



FIRE ELEMENTAL

VOSTOR SON OF PYJEEEM

INITIATE OF THE SEVEN MOTHERS:

CULT: SEVEN MOTHERS REPUTATION: 19% RANSOM: 500 L

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.

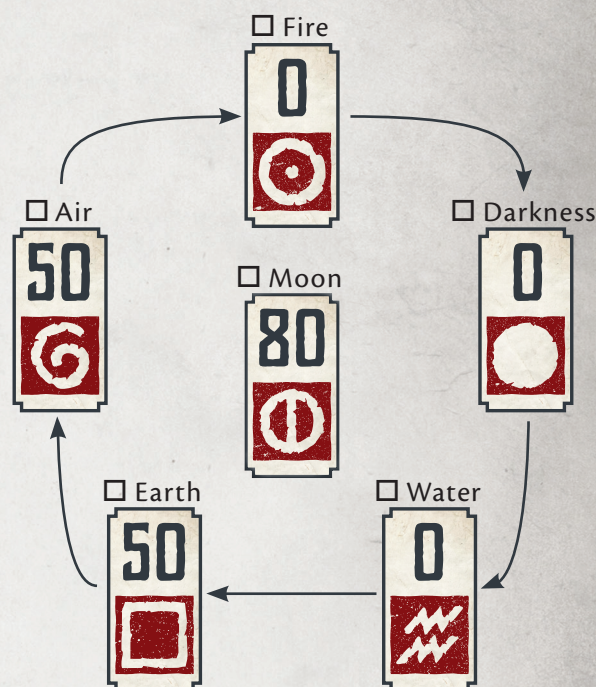
Rather than be murdered, Vostor deserted and sought allies amongst his former enemies in Sartar.

HOW TO PLAY VOSTOR

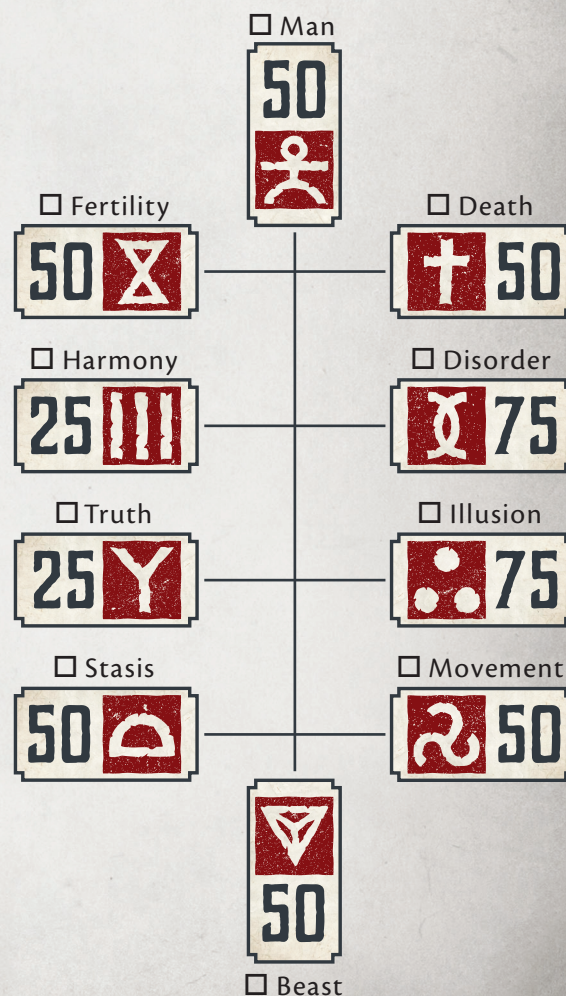
- You are a Lunar soldier who has joined with his former enemies. Decide which of the other characters is the leader and support them like a good soldier should.
- You are an all-around tough soldier, with good skills, good damage, good armor, and good hit points.
- Your best passions are Loyalty (Fazzur 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.

RUNES

ELEMENTAL AFFINITIES



POWER AFFINITIES



STATISTICS

STR **CON** **SIZ** **DEX** **INT** **POW** **CHA**
16 15 13 15 15 15 10

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

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

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.

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.

Attack: 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.

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.

SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Befuddle	2	36
Glamour	2	36
Heal 1	1	36

COMMON RUNE MAGIC

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

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



RUNE POINTS

1 2 3 4 5 6
7 8 9 10 11
12 13 14 15