



VOSTOR

SON OF PYJEEM

INITLATE OF THE SEVEN MOTHERS
Recreators of the Red Goddess

Heavy Infantry Soldier
from Dunstop in Lunar Controlled Tarsh



Notes

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VOSTOR

Hold before you strike, brave adventurers! It is true that I am a Lunar, out of Dunstop in Tarsh, but I have renounced any allegiance to the Lunar Empire, and have chosen to follow a destiny other than that of invader. My name is Vostor.

Though I am a deserter, I am no common traitor! I put my kopis-sword and shield to use serving the Red Emperor in Nochet and at the Battle of Pennel Ford, and in his name, I was nearly maimed by the savage called Harek the Berserk.

While I recovered, an attempt was made on my life, a purge initiated by the new regime. I had little choice but leave or face assassination or prison, at best. I have found acceptance, even friends, among my former enemies, and now I am my own man, seeking my own path in the world.

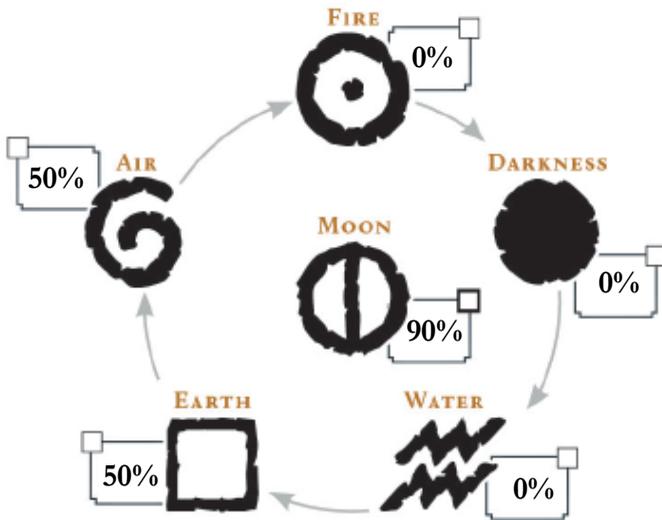
VOSTOR (21) is from a long line of Lunar Tarshite soldiers from Dunstop. He has a thick mop of black hair, piercing eyes, and a powerful physique, but his most noticeable feature is a ragged row of fearsome scars across the right side of his face and his right arm, healed but still testament to the terrible injury he suffered.

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

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

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.

☾ MOON

To have a strong affinity with Moon means seeking spiritual liberation from the bondage of fear and ignorance

Power

Magic Skills; Curved blades such as the sickle-sword and the kopis

Sense: None

Inner eye, pineal gland; Red; Silver; No Phyla

☼ 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

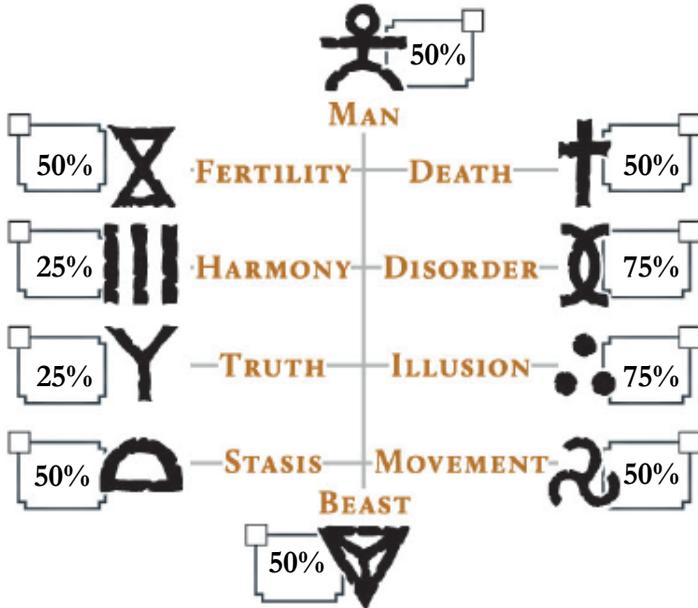
Communication Skills; Axe

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 SEVEN MOTHERS

† ◉ ✘

MOTHERS OF THE RED GODDESS

The Lunar Goddess prepared all the world for her return, and seven individuals came together to bring about her rebirth. They are called the Seven Mothers, though three were male. They were occult conspirators who lived before the rebirth of the Red Goddess.

During the declining years of the Carmanian Empire, they met in the small city of Torang, and performed the final ritual which allowed the Lunar Goddess back into the Mundane World.

The Seven Mothers is the guardian cult of the Lunar Empire's borderlands. It is the official state organ, first responsible for keeping foes of the Empire out and secondly for letting friends of the Empire in.

For the first role, the cult has a warrior subcult, terrible in its fury. In the second role, it has a teacher subcult whose mission is to educate those wanting to meet the Red Goddess.

Rune Points: 3 (*Seven Mothers*)

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

SPIRIT MAGIC

Befuddle [2 R D]

Target confused and can only defend until actually attacked.

Glamour [2 T D]

Increases CHA by +8. Increases spirit combat damage by one step, increases all communication and magic skills by +10%.

Healing [Var. T I]

Each magic point heals 1 hit point in a designated area. Can be used multiple times.

RUNE MAGIC

† ☉ ✕ **Command Cult Spirit (Seven Mothers) [2 R D]**

Enables the caster to command any of their cult's spirits if they overcome its POW.
and shadow to anyone within range.

⚡ ☐ ● ☉ **Dismiss Elemental (Seven Mothers)**

[Var. R I]

Dismisses an elemental of the type listed. With 1 Rune point, the caster can try to dismiss a small elemental. With 2 Rune points, the caster can try to dismiss a medium or small elemental. With 3 Rune points, the caster can try to dismiss a large, medium, or small elemental. The caster of the spell must overcome the POW of the elemental for the spell to work.

† ☉ ✕ **Dismiss Magic (Seven Mothers) [Var. R I]**

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

† ☉ ✕ **Divination (Seven Mothers) [1]**

Allows the caster to ask a simple question of their deity and receive an answer of up to seven words. One hour to cast.

† ☉ ✕ **Extension (Seven Mothers) [1 Spec.]**

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.

† ☉ ✕ **Find Enemy (Seven Mothers) [1 R D]**

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

† ☉ ✕ Heal Wound (Seven Mothers) [1 T I]

Heals hit points equal to the magic points spent.

☉ Madness (Seven Mothers) [2 R I]

If the target's POW is overcome by the caster, the target suffers effects based on the success: Critical: Target goes insane for 30 minus POW days. Special Success: Target attacks nearest person as if Fanatic for the next 30-POW minutes. Success: Victim collapses for 30-POW minutes and cannot be awakened. Failure/Fumble: No effect.

☉ Mindblast (Seven Mothers) [2 R I]

Destroys the INT of the target if the caster overcomes the target's POW. Effect lasts a number of days equal to 1/2 the caster's POW (rounded up), and cannot be dispelled. If the caster achieves a special success in overcoming the target's POW the attack also causes 1D6+2 damage to the target's head. Armor does not protect against this damage, though magical protection will.

† ☉ ✕ Multispell (Seven Mothers) [1 Self D]

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.

☉ Reflection (Seven Mothers) [Var. R D]

Reflects spells which fail to overcome the POW of the protected being. The next strike rank, the reflected spells attack their caster. The POW of the reflected attack spell are equal to the caster's at the time the spell was originally cast. Each point stacked with this spell reflects 2 points of spirit magic, or 1 point of Rune magic. Reflection does not work if the incoming spell is too powerful.

⊕ ☒ Regrow Limb (Seven Mothers) (2 T I)

Regrows a severed or maimed limb.

† ⊕ ☒ Soul Sight (Seven Mothers) [1 R D]

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.

† ⊕ ☒ Spirit Block (Seven Mothers) [Var. R D]

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.

**⊕ Summon Small Fire Elemental (Seven Mothers)
[1 R D]**

Caster asks the deity to send an elemental of this type. Once summoned, the elemental serves the summoning character until it is physically destroyed, or 15 minutes have passed, whichever comes first.

PASSIONS

Honor	70%
Devotion (<i>Seven Mothers</i>)	60%
Love (Family)	60%
Loyalty (<i>Dunstop</i>)	60%
Loyalty (<i>Fazzur Wideread</i>)	70%
Hate (<i>King Pharandos</i>)	60%
Fear (<i>Dragons</i>)	60%
Fear (<i>Harrek the Berserker</i>)	60%

SKILLS

AGILITY

Dodge 35%

MANIPULATION

(includes all weapon skills)

COMMUNICATION

Dance 15%

Sing 30%

MAGIC (+5%)

Meditate 15%

Spirit Combat 45%

Worship 35%
(Seven Mothers)

KNOWLEDGE

Area Lore 25%
(Lunar Tarsh)

Battle 55%

Celestial Lore 15%

Cult Lore 25%
(Seven Mothers)

Customs 40%
(Lunar Provincial)

Farm 35%

First Aid 30%

Herd 20%

PERCEPTION

Listen 40%

Scan 65%

Search 25%

Track 5%

STEALTH (+5%)

Hide 15%

Move Quietly 15%

STR 16 CON 15 SIZ 13
INT 15 DEX 15 CHA 10 POW 15
 DEX SR 2* SIZ SR 2*

Move: 8

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

Spirit Combat Damage: 1D6+1

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

(* 5 SR to reload)

Spirit Magic

% = POW \times 5

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

Rune Magic

% = Affinity with the Spell's Rune

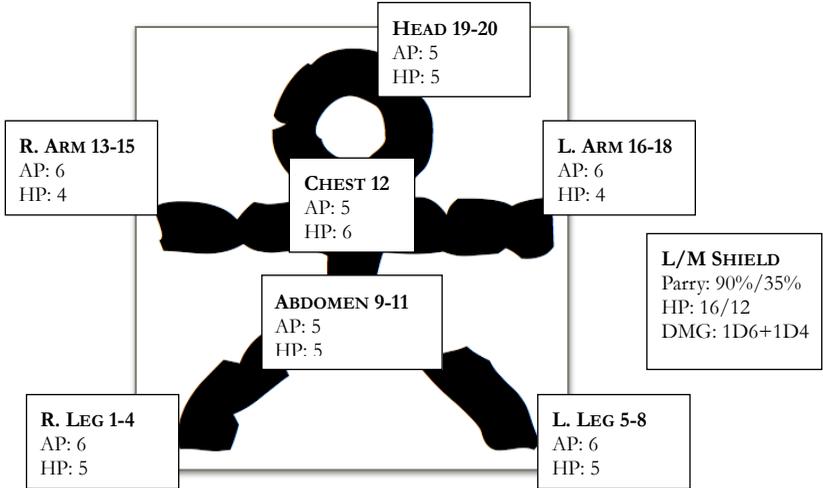
Strike Rank: SR 1 + 1 SR for each additional MP over 1

Armor

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

ARMOR

HIT LOCATIONS & POINTS



HIT POINTS 16

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

MAGIC POINTS 15

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

RUNE POINTS

Seven Mothers

3 2 1

MAGIC ITEMS

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

LANGUAGES

Speak Heortling 10%

Speak Tarshite 30%

Speak Tradetalk 20%

Read/Write New Pelorian 70/20%

TREASURES

Vasana carries

- 125 L in coin and booty
- armor and helmet
- large shield
- kopis
- short spear
- dagger
- two javelins
- composite bow
- 20 arrows

REPUTATION

19%

RANSOM

500L