



SORALA

DAUGHTER OF TORIA

INITIATE OF LHANKOR MHY
God of Knowledge and Literacy

Revolutionary and Scribe
from Nochet



Notes

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SORALA

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 Lbankor Mby 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 specialities, and my translations of Second Age Auld Wyrnish brought me great acclaim amidst my peers. But do not think me a mere book-mite or meek copier: I have fought and shed blood for Queen Samastina and King Argrath, and put my sword to work as readily as my stylus!

I have joined a small group of adventurers and travel with them now, wishing to explore more of my homeland of Dragon Pass.

SORALA (21) is an adventurous and athletic scholar, with long brown hair. Her attire is practical and nondescript, aside from the bejeweled veil she wears as a “beard.”

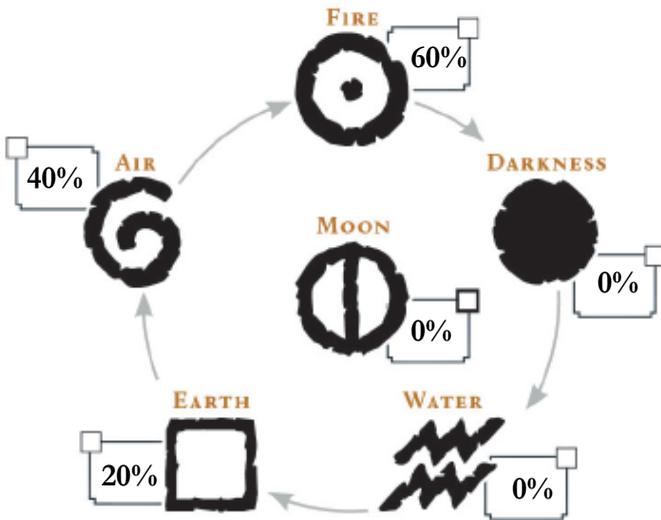
Sorala is the granddaughter of a Lhankor Mhy sage at the Nochet Knowledge Temple. He aided the House of Sartar against Lunar Assassins and died with great glory when Belintar raised the Building Wall. Her mother was Toria, also a sage of Lhankor Mhy. She survived the Lion King’s Feast but died with great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

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

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

ELEMENTAL RUNE AFFINITIES

The Air Rune as the primary elemental rune is characteristic of a violent, passionate, and strong adventurer.



An Elemental Rune may be used to increase an adventurer's chance of success with another ability. This is called an **augment**. The ability being augmented must be:

- A non-combat skill within the Rune's Skill Category
- The sense skill associated with the Rune
- A combat skill using a weapon associated with that Rune

Anyone with a value above 80 in a elemental rune must act in accordance with the personality traits of that rune or end up losing points from the rune's power.

FIRE

Pure, chaste, idealistic, and perceptive.

Intelligence

Perception Skills; Spear, bow

Sense: Scan

Brain, sinew, Yellow; Gold; Bird

AIR

Passionate, violent, proud, and unpredictable.

Strength

Manipulation Skills; Sword

Sense: Assassin, Chaos, Smell

Lungs, muscle; Orange; Bronze; Mammal

EARTH

Pragmatic, prudent, worldly, and sensual

Constitution

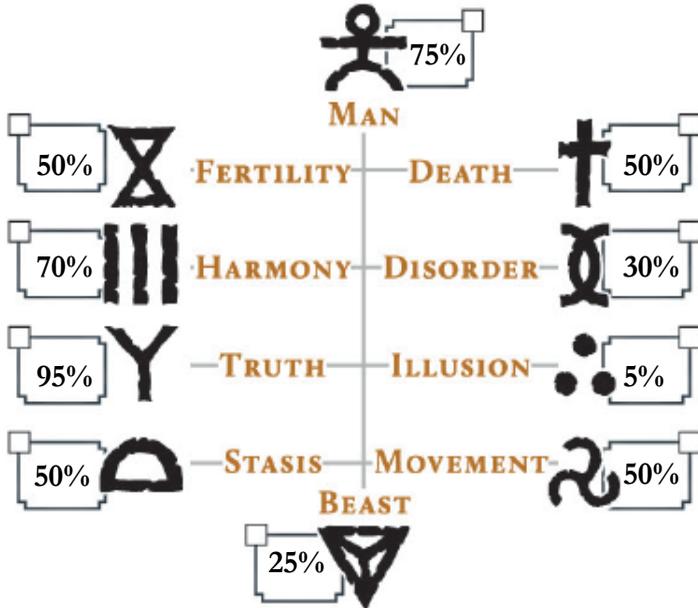
Communication Skills; Axe

Sense: Search

Genitals, bone; Green; Copper; Reptile

POWER

RUNE AFFINITIES



A Power or Form Rune may be used by your adventurer to augment any skill being used for an action in accordance with that Rune.

The ten power runes work in five opposing pairs. The total of each pair equals 100%. As one power rune grows stronger in a person, the opposing rune grows weaker.

Anyone with a value 80% or above in a power rune must act in accordance with the values and traits of that rune or end up losing points from the rune's power.

Power runes with values of 80% or above are underlined below.

III HARMONY / DISORDER

To be strong with the Harmony Rune is to put the welfare of one's self-defined community (which might be as small as a village or as large as their entire world) above one's own. Those aligned with this Rune are helpful, careful, compromising, generous, and compassionate—they make peace, not discord.

To be strong with the Disorder Rune is to place one's own welfare, advantage, or pleasure above all others. Such adventurers may be described as individualistic, impulsive, and contrary, or as greedy, thoughtless, and egocentric.

◐ STASIS / MOVEMENT

To be strong with the Stasis Rune is to be resolute and unchanging. Such an adventurer may be described kindly as determined or dogged, and less kindly as doctrinaire or obstinate.

To be strong with the Movement Rune is to be changeable, energetic, rebellious, and ambitious. Such adventurers can adapt quickly to changing circumstances, but are also impulsive and reckless.

Y TRUTH / ILLUSION ∴

To be strong with the Truth Rune is to view the truth as something objective, and outside of individual biases, interpretations, feelings, and imaginings. Such adventurers describe things as they truly are, both in matters small and large, no matter what the consequences.

To be strong with the Illusion Rune is to distort truths or fabricate untruths, for one's own ends or on behalf of others, or in some cases simply for the sake of doing so. Such adventurers view reality as something subjective, and subject to their imagination.

⌘ FERTILITY / DEATH †

To be strong with the Fertility Rune is to enjoy the pleasures of the flesh, most notably sexual desire. Such adventurers are generous and giving, often without personal commitment between the persons involved.

To be strong with the Death Rune is to separate oneself from the material world and seek to deny or even destroy the world of the senses. Such adventurers are relentless, ruthless, and ascetic, willing to deny others and themselves.

♁ MAN / BEAST ▼

To be strong with the Man Rune is to be civilized, settled, sociable, and ethical. Such adventurers are uncomfortable in the wilderness, preferring lands tamed by humanity.

To be strong with the Beast Rune is to be bestial, savage, feral, wild, and untamed. Such adventurers are uncomfortable in cultivated lands, preferring the wilderness.

THE CULT OF LHANKOR MHY



LORD OF KNOWLEDGE AND LITERACY

*Finder of riddles, he knows the world's secrets,
Rescued all wisdom from ignorance's gloom.
Helped save the world during the Gods War,
Now lawspeakers and elders call for his praise*

Lhankor Mhy is the wisest of the Heortling deities. He knows the laws, customs, and histories of the people, as well as things about foreign places, peoples, and gods (though many people think a lot of this extra knowledge is useless trivia). He even knows how to read.

Lhankor Mhy is the Graybeard, and his priests must all have beards, so women and other worshippers without them wear false beards.

Lhankor Mhy is a Lightbringer, for he liberated the Light of Knowledge that the Darkness had extinguished.

Rune Points: 3 (*Lhankor Mhy*)

Rune points may only be replenished through worship of the deity on a holy day and participation in cult rites.

SPIRIT MAGIC

Detect Life

[1, Ranged, Focused, Instant]

Points to the nearest living creature of SIZ 3 or larger.

Detect Spirit

[1, Ranged, Focused, Instant]

Points to the nearest disembodied spirit.

Dispel Magic

[1, Ranged, Focused, Instant]

Cancels 1 point of cast spirit magic per point of Dispel Magic or 1 point of Rune magic per every 2 points of Dispel Magic.

Farsee

[Var., Ranged, Temporal, Passive]

Each magic point halves the apparent distance as seen by the caster to the rest of the universe.

RUNE MAGIC

Y Analyze Magic (Lhankor Mhy)

[1, Touch, Instant, Stackable]

Gives a true statement about at least one function of a single magical item, entity, or substance.

Y Clairvoyance (Lhankor Mhy)

[2, Ranged (5km), Temporal, Nonstackable]

Lets the caster see any location within 5 km as if they were there. The caster must have previously been to the location.

Y ◊ Command Cult Spirit (Lhankor Mhy)

[2, Ranged, Temporal]

Enables the caster to command any of their cult's spirits if they overcome its POW.

Y ◊ Dismiss Magic (Lhankor Mhy)

[1, Ranged, Instant, Stackable]

Each point cancels 2 points of spirit magic or 1 point of Rune magic.

Y ◊ Extension (Lhankor Mhy)

[1, Range (as per spell), Temporal, Stackable]

Affects the duration of another spell. For 1 point, the other spell lasts an hour. For 2 points, a day. For 3 points it lasts a week.

Y ◊ Find Enemy (Lhankor Mhy)

[1, Ranged, Temporal, Nonstackable]

Alerts the caster to anyone within range that intends to harm the caster.

Y ▾ Heal Wound (Lhankor Mhy)

[1, Touch, Instant, Nonstackable]

Heals hit points equal to the magic points spent.

Y Knowledge (Lhankor Mhy)

[2, Touch, Temporal, Nonstackable]

Allows the caster to read the past history of an item.

Y ▾ Multispell (Lhankor Mhy)

[1, Self, Temporal, Stackable]

Allows the user to combine two spirit magic spells and cast them at once. This spell affects all spells cast by the recipient over the duration: thus every melee round, the recipient can cast two spirit magic spells.

Y ▾ Sanctify (Lhankor Mhy)

[1, Ritual, Stackable]

This spell blesses the volume of a 10-meter-radius area, allowing ceremonies within a Sanctified area that normally can be performed only in a temple, such as replenishing Rune points. Additional Rune points of Sanctify increase the radius of protection by half again. Thus, 2 points of Sanctify protects a 15-meter-radius area, and so on.

Y ▾ Soul Sight (Lhankor Mhy)

[1, Ranged, Temporal, Nonstackable]

Allows the recipient to see both the POW aura of the living and to magically know the actual current magic points of other things and creatures, including the amount devoted to currently in-effect spells.

Υ ▢ Spirit Block (Lhankor Mhy)

[1, Ranged, Temporal, Stackable]

Helps protect the recipient from attack by spirits. Each point of this spell acts as spiritual armor and absorbs 2 points of magic point damage in spirit combat.

Υ ▢ Summon Cult Spirit (Lhankor Mhy)

[1–3 Points (depending on cult spirit) Ranged, Temporal, Stackable]

Helps protect the recipient from attack by spirits. Each point of this spell acts as spiritual armor and absorbs 2 points of magic point damage in spirit combat.

Υ ▢ Warding (Any)

[Ritual (Enchant), Stackable (up to 4 pts)]

This ritual spell creates an area of safety for those inside. It requires four wands as props. The wands can be made of any material and can be so spaced as to enclose a maximum area of up to 100 square meters. The spell extends into the air for 3 meters above the wands, and underground to the depth of the wands.

PASSIONS

Honor	80%
Devotion (<i>Lbankor Mby</i>)	80%
Loyalty (<i>Argrath</i>)	80%
Loyalty (<i>Queen Samastina</i>)	70%
Loyalty (<i>Clan</i>)	60%
Loyalty (<i>Nochet</i>)	60%
Loyalty (Family)	60%
Hate (<i>Lunar Empire</i>)	60%

SKILLS

AGILITY

Dodge 44%

COMMUNICATION

Bargain 20%

Dance 30%

Fast Talk 15%

Intrigue 20%

Orate 30%

Sing 30%

KNOWLEDGE

Area Lore 25%
(*Dragon Pass*)

Area Lore 60%
(*Old Pavis*)

Battle 50%

Bureaucracy 50%

Cult Lore 30%
(*Lhankor Myr*)

Farm 45%

Troll Lore 30%

Empire of Wyrms' 35%
Friend Lore

MAGIC

Meditate 35%

Spirit Combat 40%

Worship 30%
(*Lhankor Myr*)

PERCEPTION

Listen 35%

Scan 35%

Search 35%

Track 15%

STEALTH

Hide 30%

Move Quietly 30%

STR 13 CON 11 SIZ 12
INT 20 DEX 17 CHA 15 POW 13
 DEX SR 1* SIZ SR 2*

Move: 8

Damage Bonus: +1D4* (**already calculated in weapons below*)

Spirit Combat Damage: 1D6+1

Weapon	%	Damage	SR	HP
Broadsword	90	1D8+1+1D4	5	12
Small Axe	35	1D8+2+1D4	5	8
Med. Shield	50	1D6+1D4	6	12
Sling	45	1D8	1	—
Thrown Sm. Axe	65	1D6+1D3	1	8

Spirit Magic

% = POW × 5

Strike Rand: DEX SR + 1 SR for each additional MP over 1

Rune Magic

% = Affinity with the Spell's Rune

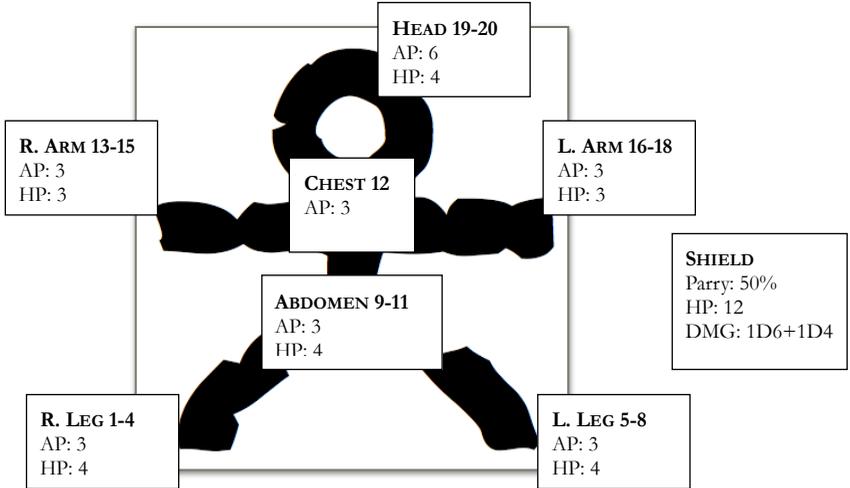
Strike Rank: SR 1 + 1 SR for each additional MP over 1

Armor

Linothorax hauberk (3 pts.), cuirboilli greaves and vambraces (3 pts.), full helmet (6 pts.)

ARMOR

HIT LOCATIONS & POINTS



HIT POINTS 11

24	23	22	21	20	19
18	17	16	15	14	13
12	<u>11</u>	10	9	8	7
6	5	4	3	2	1

MAGIC POINTS 13

24	23	22	21	20	19
18	17	16	15	14	<u>13</u>
12	11	10	9	8	7
6	5	4	3	2	1

RUNE POINTS

Lhankor Myh

3 2 1

MAGIC ITEMS

Small stone figurine of a crested dragonewt that points in a desired direction (Find Magic matrix).

LANGUAGES

- Speak Esrolian 60%
- Speak Heortilng 50%
- Speak Tradetalk 30%
- Read/Write Theyalan 90%
- Read/Write Auld Wyrnish 60%
- Read/Write New Pelorian 50%

TREASURES

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

Magic Item

- Small stone figurine of a crested dragonewt that points in a desired direction (Find Magic matrix)

REPUTATION

18%

RANSOM

1000L