



YANIOTH

VAREENA'S DAUGHTER

INITIATE OF ERNALDA
The Great Goddess

Apprentice Priestess of the Earth goddess Ernalda
of the Ernaldori clan of the Colymar Tribe



Notes

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YANIOTH

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 her, following the path that my goddess has set before me.

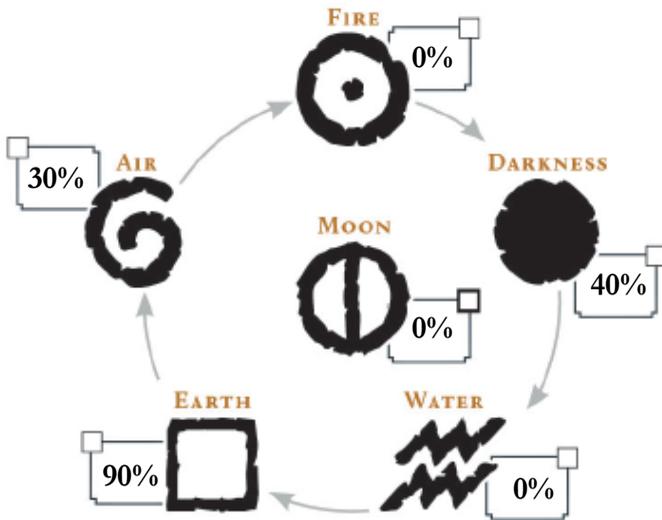
YANIOETH (23) is a voluptuous woman with brown hair with braids that twist like snakes. She wears the traditional vestments of an Ernaldan priestess, and has a tone ranging from lofty to occasionally salacious. Despite this, she is helpful and generous to her friends, and ruthless towards her enemies.

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..

ELEMENTAL RUNE AFFINITIES

The Earth Rune as the primary elemental rune is characteristic of a practical, worldly, and sturdy 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.

EARTH

To have a strong affinity with Earth is to be pragmatic, prudent, worldly, and sensual.

Constitution

Communication Skills; Axe

Sense: Search

Genitals, bone; Green; Copper; Reptile

DARKNESS

Cold, cruel, patient, and secretive

Size

Stealth Skills Club, mace, rock

Sense: Listen

Stomach, fat; Black; Lead; Insect

AIR

Passionate, violent, proud, and unpredictable

Strength

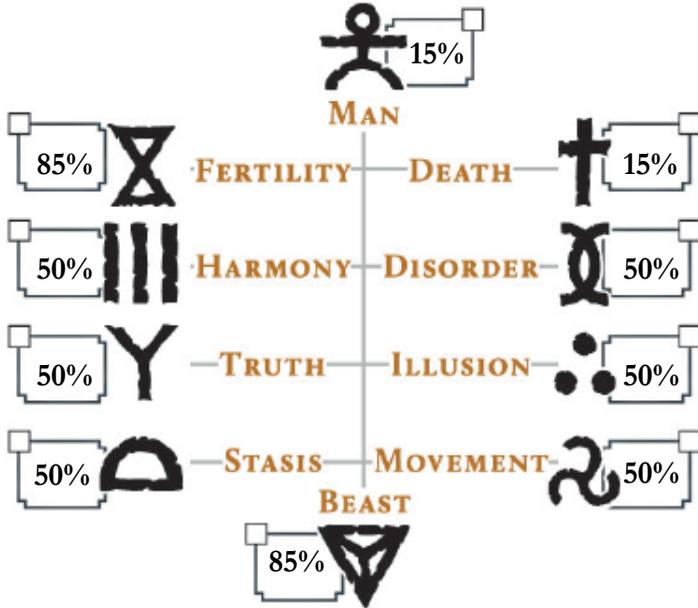
Manipulation Skills; Sword

Sense: Assassin, Chaos, Smell

Lungs, muscle; Orange; Bronze; Mammal

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 above 80 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.

X 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 ERNALDA

⌘ □ □ III

THE GREAT GODDESS

*You are the Fortune, the Powerful One whose
visions animate the world.*

Wherever you look is Life and Power.

*You are the power before birth, before thought, and
before movement.*

*You are the Mother of the Gods and the Pleasure
of the World.*

— *Invocation to Ernalda*

Ernalda is the bountiful mother of life and is the source of all sustenance. Reverence for her should stem from every living creature. Plants and animals, both wild and domestic, are her children. She is fruitful and generous. She is the goddess of women, sex, community, and all the things that live on and in the Earth.

Rune Points: 4 (*Ernalda*)

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.

Heal [Var. T I]

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

Slow [1 R D]

Halves the Movement speed of the target and adds 1 to their strike rank.

RUNE MAGIC

☐ **Absorption (Ernalda) [Var. R D]**

Each point absorbs 1 point Rune magic or 2 points spirit magic, converting them into magic points.

☐ **Arouse Passion (Ernalda) [Var. R D]**

Adds +20% to one of the target's passions, can create a new temporary passion at 20%. Each point stacked adds +20% to the passion.

☒ **Charisma (Ernalda) [1 R D]**

Doubles target's CHA and adds +20% to all communication and magic skills.

☒ ☐ **III Command Cult Spirit (Ernalda) [2 R D]**

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

☐ ☒ **III Dismiss Magic (Ernalda) [Var. R I]**

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

☐ **Dismiss Earth Elemental (Ernalda) [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.

☐ ☒ **III Divination (Ernalda) [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.

☐ X Earthpower (Ernalda) [3 Self I D]

Draw 1 point of POW and 1D8 magic points from the earth.

☐ X III Extension (Ernalda) [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.

☐ X III Find Enemy (Ernalda) [1 R D]

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

☐ X Heal Body (Ernalda) [3 T I]

Heals all a character's damage, regardless of hit location(s).

☐ X III Heal Wound (Ernalda) [1 T I]

Heals hit points equal to the magic points spent.

☐ X Inviolable (Ernalda) [1 Self D]

Affects any Ernalda or Orlanth cultist within 3 meters of the caster. *Cancels Demoralize, Fanaticism,* and other emotion-affecting magic on eligible targets. Those affected will become calm and avoid violence if possible.

☐ X III Multispell (Ernalda) [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.

Ⓞ X Regrow Limb (Ernalda) (2 T I)

Regrows a severed or maimed limb.

□ X III Soul Sight (Ernalda) [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.

□ Summon Earth Elemental (Ernalda) [Var. R D]

Caster asks the deity to send an elemental of this type. Elementals come in three sizes: small, medium, and large. The elemental's size depends on how many Rune points are stacked with the spell (and is limited by the maximum size of elemental is available to the cult). Once summoned, the elemental serves the summoning character until it is physically destroyed, or 15 minutes have passed, whichever comes first.

PASSIONS

Honor	90%
Devotion (<i>Ernalda</i>)	80%
Loyalty (<i>Sartar</i>)	80%
Loyalty (<i>Argrath</i>)	60%
Loyalty (Feathered Horse Queen)	60%
Loyalty (<i>Queen Samastina</i>)	60%
Loyalty (<i>Colymar Tribe</i>)	70%
Loyalty (<i>Ermaldori Clan</i>)	70%
Love (Family)	70%
Hate (<i>Lunar Empire</i>)	60%

SKILLS

AGILITY

Dodge	35%
Swim	40%

MANIPULATION

(includes all weapon skills)

MAGIC

COMMUNICATION

Dance	65%
Fast Talk	15%
Orate	60%
Sing	70%

Meditate	35%
Spirit Combat	70%
Worship (<i>Ernalda</i>)	70%

PERCEPTION

KNOWLEDGE

Area Lore <i>(Dragon Pass)</i>	25%
Battle	35%
Cult Lore (<i>Ernalda</i>)	40%
Customs (<i>Heortling</i>)	30%
Farm	30%
First Aid	50%
Herd	20%
Plant Lore	25%
Manage Household	35%

Insight (<i>Human</i>)	35%
Listen	30%
Scan	30%
Search	30%
Track	10%

STEALTH (+5%)

Hide	15%
Move Quietly	15%

STR 11 CON 12 SIZ 15
INT 16 DEX 15 CHA 17 POW 15
 DEX SR 2* SIZ SR 1*

Move: 8

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

Spirit Combat Damage: 1D6+1

Weapon	%	Damage	SR	HP
Dagger	35	1D4+2+1D4	6	6
Battle Axe	55	1D8+2+1D4	5	10
Med.Shield	65	1D6+1D4	6	12
Comp. Bow*	45	1D8+1	2	7

(5 SR to reload)*

Spirit Magic

% = POW × 5

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

Rune Magic

% = Affinity with the Spell's Rune

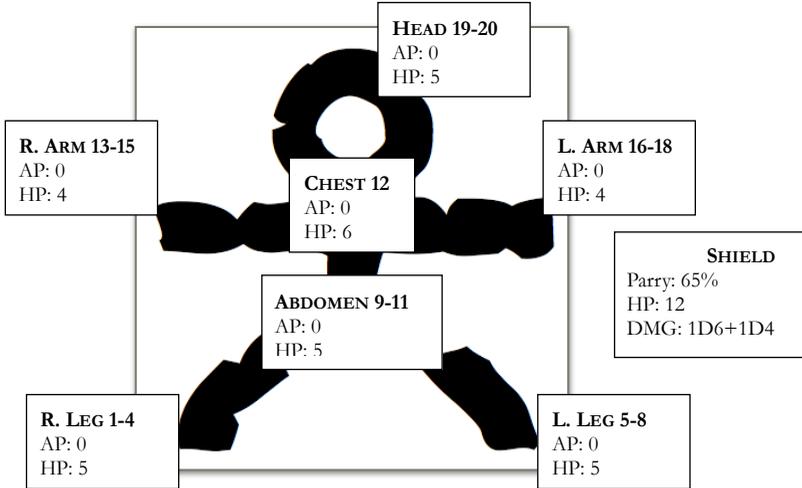
Strike Rank: SR 1 + 1 SR for each additional MP

Armor

Priestess Robe

ARMOR

HIT LOCATIONS & POINTS



HIT POINTS 13

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

4 3 2 1

MAGIC ITEMS

10-pt. magic point storage crystal

LANGUAGES

Speak Heortling 60%
Speak Earthspeech 30%
Speak Tradetalk 20%
Read/Write Theyalan 10%.

TREASURES

Rich from the favor she received from Queen Samastina in Nochet, Yanioth starts with:

- 640 L in coin
- composite bow
- 20 arrows
- battle axe
- dagger
- medium shield

At home, she has 1780 L in jewelry, vessels, and luxury goods.

REPUTATION

26%

RANSOM

1000L