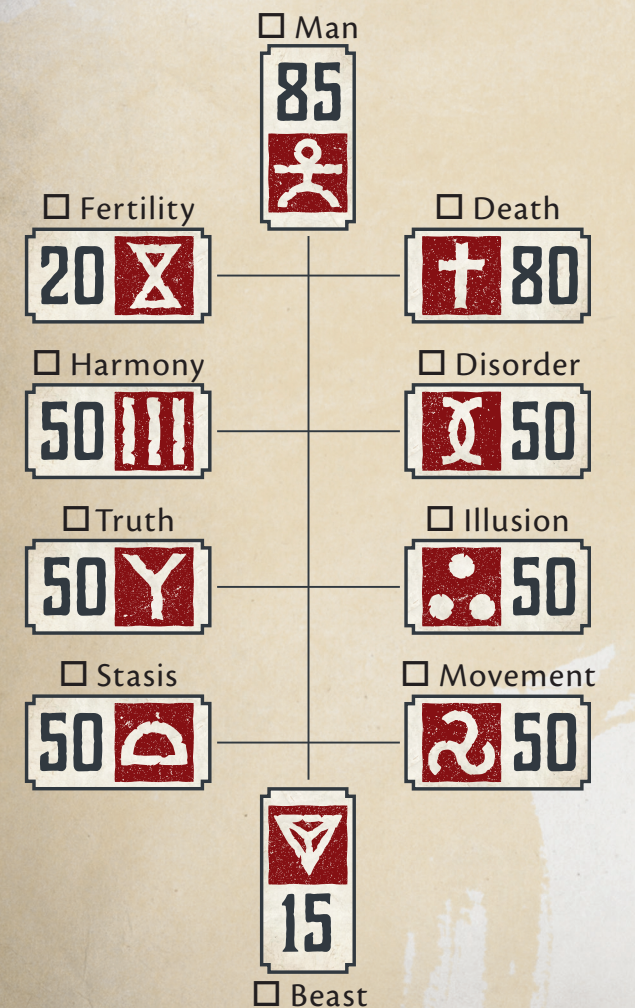
COUSIN MONKEY

RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



STATISTICS

STR	CON	SIZ	DEX	INT	POW	CHA
13	13	12	13	18	19	15

ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Lance*	50	1D10+1+1D4	4	10
Dagger-axe (2H)	60	3D6+1D4	5	10
Dagger	45	1D4+2+1D4	8	6
Pole Lasso	45	Grapples	1/MR	4
Spirit Combat	95	1D6+4	12	—

* When charging, Vishi uses his llama's damage bonus (+4D6) instead of his own.

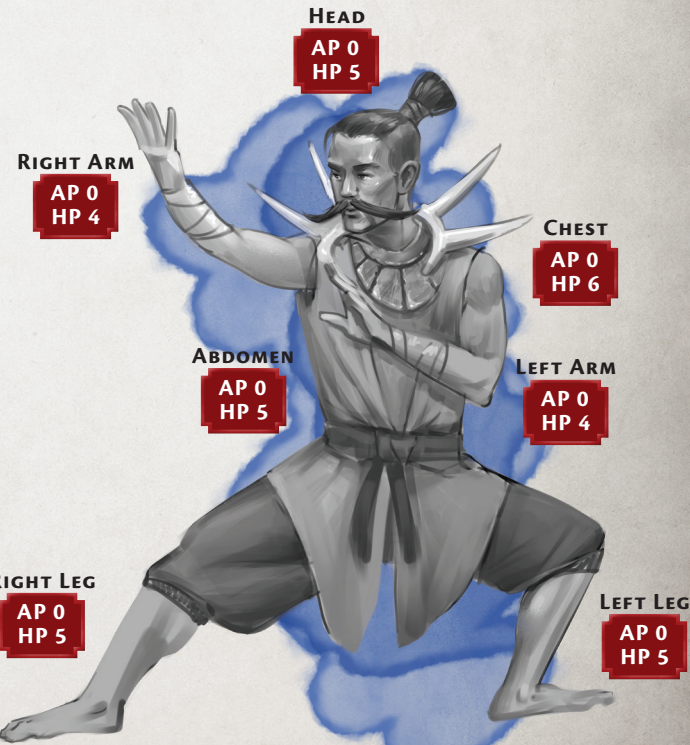
HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01–04	0/5
Left Leg	05–08	0/5
Abdomen	09–11	0/5
Chest	12	0/6
Right Arm	13–15	0/4
Left Arm	16–18	0/4
Head	19–20	0/5

ATTRIBUTES

QUALITY	VALUE
Hit Points	14
Move	8
Strike Rank	4 (DEX 2 SIZ 2)
Rune Points	3
Magic Points	33
Damage Bonus	+1D4
Healing Rate	3









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



VISHI DUNN

INITIATE OF WAHA: 𐄎𐄎
CULT: WAHA REPUTATION: 9% RANSOM: 250 L

SKILLS & PASSIONS

	AGILITY (+10%)		MAGIC (+10%)		PASSIONS	
<input type="checkbox"/> Dodge.....	46%	<input type="checkbox"/> Meditate.....	40%	<input type="checkbox"/> Hate (Chaos).....	60%	
<input type="checkbox"/> Ride (Horse).....	40%	<input type="checkbox"/> Spirit Combat.....	95%	<input type="checkbox"/> Hate (Lunar Empire).....	70%	
		<input type="checkbox"/> Spirit Dance.....	45%	<input type="checkbox"/> Honor.....	60%	
		Spirit Lore.....	40%	<input type="checkbox"/> Love (family).....	60%	
		<input type="checkbox"/> Spirit Travel.....	65%	<input type="checkbox"/> Loyalty (Argrath).....	80%	
		<input type="checkbox"/> Worship (Waha).....	35%	<input type="checkbox"/> Loyalty (High Llama Tribe).....	50%	
				<input type="checkbox"/> Loyalty		
				(Sabera Spiritrider mentor).....	60%	
	COMMUNICATION (+15%)		MANIPULATION (+20%)			
<input type="checkbox"/> Sing.....	45%	<input type="checkbox"/> 2H Axe.....	60%			
<input type="checkbox"/> Speak Esrolian.....	13%	<input type="checkbox"/> Dagger.....	45%			
<input type="checkbox"/> Speak Praxian.....	65%	<input type="checkbox"/> 1H Spear (Lance).....	50%			
<input type="checkbox"/> Speak Heortling.....	25%	<input type="checkbox"/> Pole Lasso.....	45%			
<input type="checkbox"/> Speak Spiritspeech.....	50%					
<input type="checkbox"/> Speak Tradetalk.....	20%					
	KNOWLEDGE (+15%)		PERCEPTION (+15%)		COUSIN MONKEY'S SKILLS	
Animal Lore.....	40%	<input type="checkbox"/> Listen.....	40%		Animal Lore.....	30%
<input type="checkbox"/> Battle.....	30%	<input type="checkbox"/> Scan.....	40%	<input type="checkbox"/> Climb.....	90%	
Cult Lore (Waha).....	35%	<input type="checkbox"/> Search.....	50%	<input type="checkbox"/> Dodge.....	26%	
Customs (Praxian).....	40%	<input type="checkbox"/> Track.....	10%	<input type="checkbox"/> Listen.....	40%	
<input type="checkbox"/> First Aid.....	50%			<input type="checkbox"/> Move Quietly.....	45%	
<input type="checkbox"/> Herd.....	50%			<input type="checkbox"/> Scan.....	35%	
Homeland Lore (Prax).....	45%			<input type="checkbox"/> Speak Beastspeech.....	30%	
<input type="checkbox"/> Peaceful Cut.....	50%			<input type="checkbox"/> Speak Praxian.....	10%	
Plant Lore.....	45%			<input type="checkbox"/> Spirit Combat.....	50%	
			STEALTH (+10%)	<input type="checkbox"/> Track.....	25%	
		<input type="checkbox"/> Hide.....	20%	<input type="checkbox"/> Worship (Grandfather Baboon).....	35%	
		<input type="checkbox"/> Move Quietly.....	20%			

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

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				RUNE POINTS
SPELL	POINTS	RUNES	PAGE	1 2 3 4 5 6 7 8 9 10 11 12 13 14
Axis Mundi	1	𐄎𐄎	39	
Discorporation	1	𐄎𐄎	42	
Shield	1+	𐄎𐄎	49	

SPIRIT MAGIC SPELLS			MAGIC POINTS												
SPELL	POINTS	PAGE	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 36												
Detect Spirit	1	36													
Heal 1	1	36													
Second Sight	3	37													
Spirit Binding	1	37													
Spirit Screen 3	1–3	37													

STARTING GEAR, TREASURE, & ABILITIES

Armor: Loincloth and robe.

Magic Items: 14-point magic storage crystal.

Treasures: Carries 5 L, high llama. Has saddlebags of loot worth 400 L, plunder from sacking Pavis.

ACQUIRED ITEMS

COUSIN MONKEY						
STR	CON	SIZ	DEX	INT	POW	CHA
17	11	10	13	13	13	10
ATTACKS						
WEAPON	%	DAMAGE		SR	PTS	
Claw	50	1D6+1+1D4		8	—	
Bite	40	1D8+1+1D4		8	—	
Short Spear	30	1D6+1+1D4		6	10	
Sling	30	1D8+1D2		S/MR	—	
HIT LOCATIONS			ATTRIBUTES			
LOCATION	D20	AP/HP	QUALITY	VALUE		
Right Leg	01–04	1/3	Hit Points	11		
Left Leg	05–08	1/3	Move	10		
Abdomen	09–11	1/5	Strike Rank	4		
Chest	12	1/5	Rune Points	—		
Right Arm	13–15	1/3	Magic Points	13		
Left Arm	16–18	1/3	Damage Bonus	+1D4		
Head	19–20	1/4	Healing Rate	2		
Runes: Beast 80%, Disorder 75%.						
Spirit Magic: Countermagic 2, Heal 2, Mobility (1), Spirit Screen 2.						
Passions: Love (family) 60%.						
Armor: Fur.						

VISHI DUNN'S HIGH LAMA				
STR	CON	SIZ	DEX	POW
36	15	42	11	13
ATTACKS*				
WEAPON	%	DAMAGE	SR	PTS
Bite	35	1D8	8	—
Kick	50	1D8+4D6	8	—
Rear and Plunge	35	2D8+4D6	8	10
HIT LOCATIONS		ATTRIBUTES		
LOCATION	D20	AP/HP	QUALITY	VALUE
Right Hind Leg	1–2	2/7	Hit Points	22
Left Hind Leg	3–4	2/7	Move	12
Hindquarters	5–7	2/9	Strike Rank	3
Forequarters	8–10	2/9	Rune Points	—
Right Foreleg	11–13	2/7	Magic Points	—
Left Foreleg	14–16	2/7	Damage Bonus	+4D6
Head	17–20	2/8	Healing Rate	3
Skills: Climb 35%, Dodge 25%, Listen 35%, Scent 20%.				
Armor: Hide.				
Combat: A high llama can bite and kick one or two foes at the same time or can rear and plunge against one foe.				

VOSTOR
SON OF PYJEEM

Male, 21 years old. Heavy infantry soldier from Dunstop in Lunar Tarsh.

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 Harrek the Berserk. While I recovered, an attempt was made on my life, a purge initiated by the new regime. I had little choice but to leave, or face imprisonment or assassination.

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 powerful physique, but his most noticeable feature is a ragged row of fearsome scars across the side of his face and his 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. His son Pyjeem followed General Fazzur Wideread, but died with great glory in the Hendriking Campaign when Vostor was still a child.

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 arm. Vostor returned to Dragon Pass to recover but, during the retreat from Sartar, partisans of King Pharandros 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.

HOW TO PLAY VOSTOR

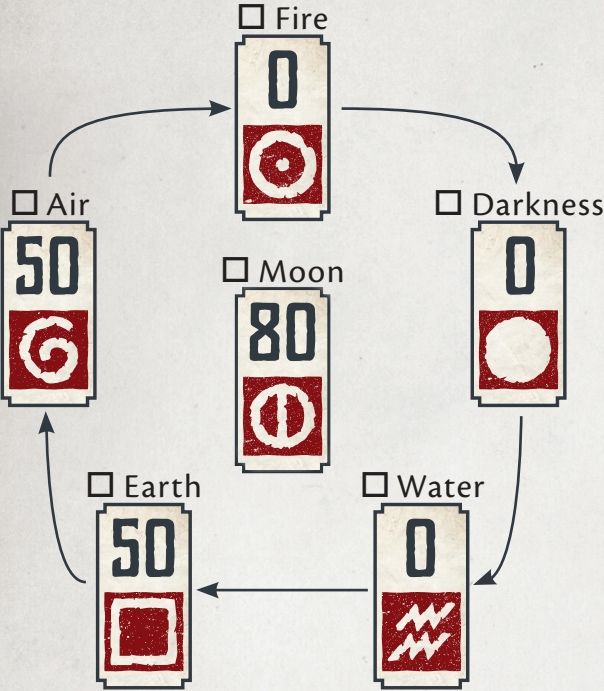
- You are a Lunar soldier who has joined with his former enemies. Decide which of the other characters is the leader and support them like a good soldier should.
- You are an all-around tough soldier, with good skills, good damage, good armor, and good hit points.
- Your best passions are Loyalty (Fazzur Wideread) and Honor. Bond with other characters with a high Honor.
- When it comes to the Lunar Empire, you are a mess of contradictory passions. You are loyal to Fazzur Wideread, but hate the Lunar king of Tarsh, his superior. You are reflexively loyal to the Red Emperor.
- Your ability to communicate with the local barbarians is limited—speak slowly and loudly. If they don't understand you, repeat it slower and louder.



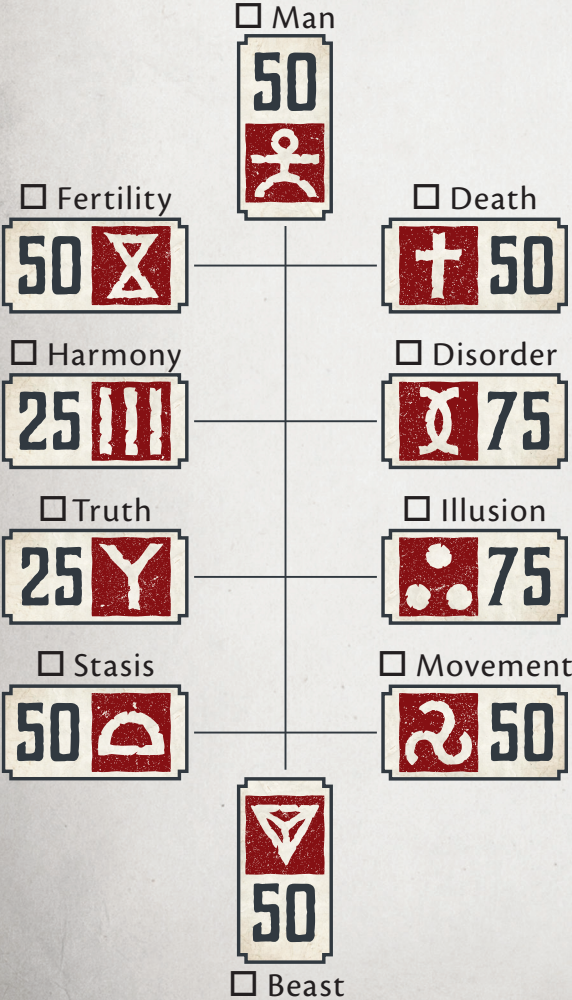
FIRE ELEMENTAL

RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



STATISTICS

STR16CON15SIZ13DEX15INT15POW15CHA10

ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Kopis	80	1D8+1+1D4	6	12
Dagger	45	1D4+2+1D4	8	6
Medium Shield	35	1D4+1D4	7	12
Large Shield	90	1D6+1D4	7	16
Javelin, Held	45	1D6+1+1D4	6	10
Javelin, Thrown	30	1D10+1D2	1/MR	8
Composite Bow	50	1D8+1	S/MR	7
Spirit Combat	45	1D6+1	12	—

HIT LOCATIONS

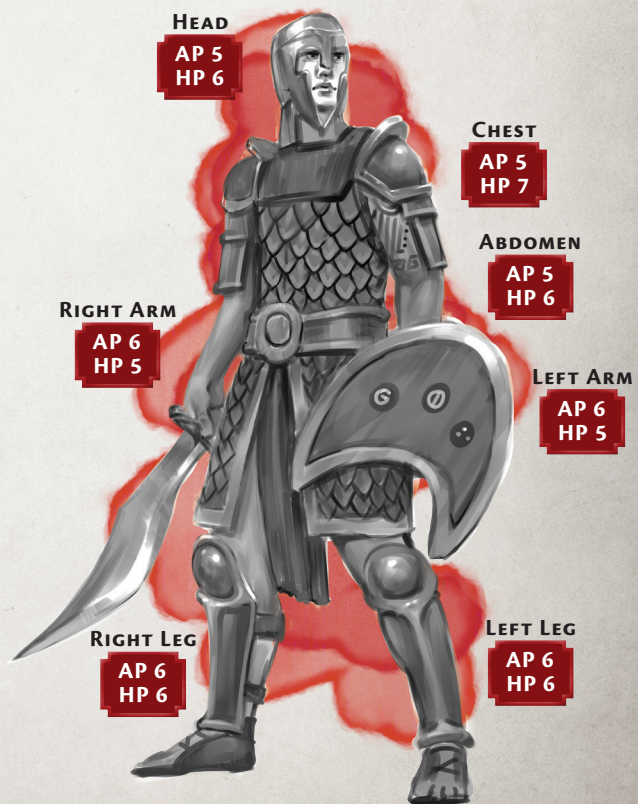
LOCATION	D20	AP/HP
Right Leg	01–04	6/6
Left Leg	05–08	6/6
Abdomen	09–11	5/6
Chest	12	5/7
Right Arm	13–15	6/5
Left Arm	16–18	6/5
Head	19–20	5/6

ATTRIBUTES

QUALITY	VALUE
Hit Points	16
Move	8
Strike Rank	4 (DEX 2, SIZ 2)
Rune Points	3
Magic Points	15
Damage Bonus	+1D4
Healing Rate	3

HIT POINTS

DEAD0123456789101112131415161718192021222324



VOSTOR SON OF PYJEEM

INITIATE OF THE SEVEN MOTHERS: ① ☒ †
CULT: SEVEN MOTHERS REPUTATION: 19% RANSOM: 500 L

SKILLS & PASSIONS

AGILITY (+5%)

- ☐ Dodge.....35%

COMMUNICATION (+0%)

- ☐ Dance.....15%
- ☐ Intrigue.....15%
- ☐ Sing.....30%
- ☐ Speak Dara Happan.....35%
- ☐ Speak Heortling.....10%
- ☐ Speak New Pelorian.....70%
- ☐ Speak Tarshite.....30%
- ☐ Speak Tradetalk.....20%

KNOWLEDGE (+5%)

- ☐ Battle.....55%
- ☐ Celestial Lore.....15%
- ☐ Cult Lore (Seven Mothers).....25%
- ☐ Customs (Lunar Tarsh).....40%
- ☐ Farm.....35%
- ☐ First Aid.....30%
- ☐ Homeland Lore (Tarsh).....30%
- ☐ Read/Write New Pelorian.....20%

MAGIC (+5%)

- ☐ Meditate.....15%
- ☐ Spirit Combat.....45%

MANIPULATION (+10%)

- ☐ Dagger.....45%
- ☐ 1H Spear.....45%
- ☐ 1H Sword (Kopis).....80%
- ☐ Javelin.....30%
- ☐ Composite Bow.....50%
- ☐ Medium Shield.....35%
- ☐ Large Shield.....90%

PERCEPTION (+5%)

- ☐ Listen.....40%
- ☐ Scan.....65%
- ☐ Search.....25%
- ☐ Track.....5%

STEALTH (+5%)

- ☐ Hide.....15%
- ☐ Move Quietly.....15%

PASSIONS

- ☐ Devotion (Seven Mothers) 60%
- ☐ Fear (Dragons) 60%
- ☐ Fear (Harrek the Berserk) 60%
- ☐ Hate (King Pharandros) 60%
- ☐ Honor 70%
- ☐ Love (family) 60%
- ☐ Loyalty (Dunstop) 60%
- ☐ Loyalty (Fazzur Wideread) 80%
- ☐ Loyalty (Red Emperor) 60%

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

SMALL FIRE ELEMENTAL

CHARACTERISTICS	
QUALITY	VALUE
Rune Point Cost	1
STR	10
POW	11
Hit Points	10
Move	6
Volume	1m ³

Abilities: It ignites any flammable object it touches, heats metal (eventually melting it), bakes stone, sets fires, and burns people. It floats through the air at the same rate it moves on the ground.

Attacks: It engulfs its victims in flame, surrounding one human-sized victim. Roll 3D6 and match it against the victim's CON at the end of each round they are engulfed. If successful, the victim takes that 3D6 in damage to general hit points. If unsuccessful, the victim suffers half that damage. Armor provides no protection, but Protection and Shield spells do.

STARTING GEAR, TREASURE, & ABILITIES

Armor: Heavy scale hauberk, plate greaves and vambraces, closed helmet (armor modifies Move Quietly by –25% while worn).

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.

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
Madness	2	①	46
Mindblast	2	①	46
Summon Fire Elemental (small)	1	①	50

RUNE POINTS

1	2	3	4	5	6	7	8	9	10	11	12	13
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SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Befuddle	2	36
Glamour	2	36
Heal 1	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								

SORALA DAUGHTER OF TORIA

Female, 21 years old. Scribe from Nochet in Esrolia.

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 sorcery are among my specialties. My translations of Second Age Auld Wyrnish brought me great acclaim among 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, wearing a traditional bejeweled veil concealing her lower jaw.

Sorala is the granddaughter of a Lhankor Mhy sage at the Nochet Knowledge Temple. Her father 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. Toria survived the Lion King's Feast but died with great glory during Greymane's Great Raid.

After apprenticeship, Sorala was initiated into the Lhankor Mhy cult. In the Esrolian civil war, Sorala supported the usurper Samastina, and fought 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. There, she befriended Vasana and Yanioth, accompanying them to Dragon Pass.

Sorala is a noted sage specializing in the Second Age, particularly regarding the city of Old Pavis and with Auld Wyrnish writings.

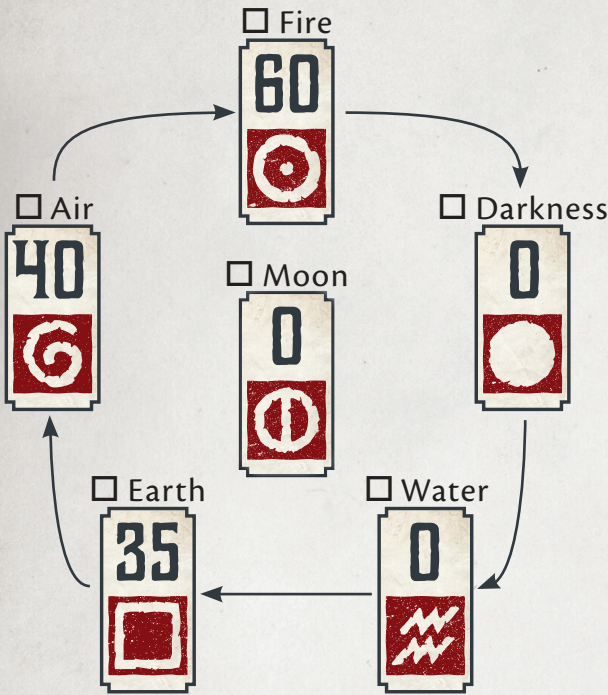
HOW TO PLAY SORALA

- You are a scholar and incredibly smart with an Intelligence 20. You also have a good Charisma.
- You are a good fighter with decent armor but are comparatively weak defensively and better at parrying with your sword than with your shield.
- Your Knowledge skills are broad. You can read three different languages.
- Your strongest passions are Loyalties to Argrath and the Queen of Esrolia, and Devotion to the God of Knowledge.
- Your magic is mainly about obtaining information. Take time to cast your sorcery. It is rarely useful in combat.
- You are from the biggest city of the world, and are very civilized and cultured.
- Your high Truth Rune means you make a good investigative detective, seeking the truth behind every mystery.

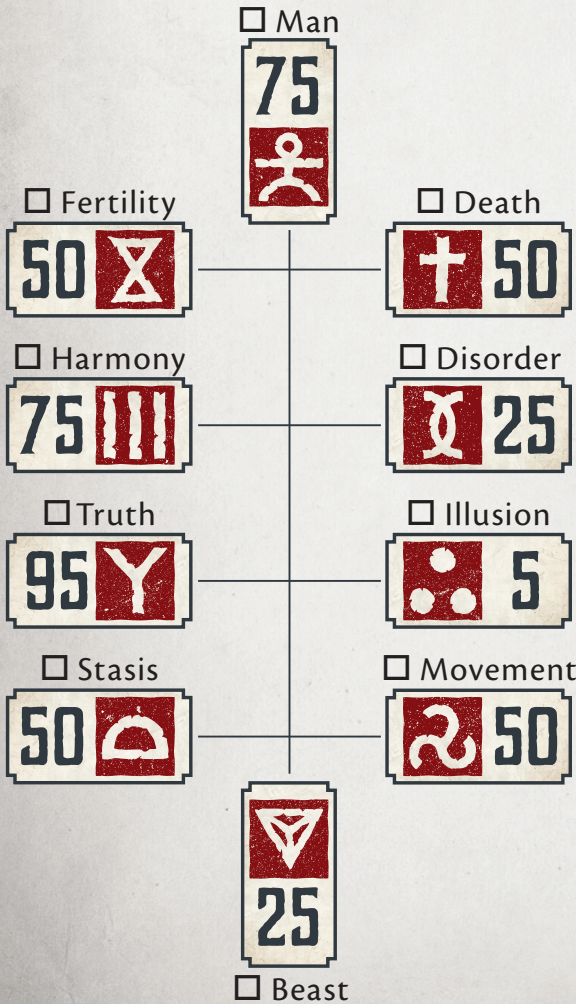


RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



STATISTICS

STR13CON11SIZ12DEX17INT20POW13CHA15

ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Broadsword	70	1D8+1+1D4	5	12
Battle Axe	35	1D8+2+1D4	6	8
Medium Shield	50	1D4+1D4	6	12
Sling	45	1D8+1D2	S/MR	—
Thrown Axe	65	1D6+1D2	S/MR	6
Spirit Combat	40	1D6+1	12	—

HIT LOCATIONS

LOCATION	D20	AP/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

ATTRIBUTES

QUALITY	VALUE
Hit Points	11
Move	8
Strike Rank	3 (DEX 1, SIZ 2)
Rune Points	3
Magic Points	13
Damage Bonus	+1D4
Healing Rate	2

HIT POINTS

DEAD0123456789101112131415161718192021222324

SORALA DAUGHTER OF TORIA

INITIATE OF THE LHANKOR MHY:
CULT: LHANKOR MHY REPUTATION: 18% RANSOM: 1,000 L

SKILLS & PASSIONS

AGILITY (+10%)

- ☐ Dodge 44%

COMMUNICATION (+10%)

- ☐ Bargain 20%
- ☐ Dance 30%
- ☐ Intrigue 20%
- ☐ Orate 30%
- ☐ Sing 30%
- ☐ Speak Esrolian 60%
- ☐ Speak Heortling 50%
- ☐ Speak Old Pavic 12%
- ☐ Speak Stormspeech 10%
- ☐ Speak Tarshite 12%
- ☐ Speak Tradetalk 30%

KNOWLEDGE (+10%)

- ☐ Battle 50%
- ☐ Bureaucracy 50%
- ☐ Cult Lore (Lhankor Mhy) 30%
- ☐ Customs (Esrolian) 35%
- ☐ Elder Race Lore (Uz) 30%
- ☐ Empire of Wyrms
- ☐ Friends Lore 35%
- ☐ Farm 45%
- ☐ Homeland (Esrolia) 40%

MAGIC (+5%)

- ☐ Meditate 35%
- ☐ Spirit Combat 40%
- ☐ Worship (Lhankor Mhy) 30%

MANIPULATION (+20%)

- ☐ 1H Axe 35%
- ☐ Broadsword 70%
- ☐ Axe, Throwing 65%
- ☐ Sling 45%
- ☐ Medium Shield 50%

PERCEPTION (+10%)

- ☐ Listen 35%
- ☐ Scan 35%
- ☐ Search 35%

STEALTH (+20%)

- ☐ Hide 30%
- ☐ Move Quietly 30%

Old Pavis Lore 60%

Read/Write Auld Wyrnish 60%

Read/Write New Pelorian 50%

Read/Write Theyalan 90%

PASSIONS

- ☐ Devotion (Lhankor Mhy) 80%
- ☐ Hate (Lunar Empire) 60%
- ☐ Honor 80%
- ☐ Loyalty (Argrath) 80%
- ☐ Loyalty (Hulta Clan) 60%
- ☐ Loyalty (family) 60%
- ☐ Loyalty (Nochet) 60%
- ☐ Loyalty (Queen Samastina) 70%

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

STARTING GEAR, TREASURE, & ABILITIES

Armor: Linothorax hauberk, cuirboilli greaves and vambraces, full helmet (armor modifies Move Quietly by –5% while worn).
Magic Items: Small stone figurine of a crested dragonewt containing a Find Magic matrix (costs 1 Rune point to use, finds magic within Rune spell range unless shielded by 3 meters of soil, stone, etc.). When used it causes any magic or enchanted items to glow.
Treasures: 500 L in coin, jewels, and booty; writing implements and materials; tin disk carved with calendar; letter of introduction from the Knowledge Temple in Nochet.

ACQUIRED ITEMS

SORCERY

Sorala knows the Truth Rune and the Command Technique. Her spellcasting chance can be modified with ritual preparation, meditation, etc. Additional magic points increase range, duration, etc. Sorcery is described in more detail on page 55 of BOOK 1: RULES.

- Logician (Self, Active, Temporal):** Add +10% to any Knowledge skill per point of spell strength. While in effect, Sorala cannot invoke or augment with any Passion.
- Reveal Rune (Ranged, Active, Temporal):** Reveals a target's strongest Rune within a range of 20%. Additional strength identifies the next strongest Rune.
- Solace of the Logical Mind (Ranged, Passive, Temporal):** Defends target against mind-altering magic (Befuddle, Enthrall, etc.). Defeat an unwilling target's magic points with the spell's strength in a resistance roll. While in effect, Sorala cannot invoke or augment with any Passion.

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:

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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
Analyze Magic	1		39
Clairvoyance	2		41
Knowledge	2		44

RUNE POINTS

1	2	3	4	5	6	7	8	9	10	11	12	13
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SORCERY SPELLS

SPELL	%	POINTS	INTENSITY
Logician	55	3	+2/point
Reveal Rune	55	2	+1/point
Solace of the Logical Mind	15	2	+1/point

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								

NATHEM SON OF NHEAN

Male, age 34. Hunter from the Hendarli Tribe in Old Tarsh.

It is true that I have not seen much battle, nor have I witnessed many of the great events that have shaped this land. I have instead spent most of my life in the heartland of Old Tarsh, hunting and knowing the ways of the woods and of its denizens. I threw my lot in with the rebels in the Battle of the Aurochs Hills, but even then I was uncertain of my place in the world at large.

The Dragonrise changed me, and I knew the time had come to act. I left the quiet farm and forest that had been my whole world, and went to Nochet, seeking adventure. I found it in the form of a group of adventurers, and I have put my woods-craft and bow to work alongside them.

They know me for my silence. I am always watching, listening, and waiting. When I act, it is decisively.

Nathem is a sturdy, quiet man. His clothing is rough, mostly patched leather and thick linen, and he gives the impression of one who has spent long years outdoors. His skin is marked with complex patterns of Runes and scars.

Some are born to greatness, while others are thrust into turbulent times and find their merit. For Nathem son of Nhean, neither is true. Born a farmer in Old Tarsh, Nathem learned the huntsman's trade from his father, protecting their steading against the occasional raiders or wolves, hunting to support the family in lean times. Aside from the tragic deaths of his sisters during the second year of the Great Winter, Nathem saw little turmoil or strife, until he joined the rebels at the Battle of the Aurochs Hills. He discovered within himself a taste for adventure, and a curiosity about the world outside of the Bush Range.

Returning to the farm, Nathem settled back into rural life, though it was now ill-fitting. The day he saw the godlike presence of the Dragonrise, he knew the world had changed forever, and he could not sit and watch. Nathem left home then, hiking across the countryside, eventually throwing his lot in with a group of adventurers led by a fierce warrior named Vasana. He has found fast friends among them, putting his bow-skill to great use alongside them.

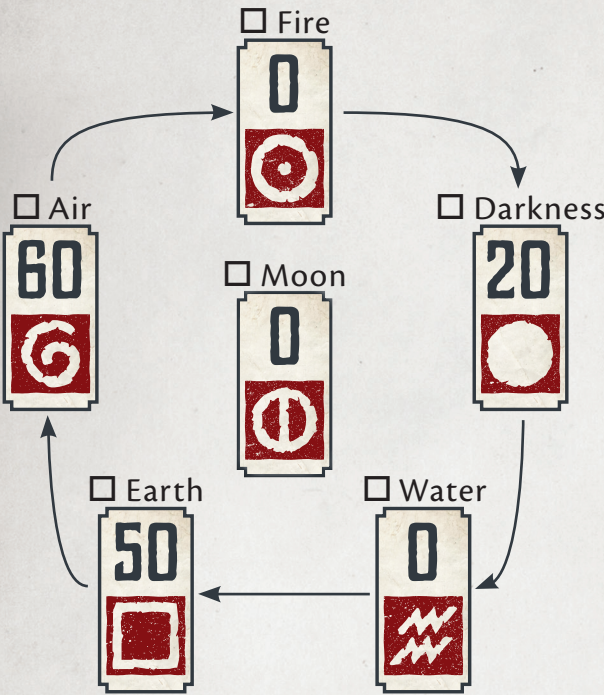
HOW TO PLAY NATHEM

- You fight with your bow and have good Perception skills. With Multimissile or Speedart cast, you are very dangerous.
- You are mediocre in melee combat and have little armor. However, you have a lot of hit points and very high Constitution so you can take quite a bit of damage.
- Your Rune magic can make you very strong, or make you larger and give you more armor. If you use Claws, it starts at only 35%.
- Your shadowcat Rurik is a stealthy sidekick and surprisingly dangerous against unarmored foes.
- Your high Beast Rune means you are better with animals than people, and your Movement and Disorder Runes likely keep you wandering. Your passions are strongest about your kin back in Old Tarsh, and may require some roleplaying to work into play.

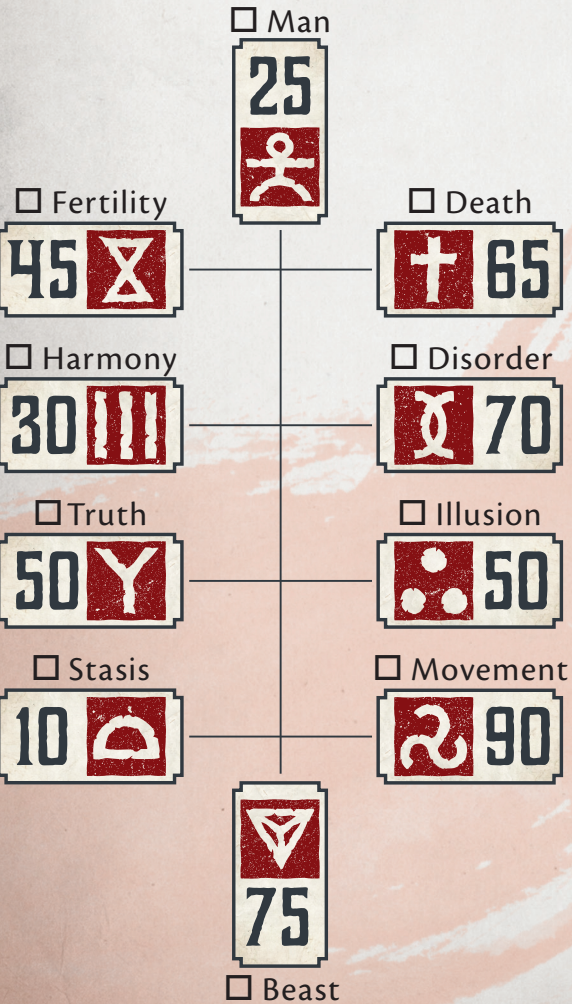


RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



STATISTICS

STR 14 CON 18 SIZ 14 DEX 17 INT 12 POW 15 CHA 12

ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Composite Bow	70	1D8+1	S/MR	8
Battle Axe	45	1D8+2+1D4	6	8
Dagger	35	1D4+2+1D4	7	6
Medium Shield	40	1D4+1D4	6	12
Broadsword	30	1D8+1+1D4	5	12
Javelin, Held	25	1D6+1D4	5	8
Javelin, Thrown	30	1D10+1D2	1/MR	8
Spirit Combat	35	1D6+1	12	—

HIT LOCATIONS

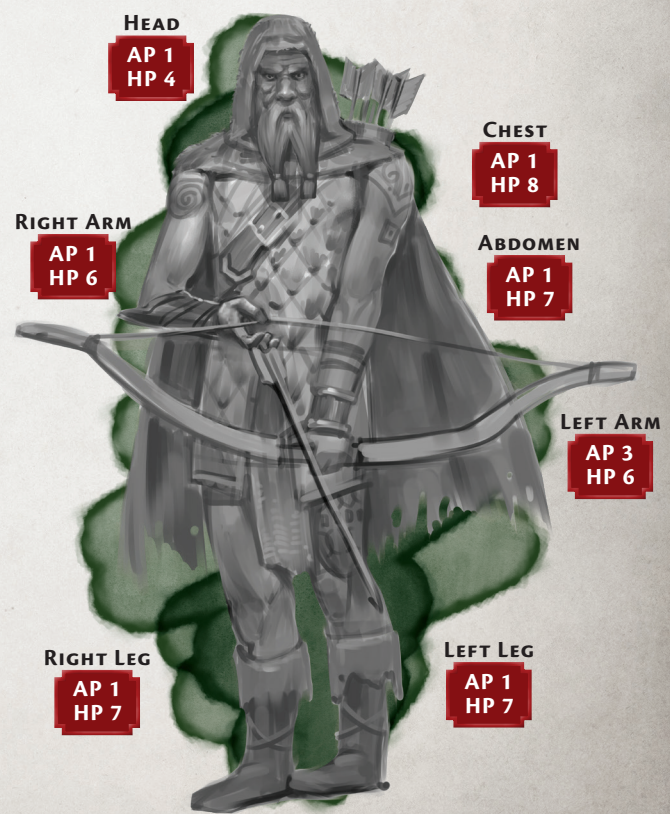
LOCATION	D20	AP/HP
Right Leg	01–04	1/7
Left Leg	05–08	1/7
Abdomen	09–11	1/7
Chest	12	1/8
Right Arm	13–15	1/6
Left Arm	16–18	3/6
Head	19–20	1/7

ATTRIBUTES

QUALITY	VALUE
Hit Points	19
Move	8
Strike Rank	3 (DEX 1, SIZ 2)
Rune Points	3
Magic Points	15
Damage Bonus	+1D4
Healing Rate	3

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



NATHEM SON OF NHEAN

INITIATE OF ODAYLA:
CULT: ODAYLA REPUTATION: 0% RANSOM: 250 L

SKILLS & PASSIONS

AGILITY (+0%)

- ☐ Dodge49%
- ☐ Ride15%

COMMUNICATION (+10%)

- ☐ Dance15%
- ☐ Sing30%
- ☐ Speak Esolian13%
- ☐ Speak Heortling25%
- ☐ Speak Old Pavic10%
- ☐ Speak Tarshite50%
- ☐ Speak Tradetalk10%

KNOWLEDGE (+5%)

- Animal Lore30%
- ☐ Battle15%
- Cult Lore (Odayla)15%
- Customs (Tarshite)25%
- Farm25%
- First Aid20%
- Homeland Lore (Tarsh)35%
- ☐ Peaceful Cut30%
- ☐ Survival60%

MAGIC (+10%)

- ☐ Meditate40%
- ☐ Spirit Combat35%
- ☐ Worship (Odayla)15%

MANIPULATION (+5%)

- ☐ 1H Axe45%
- ☐ Broadsword30%
- ☐ Dagger35%
- ☐ 1H Spear25%
- ☐ Composite Bow70%
- ☐ Javelin30%
- ☐ Medium Shield40%
- ☐ Conceal15%

PERCEPTION (+5%)

- ☐ Listen50%
- ☐ Scan60%
- ☐ Search35%
- ☐ Track50%

STEALTH (+5%)

- ☐ Hide30%
- ☐ Move Quietly45%

PASSIONS

- ☐ Honor60%
- ☐ Love (family)70%
- ☐ Love (clan)60%
- ☐ Loyalty (Hendarli Tribe)60%
- ☐ Loyalty (Shaker Temple)80%

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

RURIK THE SHADOWCAT

STR 36 CON 17 SIZ 34 DEX 12 POW 10

ATTACKS*

WEAPON	%	DAMAGE	SR	PTS
Claw (x2)	50	1D6	8	—
Bite	40	1D6	8	—
Rip	80	3D6	8	—

* First attacks with both claws and bite simultaneously. If both claws hit, Rurik hangs on and rips with its hind claws on the next round, while continuing to bite.

HIT LOCATIONS

LOCATION	D20	AP/HP
Right Hind Leg	1–2	0/4
Left Hind Leg	3–4	0/4
Hindquarters	5–7	0/6
Forequarters	8–10	0/6
Right Foreleg	11–13	0/4
Left Foreleg	14–16	0/4
Head	17–20	0/5

ATTRIBUTES

QUALITY	VALUE
Hit Points	14
Move	10
Strike Rank	3
Rune Points	—
Magic Points	—
Damage Bonus	—
Healing Rate	3

Skills: Dodge 50%, Hide 75%, Move Quietly 90%

STARTING GEAR, TREASURE, & ABILITIES

Armor: Leather hunting garb, leather hood, cuirboilli hunter's vambrace (left arm only).

Magic Items: Finely made composite bow (+1 hit points, contains 2-point Multimissile spell matrix).

Treasures: Carries 42 L, snares, furs worth 120 L, trained shadowcat companion named Rurik.

ACQUIRED ITEMS

MAGIC

COMMON RUNE MAGIC

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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
Bear's Skin	3		40
Bear's Strength	2		40
Claws	2		41

RUNE POINTS

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

SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Detect Life	1	36
Heal	1	36
Mobility	1	36
Speedart	1	37
Strength	2	37

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

ARANDA OF NOCHET

Female, age 21. Axe Maiden of the Hulta clan in Esrolia.

Call me Aranda, a citizen of Nochet, the grandest and most magnificent city in all the world. You see this axe? It has been carried by the women in my ancestry for many years, all in service to Babeester Gor, the Avenging Daughter.

Several years I came north in search of battle, and here I found it. In Aurochs Hills I distinguished myself, then returned to Nochet for its epic siege, and the battle of Pennel Ford shortly thereafter. I returned then to the north lands to defend the city of Pavis against the ravaging hordes out of Prax.

I am not to be trifled with, for my goddess calls to me from deep within the earth, ever-thirsty for blood. Don't tempt me to spill more.

A noble of Esrolia, Aranda is proud and confident, her clothes and armor of fine make. As a devoted Axe Maiden of the bloodthirsty Earth goddess Babeester Gor, she is adorned with Runes of Earth and Death, broken by several fierce scars demonstrating that she is no dilettante.

Aranda's grandmother Amestras was a wealthy landowner in Nochet, the City of Queens, the greatest city of Dragon Pass, if not the world. Amestras fought in the Holy Country and died valiantly in the Boldhome Campaign. Aranda's mother Larinalla, also of the Babeester Gor cult, continued that fierce tradition, fighting in battles as great and far-flung as the Lion King's Feast, Greymane's Great Raid, but eventually settling down to raise Aranda during the Great Winter, then devoting herself entirely to the temple.

When Aranda came of age and was initiated into the Babeester Gor cult, she sought glory and adventure, and threw herself into battle after battle, facing near-death on several occasions. She fought in the Battle of the Auroch Hills, returned home to defend her city in the Siege of Nochet, then joined the Battle of Pennel Ford. One of her most distant battles was at Pavis, where she fought the rampaging Praxian tribes there.

Now she travels throughout Dragon Pass, guided by her goddess, seeking worthwhile causes to wield her axe for.

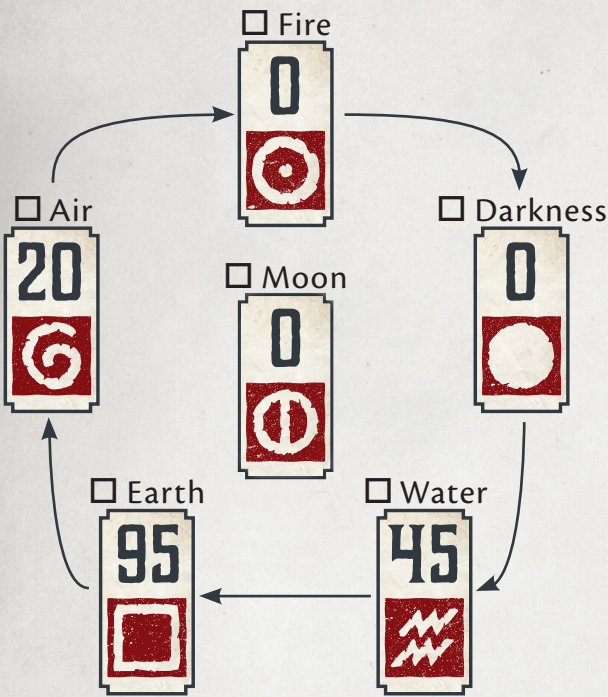
HOW TO PLAY ARANDA

- You are skilled fighter with your axe and shield, and have excellent armor and good hit points.
- You are from an ancient noble family from the biggest city of the world, and, despite being a sacred killer, you are very civilized and cultured.
- Earth Shield is very effective against a foe that does a very large amount damage. Slash is a good damage enhancing spell. Berserker dramatically increases your offensive abilities, but is best when you are really desperate.
- Your best passions are your various Loyalties, your Honor, and your Devotion to your grim goddess.
- Your high Death Rune means you ignore pleasure and pain, while your high Earth Rune means you are practical and worldly. Your high Status Rune means you value order and stability.

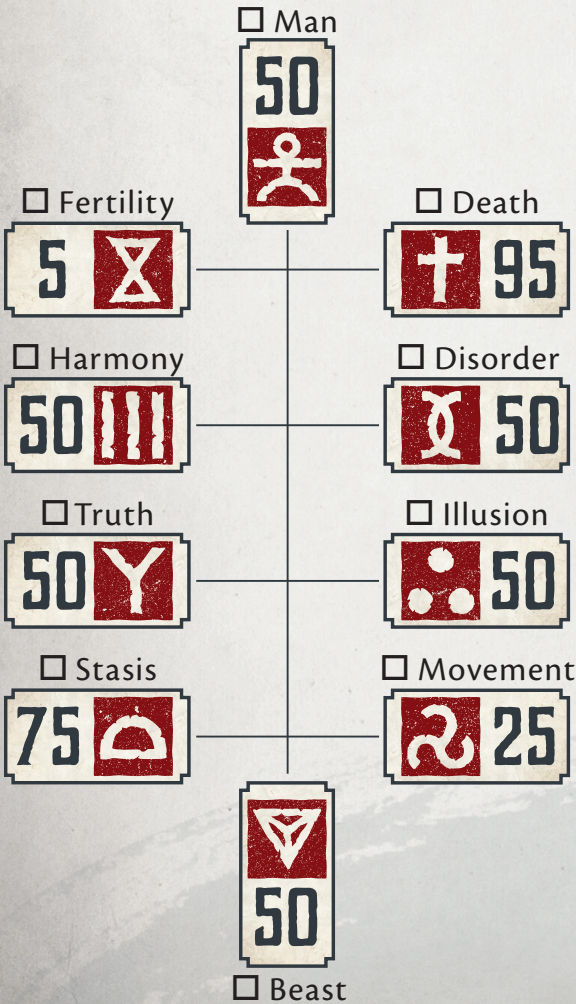


RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



MAGIC

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				

DAZARIM CRESCENTBLADE

Male, age 21. Bandit of the Sable Rider Tribe in Prax.

I am Dazarim of the Sable Riders of Prax, and I am proud to be a descendant of the great bandit-king Patyan, a legend among my people. Greatness is in my lineage. My mother was the bandit chieftain Loram, and she taught me more about riding and desert survival than you will ever learn. I am as at home atop my mount as I am the ground and can ride like the wind.

I have ridden from one end of the Praxian wastelands to the other and I have seen and done many things. I was there when Argrath and his allies summoned Jaldon Goldentooth to acclaim him as the White Bull, and I and my fellow bandits rode alongside him against the Lunars at their New Temple. There, I fought demons and was near overcome, but I also survived that.

Now I ride throughout Dragon Pass to see what I can see, to do what must be done. Stay clear of my sable, for its horns are as sharp as my sword.

One of the Animal Riders of Prax, Dazarim Crescentblade is a tall, lean desert nomad, rarely far from his mount, a beautiful crescent-horned sable antelope. His lineage is a mix of respected and common, claiming descent from Patyan, a famous Sable Rider bandit about whom folktales are told. His mother Loram was also a bandit and fought valiantly in both invasions of Prax. She told Dazarim stories about seeing the Lunars surrender to the Pap Priestesses, and the formation of the White Bull Society. Enthralled, Dazarim grew up in her bandit band, fighting and raiding along his clanfolk.

The Praxian wasteland is a wide and varied place: Dazarim was nearly slain by a band of Tusk Riders his raiders came across, causing him to develop an intense hatred for them, but he later met with a group of nomadic desert centaurs and pledged friendship to their leader.

He was present when Jaldon Goldentooth was summoned, and, along with others of his bandit band, swore loyalty to Argrath himself. When Argrath fought alongside them at the New Lunar Temple, Dazarim was nearly driven mad by Lunar-summoned demons outside the New Lunar Temple. He has since recovered but is wary of all Lunar sorcery.

HOW TO PLAY DAZARIM

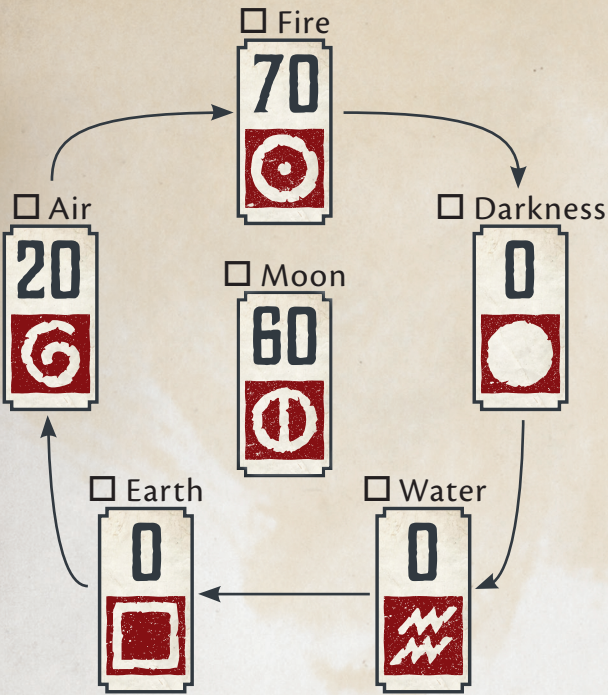
- You are a proud Praxian Nomad from the desert plains. You are smart and a good leader. However, your ability to communicate with the local barbarians is limited.
- You are very skilled with your kopis and are better at parrying with it than your shield. Unfortunately you have poor armor, so you are weak against missile weapons.
- Your strongest Passions are your fanatical devotion and loyalty to the White Bull. Use this to augment skills when appropriate.
- Your Rune magic helps you fight in the dark or underground. This is good, because you must challenge all Darkness creatures on sight, to first blood or beyond.
- Your high Truth Rune means you despise lies and deception. You are a straight shooter and would rather say nothing than say something deceptive.



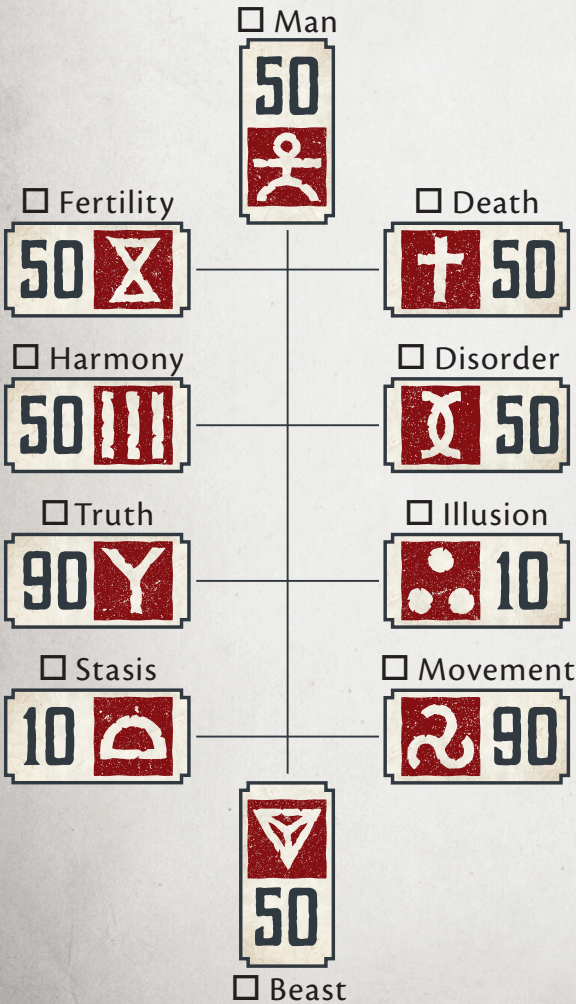
SABLE ANTELOPE

RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES

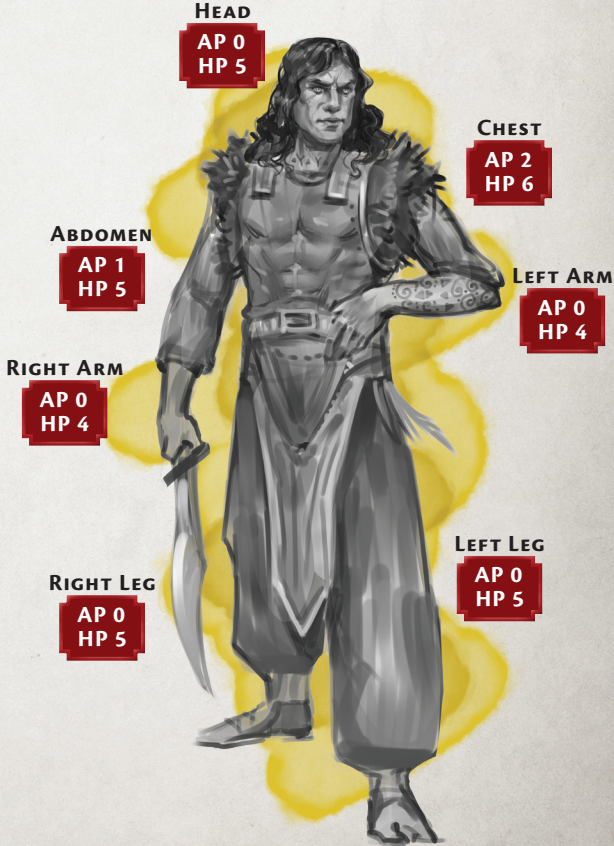


STATISTICS

STR	CON	SIZ	DEX	INT	POW	CHA
14	12	17	12	15	16	16
ATTACKS						
WEAPON	%	DAMAGE	SR	PTS		
Kopis	85	1D8+1+1D4	6	12		
Dagger	30	1D4+2+1D4	8	6		
Javelin, Held	35	1D6+1D4	6	8		
Javelin, Thrown	25	1D10+1D2	1/MR	8		
Medium Shield	40	1D4+1D4	7	12		
<i>Spirit Combat</i>	55	1D6+1	12	—		
HIT LOCATIONS						
LOCATION	D20	AP/HP	ATTRIBUTES			
Right Leg	01–04	0/5	Hit Points	14		
Left Leg	05–08	0/5	Move	8		
Abdomen	09–11	1/5	Strike Rank	4 (DEX 3, SIZ 1)		
Chest	12	2/6	Rune Points	3		
Right Arm	13–15	0/4	Magic Points	16		
Left Arm	16–18	0/4	Damage Bonus	+1D4		
Head	19–20	0/5	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			



DAZARIM CRESCENTBLADE

INITIATE OF YELMALIO:
CULT: YELMALIO REPUTATION: 5% RANSOM: NONE

SKILLS & PASSIONS

	AGILITY (-5%)	Plant Lore.....20%	PASSIONS
<input type="checkbox"/>	Dodge.....44%	<input type="checkbox"/>	Survival.....60%
<input type="checkbox"/>	Jump.....31%		MAGIC (+5%)
<input type="checkbox"/>	Ride (Sable Antelope).....60%	<input type="checkbox"/>	Meditate.....10%
	COMMUNICATION (+5%)	<input type="checkbox"/>	Spirit Combat.....55%
<input type="checkbox"/>	Bargain.....20%	<input type="checkbox"/>	Worship (Yelmalio).....30%
<input type="checkbox"/>	Intimidate.....30%		MANIPULATION (+5%)
<input type="checkbox"/>	Sing.....45%	<input type="checkbox"/>	Dagger.....30%
<input type="checkbox"/>	Speak Firespeech.....25%	<input type="checkbox"/>	1H Spear.....35%
<input type="checkbox"/>	Speak Praxian.....55%	<input type="checkbox"/>	1H Sword (Kopis).....85%
<input type="checkbox"/>	Speak Tradetalk.....25%	<input type="checkbox"/>	Javelin.....25%
	KNOWLEDGE (+5%)	<input type="checkbox"/>	Medium Shield.....40%
<input type="checkbox"/>	Animal Lore.....20%		PERCEPTION (+5%)
<input type="checkbox"/>	Celestial Lore.....40%	<input type="checkbox"/>	Insight (human).....25%
<input type="checkbox"/>	Cult Lore (Yelmalio).....25%	<input type="checkbox"/>	Listen.....30%
<input type="checkbox"/>	Customs (Sable Tribe).....30%	<input type="checkbox"/>	Scan.....30%
<input type="checkbox"/>	Elder Race Lore (Centaurus).....20%	<input type="checkbox"/>	Search.....30%
<input type="checkbox"/>	Evaluate.....25%	<input type="checkbox"/>	Track.....45%
<input type="checkbox"/>	First Aid.....25%		STEALTH (-5%)
<input type="checkbox"/>	Herd.....40%	<input type="checkbox"/>	Hide.....35%
<input type="checkbox"/>	Homeland Lore (Prax).....35%	<input type="checkbox"/>	Move Quietly.....5%
<input type="checkbox"/>	Peaceful Cut.....30%		

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

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
Catseye	1		41
Sunbright	2		50
Sureshot	1		50

RUNE POINTS

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

SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Coordination	2	36
Detect Gold	1	36
Farsee 1	1	36
Repair 1	1	37

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			

SEVARA, SABLE ANTELOPE

STR	CON	SIZ	DEX	POW
26	12	27	11	15
ATTACKS*				
WEAPON	%	DAMAGE	SR	PTS
Butt*	35	2D6+2D6	7	—
Kick*	35	1D6+2D6	7	—
Bite*	25	2D4	7	—
HIT LOCATIONS				
LOCATION	D20	AP/HP	ATTRIBUTES	
			QUALITY	VALUE
Right Hind Leg	1–2	1/5	Hit Points	16
Left Hind Leg	3–4	1/5	Move	12
Hindquarters	5–7	1/7	Strike Rank	3
Forequarters	8–10	1/7	Rune Points	—
Right Foreleg	11–13	1/5	Magic Points	—
Left Foreleg	14–16	1/5	Damage Bonus	—
Head	17–20	1/6	Healing Rate	2

Skills: Dodge 65%

STARTING GEAR, TREASURE, & ABILITIES

Armor: Leather skirt, heavy leather cuirass.
Gift: His god Yelmalio protects Dazarim from fire (half damage from all forms of fire).
Geas: Dazarim must challenge all Darkness creatures on sight, to first blood or beyond.
Treasures: 58 L in raiding booty.

ACQUIRED ITEMS

IONARA GRAND-DAUGHTER OF THIRALDA

Female, age 21. Priestess of the Pure Horse People in the Grazelands.

Stand proudly when you speak to me, for I am a priestess of the Earthshaker, Maran Gor with that authority. I was born into her priestesshood, my mother and grandmother—blessed be their souls, and renowned are their names—served Maran Gor as well.

I have journeyed from the West to Dragon Pass, and fought the Lunar Empire every step my horse took. I faced them in the Grazelands and at Pennel Ford. Lunar madness nearly overcame me, but I am still here.

And now I roam the land of Orlanth, eager to see what you call “civilization.” So far... I am unimpressed. Perhaps I am missing something? No matter. Let me play a tune for you, a song of my people about life on the prairies and the legends of my people. Perhaps then you will understand me better.

Ionara was born one of the Pure Horse People and is a skilled rider capable of sleeping in the saddle as well as fighting.

Her grandmother Thiralda was also a priestess of Maran Gor, famed throughout the Grazelands. She died fighting the Lunar Empire at the Battle of Grizzly Peak, and her mother Irneen, another priestess, died in the Grazeland Campaign.

In 1622, when a wave of plague swept through the Grazelands, Ionara nearly died. She had no sooner recovered than she was injured fighting Lunars in the civil strife that rocked the Grazelands. Soon after, she fought at the Battle of Pennel Ford and achieved great glory, but later in Pavis, she nearly lost her mind battling Lunar demons unleashed by their sorcerers.

Now she wanders these strange lands, proselytizing to those who will listen, exploring the territories she fought to expunge the Lunars from. She has learned much, made new friends, and seen much of Dragon Pass. As a Grazer, though, she can barely disguise her disdain for the *vendref* (so-called ‘civilized’) culture of the Orlanthi Sartarites, but she does her best.

HOW TO PLAY IONARA

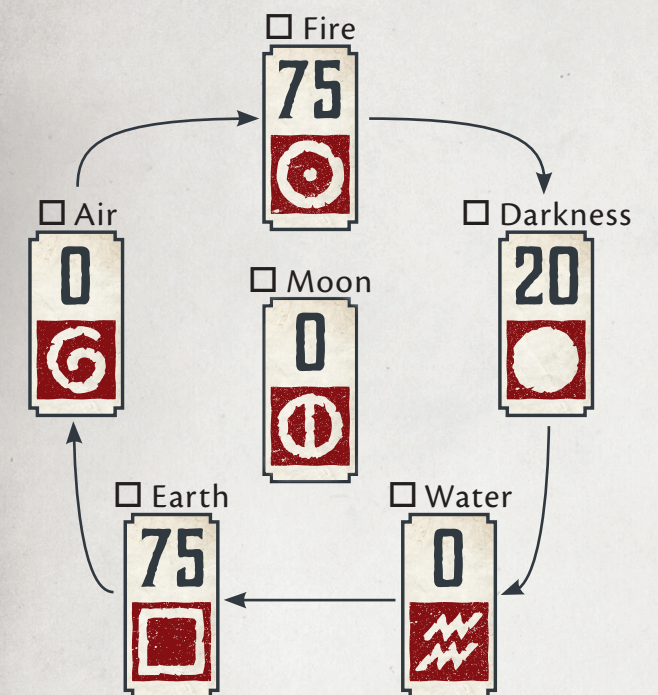
- You are a smart, charismatic leader, and someone who incarnates the destructive aspects of the Earth Goddess.
- You are a good fighter with your mace and shield, and have decent armor. However, you have very average hit points—if you fail a parry things can go bad very quickly.
- Your strongest passions are your devotion to Maran Gor the Earthshaker and to the Feathered Horse Queen. This will require roleplaying to work into games.
- Create Fissure and Shake Earth are both very useful in desperate circumstances, but need a lot of Rune points.
- Your Runes are filled with conflict. Your high Death and Disorder Runes make you destructive and more willing to tear things apart than build them up. Your Earth and Fire/Sky Runes tear you in opposite directions. Your high Truth Rune means you despise lies and deception.
- You are a straight shooter and would rather say nothing than say something deceptive.



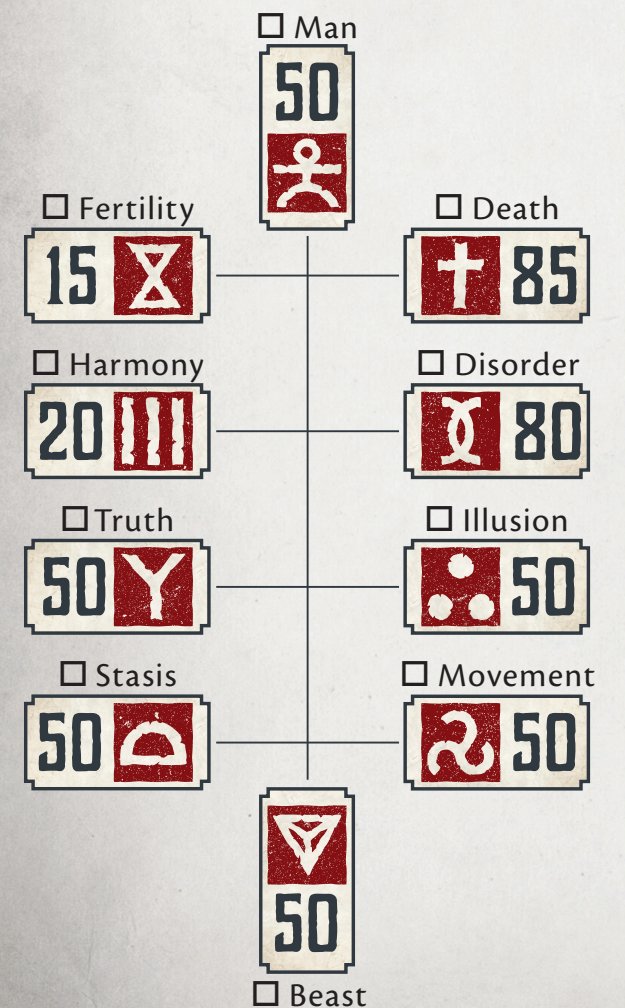
RIDING HORSE

RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



MAGO THE FIERCE, SON OF BAROSSUS

Male, age 21. Mercenary soldier from Wilmskirk in Sartar.

You want to know who I am? I am Mago, son of Barosus son of Harion. If those names mean nothing to you, then perhaps you have yet to know battle. You should listen more when people tell tales of valor, for you will hear our names there.

As a loyal son of Storm Bull, I have fought Chaos in many forms, particularly when it is cloaked in Lunar red. I plan on many years of fighting until the corruption of Chaos has been eradicated from all the world.

I cannot do it alone, and I welcome those who would share my battles. Are you willing to stand with me? Let us rain terror upon those we face!

With a fearsome demeanor, Mago has many scars that he takes no care to hide. His Runes of Beast, Darkness, and Death cause some to mistake him for a Chaos-worshipper, much to his anger. Mago's eyes, however, bely his fierce and extreme intelligence, a characteristic few give him credit for.

He was born into a warrior lineage, his grandather Harion a fighter whose deeds are still told around the campfires and halls of Wilmskirk. Many battles he survived. Such were the times of legend! Mago's father Barosus, too, is a great warrior, now a Rune Lord of the Storm Bull temple in Wilmskirk.

All his line have worshipped Storm Bull, and Mago knows nothing else. Though young, his renown grows across Dragon Pass. He fought with the rebels in Esrolia against the Lunars, defended Nochet against a siege, and fought in the Battle of Pennel Ford. Afterwards, Mago joined in the infamous Harrek the Berserk in sacking the City of Wonders. They became fast friends there, perhaps kindred spirits.

Most recently, Mago witnessed the the Dragonrise and survived. He participated in liberation of Sartar, a battle which nearly cost him his life. Yet here he is now, ready still for battle.

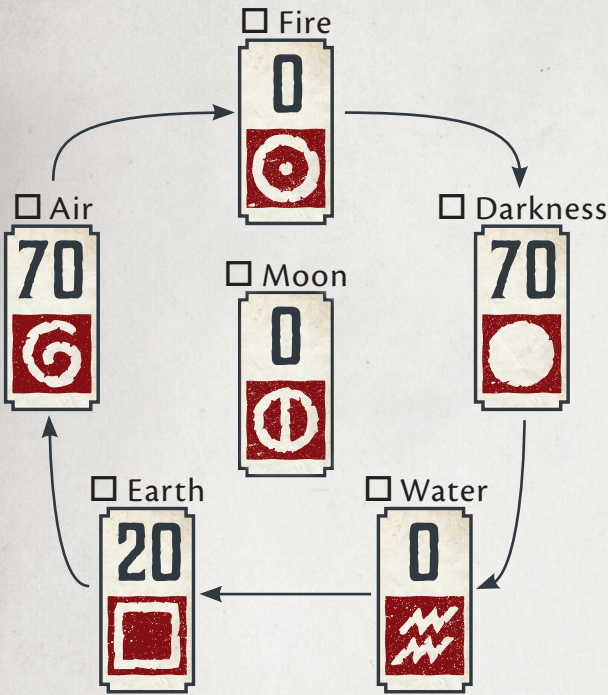
HOW TO PLAY MAGO

- You are an exceptionally smart and skilled warrior. You are better on the offensive with axe and shield but better on the defensive with your broadsword. However, you have only average armor and average hit points.
- You have many Passions, with many opportunities to use at least one to augment your skills in a pinch.
- Berserker greatly increases your offensive abilities, especially fighting Chaos, but is best used in desperation. Face Chaos can rally others against Chaotic foes. Remember to cast Protection to improve your armor!
- Summoning and Commanding your small Air elemental uses all your Rune points.
- Your high Beast and Death Runes make you savage and merciless; you ignore pain and civilized niceties.
- Your best Communication skill is Intimidate!

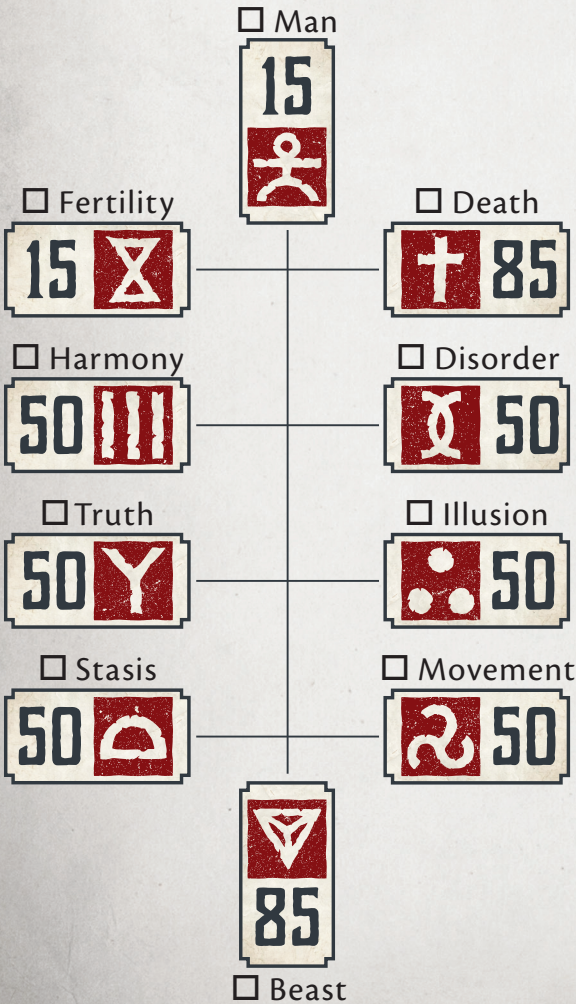


RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



STATISTICS

STR14CON12SIZ14DEX13INT18POW13CHA11

ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Battle Axe (1H)	100	1D8+2+1D4	8	8
Broadsword	85	1D8+1+1D4	8	12
Dagger	40	1D4+2+1D4	8	6
Medium Shield	70	1D4+1D4	7	12
Javelin, Held	60	1D6+1D4	6	8
Javelin, Thrown	60	1D10+1D2	1/MR	8
Sling	30	1D8+1D2	S/MR	—
Spirit Combat	40	1D6+3	—	—

HIT LOCATIONS

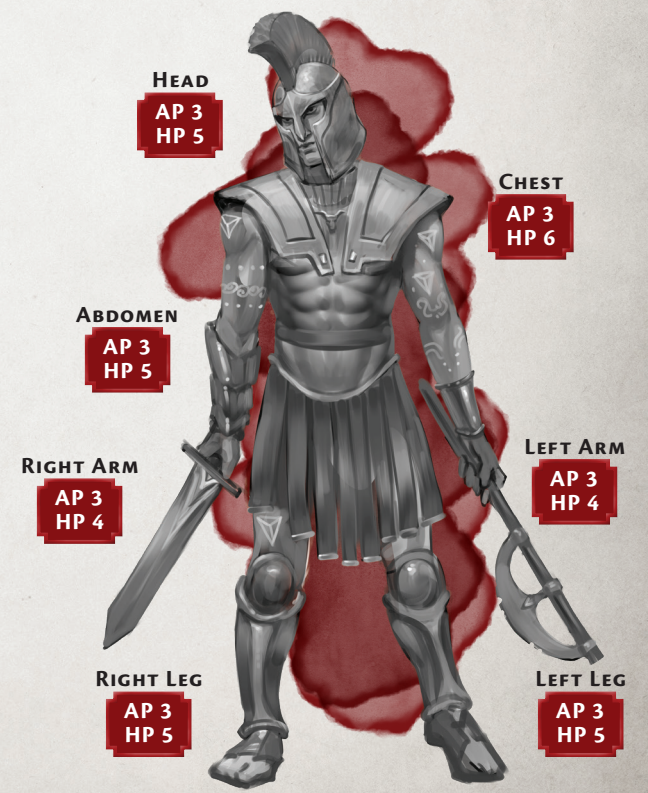
LOCATION	D20	AP/HP
Right Leg	01–04	3/5
Left Leg	05–08	3/5
Abdomen	09–11	3/5
Chest	12	3/6
Right Arm	13–15	3/4
Left Arm	16–18	3/4
Head	19–20	3/5

ATTRIBUTES

QUALITY	VALUE
Hit Points	13
Move	8
Strike Rank	4 (DEX 2, SIZ 2)
Rune Points	3
Magic Points	13
Damage Bonus	+1D4
Healing Rate	2

HIT POINTS

DEAD0123456789101112131415161718192021222324



MAGO THE FIERCE, SON OF BAROSSUS

INITIATE OF STORM BULL:
CULT: STORM BULL REPUTATION: 14% RANSOM: 500 L

SKILLS & PASSIONS

AGILITY (+5%)

☐ Climb.....55%

☐ Dodge.....56%

☐ Jump.....44%

☐ Ride (horse).....15%

COMMUNICATION (+5%)

☐ Dance.....20%

☐ Intimidate.....55%

☐ Sing.....25%

☐ Speak Esrolian.....28%

☐ Speak Heortling.....55%

☐ Speak Old Pavic.....11%

☐ Speak Stormspeech.....11%

☐ Speak Tarshite.....11%

☐ Speak Tradetalk.....20%

KNOWLEDGE (+10%)

☐ Battle.....70%

☐ Cult Lore (Storm Bull).....40%

☐ Customs (Heortling).....35%

☐ Farm.....40%

☐ First Aid.....35%

☐ Herd.....25%

☐ Homeland Lore (Sartar).....40%

☐ Survival.....45%

MAGIC (+5%)

☐ Meditate.....10%

☐ Sense Chaos.....50%

☐ Spirit Combat.....40%

☐ Worship (Storm Bull).....30%

MANIPULATION (+15%)

☐ 1H Axe.....100%

☐ Broadsword.....85%

☐ Dagger.....40%

☐ 1H Spear.....60%

☐ Javelin.....60%

☐ Sling.....30%

☐ Medium Shield.....70%

PERCEPTION (+10%)

☐ Insight (Human).....30%

☐ Listen.....45%

☐ Scan.....45%

☐ Search.....45%

☐ Track.....40%

STEALTH (+10%)

☐ Hide.....30%

☐ Move Quietly.....30%

PASSIONS

☐ Devotion (Storm Bull) 60%

☐ Hate (Chaos) 60%

☐ Honor 60%

☐ Love (family) 60%

☐ Loyalty (Harrek) 60%

☐ Loyalty (Locaem Tribe) 60%

☐ Loyalty (Sartar) 60%

☐ Loyalty (Zethnoring Clan) 60%

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

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
Berserker	2		40
Face Chaos	1+		43
Summon Air Elemental (small)	1		50

RUNE POINTS

12345678910111213

SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Demoralize	2	36
Fanaticism	1	36
Protection 2	1–2	36

MAGIC POINTS

UNC01234567891011121314151617181920212223242526272829303132333435

MAKARIOS, SON OF THARASSA

Male, age 21. Healer from Clearwine, member of Orlmarth Clan of the Colymar Tribe.

Greetings. You have nothing to fear from me. I am Makarios, son of Tharassa, a healer of Chalana Arroy. I have pledged my life to serving others as the goddess wishes. If you are injured, I will heal you. If you seek counsel, I will tell you what I can. If you are in need, I will give you what I have.

I am from Clearwine, and I grew up within the hospital temple of Chalana Arroy, orphaned in the Great Winter that claimed my mother's life. I spent much time learning herb-craft with the priestesses of Ernalda, who shared their bounty with us at a time when others had nothing.

This beautiful creature upon my shoulders is Whisper. She found me when I was dying, nearly slain by trolls, and sought those who could rescue me. She is a bit shy, so do not feel offended if she is quiet to you. She warms to others eventually, as she did to me.

Makarios' grandmother was a scribe of Lankhor Mhy, specializing in ancient texts relating to the healing arts. Though she died before he was born, her presence loomed largely in his household.

His mother joined the cult of Chalana Arroy and became a High Healer, but froze to death in the first year of the Great Winter along with her husband, leaving Makarios an orphan and a ward of the Chalana Arroy temple. While herb-gathering, he fell victim to a troll raid and was nearly slain. Dying in the snow, he was found by an 'awakened' white serpent (possessing human-level intelligence and spirit), which protected him and tended to him until he could be found. This remarkable occurrence gave him the favor of the Ernaldan temple, seeing the serpent as a sign. Makarios named it 'Whisper' and keeps it with him always.

Most recently, Makarios participated in the Liberation of Pavis. As a result of his loyalty to Argrath, Makarios received a considerable amount of wealth in the form of spoils of war, a bounty he is unsure what to do with, given its origin.

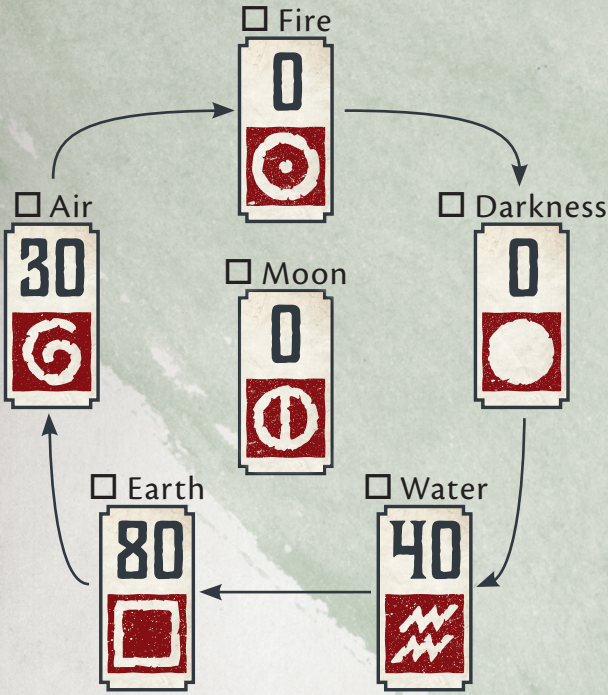
HOW TO PLAY MAKARIOS

- You are a pacifist, sworn to non-violence. Try to resolve every obstacle without letting the others resort to violence. In any case, you never willingly harm an intelligent creatures or needlessly cause pain to a living thing.
- Your strongest Passions are Love (family), Devotion (Chalana Arroy), and Loyalty (Colymar Tribe). You tend to support other adventurers from that tribe.
- You have powerful healing magic, including the incredible ability to Resurrect the recently killed. Use it sparingly! You do not have that many Rune points.
- Harmony and Sleep are good non-violent ways to overcome dangerous opponents without harming them.
- Your high Fertility and Harmony Runes reinforce your dedication to Life and Peace. Your high Earth Rune makes you very practical—except when it comes to violence.

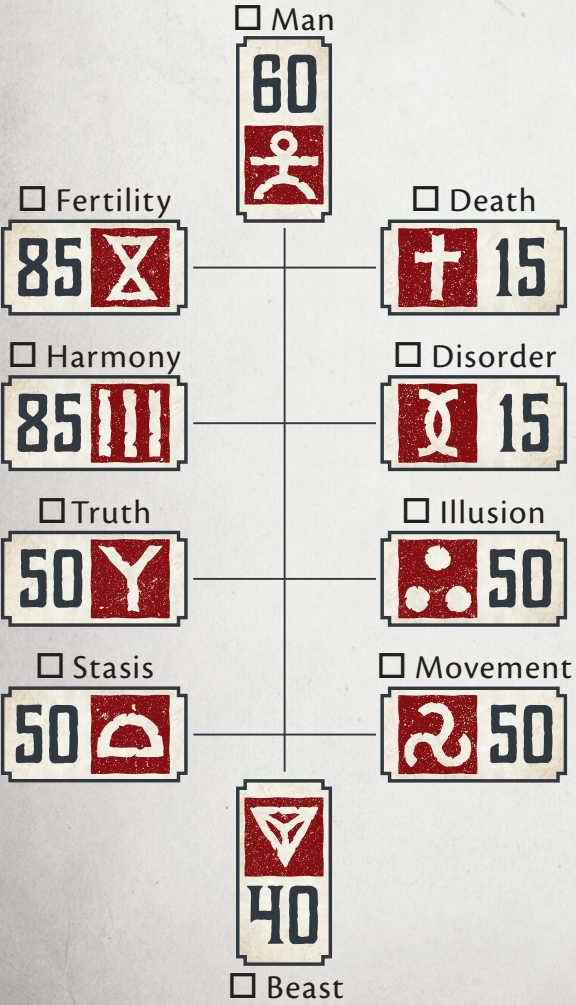


RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



STATISTICS

STR10CON14SIZ16DEX14INT14POW12CHA13

ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Dagger	35	1D4+2+1D4	7	6
Sling	25	1D8+1D2	S/MR	—
Grapple	60	Special	7	Arm
Spirit Combat	45	1D6+1	12	—

HIT LOCATIONS

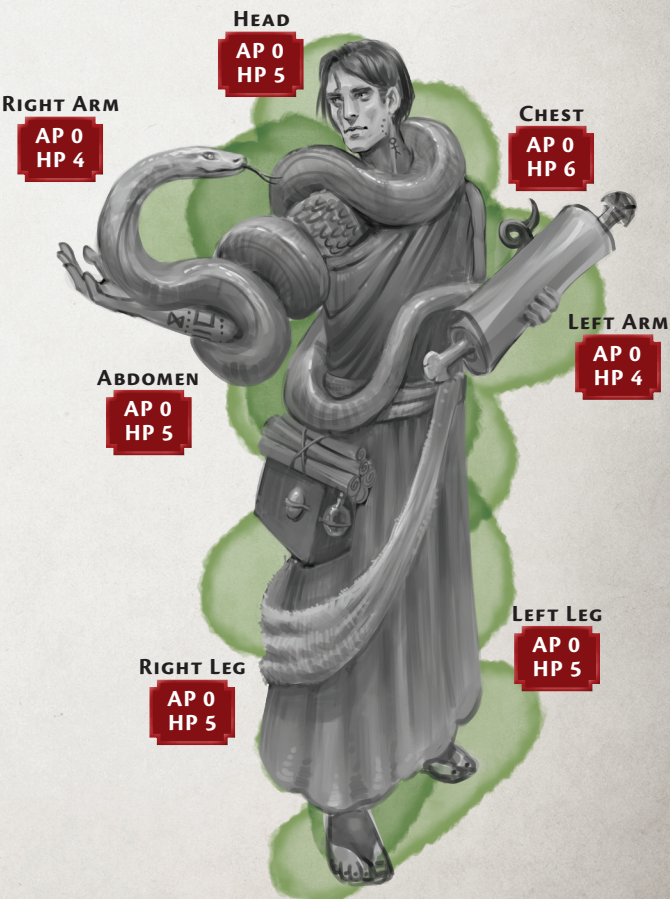
LOCATION	D20	AP/HP
Right Leg	01–04	0/5
Left Leg	05–08	0/5
Abdomen	09–11	0/5
Chest	12	0/6
Right Arm	13–15	0/4
Left Arm	16–18	0/4
Head	19–20	0/5

ATTRIBUTES

QUALITY	VALUE
Hit Points	15
Move	8
Strike Rank	3 (DEX 2, SIZ 1)
Rune Points	3
Magic Points	12
Damage Bonus	+1D4
Healing Rate	3

HIT POINTS

DEAD0123456789101112131415161718192021222324



MAKARIOS, SON OF THARASSA

INITIATE OF CHALANA ARROY: **CULT: CHALANA ARROY REPUTATION: 9% RANSOM: 500 L**

SKILLS & PASSIONS

AGILITY (+5%)

☐ Dodge.....33%☐ Jump.....47%☐ Ride (horse).....15%

COMMUNICATION (+5%)

☐ Charm.....45%☐ Dance.....30%☐ Fast Talk.....20%☐ Orate.....30%☐ Sing.....45%☐ Speak Esrolian.....28%☐ Speak Heortling.....55%☐ Speak Old Pavic.....11%☐ Speak Tarshite.....11%☐ Speak Tradetalk.....15%

KNOWLEDGE (+10%)

☐ Alchemy.....15%☐ Battle.....25%☐ Cult Lore (Chalana Arroy) 25%☐ Customs (Heortling).....30%☐ Farm.....35%☐ First Aid.....85%☐ Herd.....20%

Homeland Lore (Sartar).....35%

Plant Lore.....40%

Read/Write Theyalan.....35%

☐ Treat Disease.....40%

☐ Treat Poison.....40%

MAGIC (+5%)

☐ Meditate.....30%☐ Spirit Combat.....45%☐ Worship (Chalana Arroy) ...35%

MANIPULATION (+15%)

☐ Dagger.....35%☐ Grapple.....60%☐ Sling.....25%

PERCEPTION (+10%)

☐ Insight (Human).....60%☐ Listen.....40%☐ Scan.....30%☐ Search.....30%

STEALTH (+10%)

☐ Hide.....15%☐ Move Quietly.....15%

PASSIONS

☐ Devotion (Chalana Arroy) 70%☐ Hate (Lunar Empire) 60%☐ Hate (Trolls) 60%☐ Honor 60%☐ Love (family) 80%☐ Loyalty (Argrath) 60%☐ Loyalty (Orlmarth Clan) 60%☐ Loyalty (Chalana Arroy Temple) 60%☐ Loyalty (Colymar Tribe) 70%☐ Loyalty (Sartar) 60%

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

WHISPER, COMPANION SERPENT

STR3CON9SIZ2DEX14INT10POW12

HIT LOCATIONS

LOCATION	D20	AP/HP
Tail	01–06	0/2
Body	07–14	0/3
Head	15–20	0/2

ATTRIBUTES

QUALITY	VALUE
Hit Points	7
Move	6
Strike Rank	3
Rune Points	—
Magic Points	12
Damage Bonus	—
Healing Rate	2

Spirit Magic: Befuddle (2), Distraction (1).
Passions: Devotion (Makarios) 60%.
Armor: Scales.
Skills: Dodge 50% Hide 70%, Move Quietly 80%.
Languages: Speak Auld Wyrmish 35%, Speak Beastspeech 20%, Speak Heortling 50%.
Note: Whisper does not fight.

STARTING GEAR, TREASURE, & ABILITIES

Armor: Healer's robes.
Oath: A Chalana Arroy cultist vows never to harm an intelligent creature or needlessly cause pain to a living thing. Makarios takes this pledge very seriously.
Treasures: Healer's kit (contains salves, thread and needles, bandages, etc.); 20 L in coin; miscellaneous items worth 100 L; 500 L in war booty; awakened serpent companion named Whisper.

ACQUIRED ITEMS

MAGIC

COMMON RUNE MAGIC

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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
Harmony	1+		44
Heal Body	3		44
Resurrect	3		47

RUNE POINTS

12345678910111213

SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Heal 2	1–2	36
Sleep	3	37

MAGIC POINTS

UNC01234567891011121314151617181920212223242526272829303132333435

NARRES RUNEPAINTER

Human, age 21. Tattoo artist of the Necropolis in Esrolia.

I suspect that you have never met anyone like me. I am Narres Runepainter, an artist, and there is little else that I care to share now.

I make my living inscribing Runes and other symbols in ink upon bodies, those of the living and the dead. I learned this art in the Necropolis, preparing the bodies of the deceased for their final rest. People say many things when they are being inscribed—living and dead alike—and reveal much that they should not.

I have seen much since I left the Necropolis. I have ventured far, and yet my wanderlust grows stronger every day. I have known much conflict, where I find many to draw my designs upon.

Narres' grandfather was a soldier of in Nochet, retiring at a good age and passing his sword to his daughter, Vondyla, Narres' mother. She put that sword to use against the Wolf Pirates but grew weary of bloodshed.

When Narres was born, Vondyla gave her child to the Necropolis in Esrolia, where Narres tended to corpses and readied them for interment. This was a good place to learn the arts of tattooing, to anoint the dead in preparation for their afterlife. After leaving the Necroplis, Narres was caught up in the civil war in Esrolia, fighting the hated Red Earth supporters. Narres survived the Siege of Nochet and fought in the Battle of Pennel Ford, nearly slain there by Lunar magic. When the Dragon rose beneath the Temple of the Reaching Moon, Narres was there, but escaped the madness to which many succumbed.

As an initiate of Eurmal the Trickster, Narres is drawn to the god's aspects as a Shapechanger, a being that must assume different forms to survive. Narres enjoys challenging assumptions and revealing the transitory nature of truth, anything that emphasizes the amorphous, transitory nature of reality itself.

HOW TO PLAY NARRES

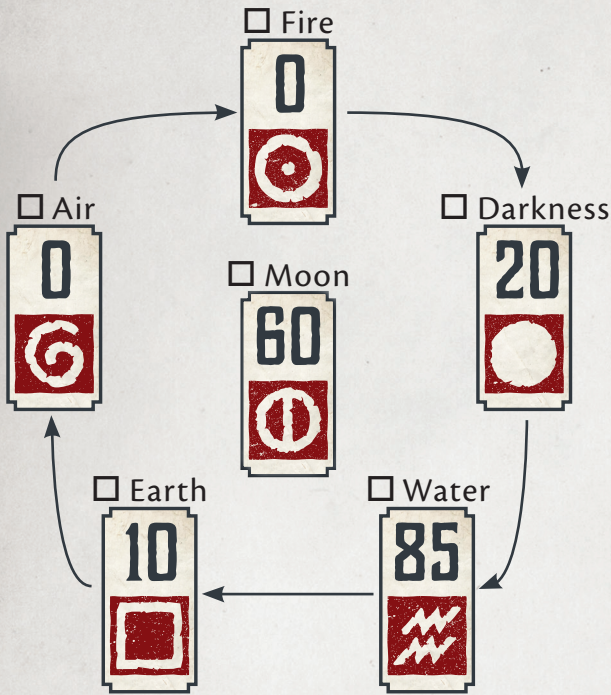
- You are a sacred Trickster, and mock the assumptions and pretensions of others, parody excessive seriousness, and deflate pomposity. You show what is wrong with the ordinary way of doing things, and how to do ordinary things the “wrong way.”
- When you are identified as a Trickster, you may make fun of—and even be downright rude to—priests and tribal leaders without fear of sanction, at least wherever the Orlanth cult rules. Unfortunately, many others tend to punish you for your sacred duties!
- You are a mediocre fighter, but have a great Dodge skill!
- You have good Communication and Stealth skills.
- You have many passions and loyalties that can drive you in different directions.
- Your high Water Rune makes you mercurial and changeable; your high Death Rune means you are separated from the concerns of ordinary life.



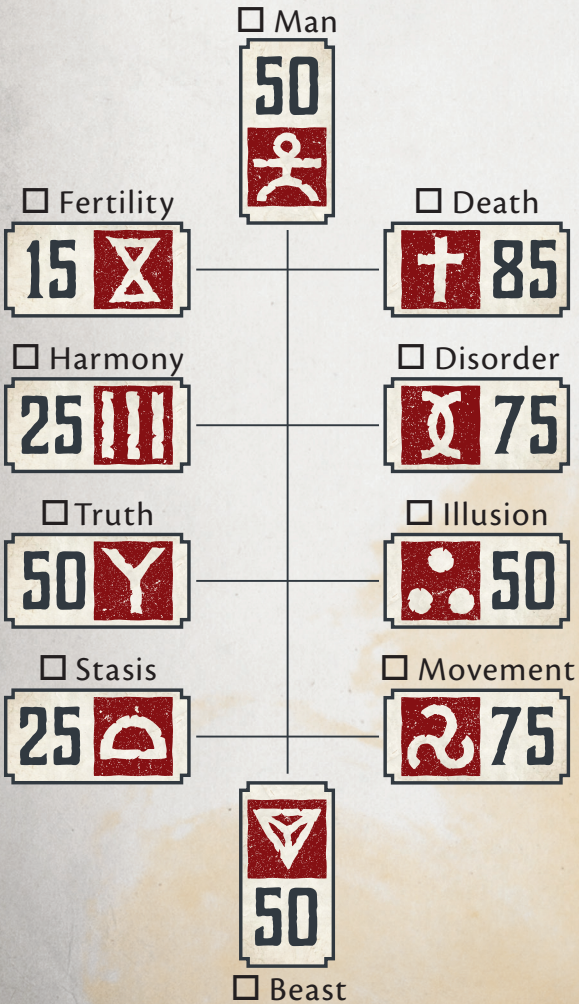
TATTOO IMPLEMENTS

RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



MAGIC

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				

VARAKOS WOLF-KILLER

Male, age 21. Heavy infantry soldier of the Orlmarth clan of the Colymar Tribe.

Varakos Wolfkiller they call me, and for good reason! The mighty beast I fought nearly slew me—see these scars at my throat—but I prevailed and killed it instead, taking its fur to warm me. Perhaps if it had won, it might have made a cloak out of my own rough skin. Ha!

I am a Humakti. The Sword Lord has bid me to never love another, though I am still a loyal friend and staunch battle-brother to all who would fight alongside me.

Would that the whole miserable Lunar Empire had a single neck I could cut with my sword!

Generally, when people see Varakos coming, they move away.

His grandfather Tarakos was a simple farmer from the Orlmarth Clan in the Colymar Tribe, but he fought in the Holy Country and the tales he told helped instill in his family the contempt for the Lunar Empire. He died in a battle with the Lismelder Tribe. Tarakos's son Araskos—Varakos' father—was a soldier and embraced the worship of Humakt. Araskos fought in Starbrow's Rebellion and was exiled by the Lunars for two year, then died in the Great Winter.

In the second year of the Great Winter, Varakos went south to Esrolia, enlisting as a soldier. He fought gloriously in that time of civil unrest, earning renown at the Battle of Pennel Ford. He pledged loyalty to Queen Samastina after defending her from Lunar assassins. After that, he fell in with the Wolf Pirates in the Sack of the City of Wonders, but they betrayed him and left him for dead.

Varakos returned to Sartar in time to witness the Dragon-rise, and took part in the Liberation of Sartar, witnessing Kallyr Starbrow take the throne as King. Now he seeks battle, to fight the Lunar Empire, and to better himself that he might become a weapon worthy of Humakt, his patron god.

HOW TO PLAY VARAKOS

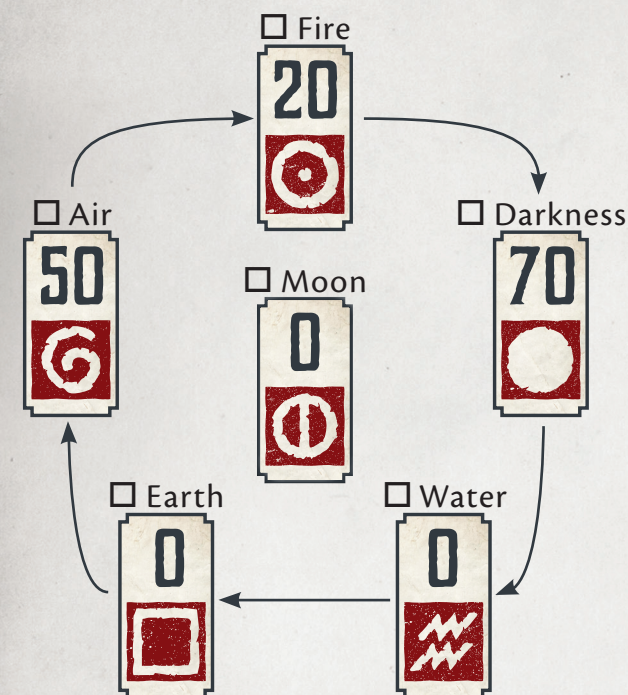
- You are a killing machine with a sword in both hands, excellent combat skills, good armor, and high damage.
- Your strongest passions are your Honor and your Hate Lunar Empire. Follow the Code of Honor—don't kill unarmed people, accept surrender, and protect those who have surrendered to you. You are also Loyal to the Colymar Tribe and tend to support other player characters from that tribe. However, you cannot Love.
- Cast Bladesharp 2 before fighting to get an edge in combat. Truesword gives your sword damage a big boost and is only a 1-point Rune spell. Shield is useful if you need to increase your armor points.
- Your high Death Rune means you ignore pain and pleasure, and live for Death. You do not fear it, and due to your cult's view on death, you cannot be resurrected.



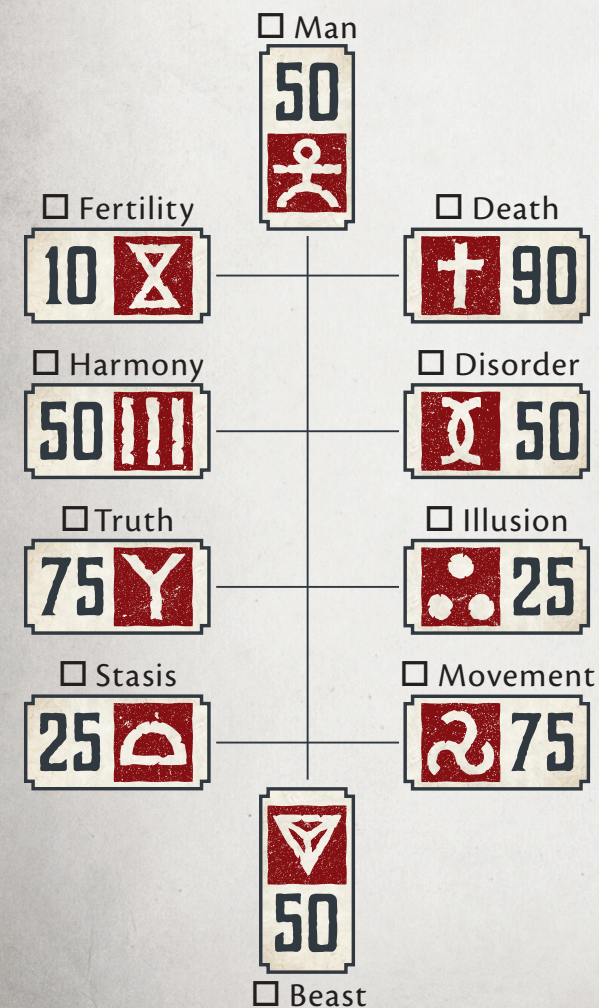
WOLF PELT CLOAK

RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



STATISTICS

STR19CON12SIZ16DEX11INT11POW12CHA12

ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Broadsword*	90	1D8+2+1D6	6	12
Shortsword (Left-hand)	65	1D6+1+1D6	7	12
Javelin (1H)	25	1D6+1D6	6	8
Javelin, Thrown	25	1D10+1D3	1/MR	8
Dagger	30	1D4+2+1D6	8	6
Composite Bow	60	1D8+1	S/MR	7
Medium Shield	35	1D4+1D6	7	12
Grapple	55	Special	8	Arm
Spirit Combat	35	1D6	12	—

HIT LOCATIONS

LOCATION	D20	AP/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

ATTRIBUTES

QUALITY	VALUE
Hit Points	13
Move	8
Strike Rank	4 (DEX 3, SIZ 1)
Rune Points	3
Magic Points	12
Damage Bonus	+1D6
Healing Rate	2

HIT POINTS

DEAD0123456789101112131415161718192021222324



VARAKOS WOLF-KILLER

INITIATE OF HUMAKT:
CULT: HUMAKT REPUTATION: 15% RANSOM: 500 L

AGILITY (+5%)

- ☐ Dodge.....37%
- ☐ Jump.....38%
- ☐ Ride (horse).....15%

COMMUNICATION (+0%)

- ☐ Dance.....15%
- ☐ Intimidate.....55%
- ☐ Sing.....30%
- ☐ Speak Esrolian.....25%
- ☐ Speak Heortling.....50%
- ☐ Speak Old Pavic.....10%
- ☐ Speak Stormspeech.....10%
- ☐ Speak Tarshite.....10%
- ☐ Speak Tradetalk.....20%

KNOWLEDGE (+0%)

- ☐ Battle.....60%
- Cult Lore (Humakt).....30%
- Customs (Heortling).....25%
- Farm.....30%
- First Aid.....25%
- Herd.....15%
- Homeland Lore (Sartar).....30%

MAGIC (+0%)

- ☐ Meditate.....5%
- ☐ Spirit Combat.....35%
- ☐ Worship (Humakt).....35%

MANIPULATION (+5%)

- ☐ Broadsword.....90%
- ☐ Dagger.....30%
- ☐ Shortsword.....65%
- ☐ 1H Spear.....25%
- ☐ Grapple.....55%
- ☐ Javelin.....25%
- ☐ Composite Bow.....60%
- ☐ Medium Shield.....35%

PERCEPTION (+0%)

- ☐ Insight (humans).....30%
- ☐ Listen.....45%
- ☐ Scan.....60%

STEALTH (-5%)

- ☐ Hide.....5%
- ☐ Move Quietly.....5%

PASSIONS

<input type="checkbox"/> Devotion (Humakt)	60%
<input type="checkbox"/> Fear (Dragons)	60%
<input type="checkbox"/> Hate (Lismelder Tribe)	60%
<input type="checkbox"/> Hate (Lunar Empire)	70%
<input type="checkbox"/> Hate (Wolf Pirates)	60%
<input type="checkbox"/> Honor	70%
<input type="checkbox"/> Loyalty (Colymar Tribe)	60%
<input type="checkbox"/> Loyalty (Humakt Temple)	60%
<input type="checkbox"/> Loyalty (Orlmarth Clan)	60%
<input type="checkbox"/> Loyalty (Queen Samastina)	60%
<input type="checkbox"/> Loyalty (Sartar)	60%

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

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
Detect Truth	1		42
Shield	1+		49
Truesword	1		51

RUNE POINTS

12345678910111213

SPIRIT MAGIC SPELLS		
SPELL	POINTS	PAGE
Bladesharp 2	1–2	36
Detect Enemies	1	36
Heal 1	1	36
Protection 1	1	36

MAGIC POINTS

UNC01234567891011121314151617181920212223242526272829303132333435