

# RuneQuest



# Adventurer Sheet



## Personal Information

Adventurer Name: LABBE VITTFARNE Player Name: \_\_\_\_\_  
 Species: MANNISKKA Homeland/Clan: SARTAR  
 Age: 50 Gender: ☒ Male ☐ Female Parent Occupation: KRIGARE, MM.  
 Culture: BARBAR ORLANTHI Adventurer Occupations: LARD MAN  
 Religion: ORLANTHI INT. L'HANKOR M HY GREY LORD

## Characteristics

current: STR 18 CON 12 SIZ 16 INT 15 POW 18 DEX 13 APP 11  
 original: STR 18 CON 12 SIZ 16 INT 15 POW 11 DEX 15 APP 13

## Selected Attributes

Damage Modifier +106 Move Rate 3 DEX SRM 3 + SIZ SRM 1 = MELEE SRM 4

## Skills

<b>Agility</b> ( )	<b>Knowledge</b> ( )	<b>Manipulation</b> ( )
Boat (05) <u>06</u> <input type="checkbox"/>	Animal Lore (05) <u>55</u> <input type="checkbox"/>	Conceal (05) <u>64</u> <input type="checkbox"/>
Climb (40) <u>58</u> <input type="checkbox"/>	Craft (10) _____ <input type="checkbox"/>	Devise (05) <u>37</u> <input type="checkbox"/>
Dodge (05) <u>65</u> <input type="checkbox"/>	_____ <input type="checkbox"/>	Sleight (05) <u>45</u> <input type="checkbox"/>
Jump (25) <u>43</u> <input type="checkbox"/>	_____ <input type="checkbox"/>	Play Instrument (00) _____ <input type="checkbox"/>
Ride (05) <u>58</u> <input type="checkbox"/>	Evaluate (05) <u>60</u> <input type="checkbox"/>	_____ <input type="checkbox"/>
Swim (15) <u>18</u> <input type="checkbox"/>	First Aid (10) <u>64</u> <input type="checkbox"/>	_____ <input type="checkbox"/>
Throw (25) <u>35</u> <input type="checkbox"/>	Human Lore (05) <u>90</u> <input type="checkbox"/>	<b>Perception</b> ( )
<b>Communication</b> ( )	Martial Arts (00) _____ <input type="checkbox"/>	Listen (25) <u>45</u> <input type="checkbox"/>
Fast Talk (05) <u>11</u> <input type="checkbox"/>	Mineral Lore (05) <u>28</u> <input type="checkbox"/>	Scan (25) <u>65</u> <input type="checkbox"/>
Orate (05) <u>50</u> <input type="checkbox"/>	Plant Lore (05) <u>32</u> <input type="checkbox"/>	Search (25) <u>45</u> <input type="checkbox"/>
Sing (05) <u>18</u> <input type="checkbox"/>	Read/Write Language (00) <u>SARTARITE 95</u> <input type="checkbox"/>	Track (05) <u>23</u> <input type="checkbox"/>
Speak Languages	_____ <input type="checkbox"/>	<b>Stealth</b> ( )
Own (30) <u>75</u> <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Hide (10) <u>40</u> <input type="checkbox"/>
TRADE TALK (00) <u>60</u> <input type="checkbox"/>	World Lore (05) <u>95</u> <input type="checkbox"/>	Sneak (10) <u>40</u> <input type="checkbox"/>
_____ (00) _____ <input type="checkbox"/>		

## Magic

( )	<b>Spells Known</b>	(Free INT <u>3</u> )
Ceremony (05) <u>75</u> <input type="checkbox"/>	<u>BLUDGEON 4</u> <input type="checkbox"/>	<u>HEAL WOUND (1)x5</u> <input type="checkbox"/>
Enchant (00) <u>45</u> <input type="checkbox"/>	<u>DEMORALIZE 2</u> <input type="checkbox"/>	_____ <input type="checkbox"/>
Summon (00) <u>80</u> <input type="checkbox"/>	<u>HEAL 4</u> <input type="checkbox"/>	_____ <input type="checkbox"/>
Duration (00) _____ <input type="checkbox"/>	<u>PROTECTION 2</u> <input type="checkbox"/>	_____ <input type="checkbox"/>
Intensity (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Multispell (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>
Range (00) _____ <input type="checkbox"/>	_____ <input type="checkbox"/>	_____ <input type="checkbox"/>

## Weapon Skills (A% mod ) (P% mod )

Weapon <u>STAV</u> Damage <u>1D8+1D6</u>
SR <u>5</u> <input type="checkbox"/> A% <u>125</u> <input type="checkbox"/> P% <u>109</u> AP <u>8</u>
Weapon <u>SPARK</u> Damage <u>1D6+1D6</u>
SR <u>7</u> <input type="checkbox"/> A% <u>60</u> <input type="checkbox"/> P% _____ AP _____
Weapon <u>KNYNAVE</u> Damage <u>1D3+1D6</u>
SR <u>7</u> <input type="checkbox"/> A% <u>75</u> <input type="checkbox"/> P% <u>50</u> AP <u>(3)</u>
Weapon _____ Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ AP _____
Weapon _____ Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ AP _____
Missile _____ Damage _____
Rate _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ Range _____
Missile _____ Damage _____
Rate _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ Range _____
Shield _____ Damage _____
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ AP _____

## Hit Locations

melee	missile	location	armor/ location hit points
<u>01.04</u>	<u>01.03</u>	<u>HÖGER BEN</u>	<u>1</u> / 1 2 3 4 5 6 7 8 9 10
<u>05.08</u>	<u>04.06</u>	<u>VÄNSTER BEN</u>	<u>1</u> / 1 2 3 4 5 6 7 8 9 10
<u>09.11</u>	<u>07.10</u>	<u>MAGE</u>	<u>1</u> / 1 2 3 4 5 6 7 8 9 10
<u>12</u>	<u>11.15</u>	<u>BRÖST</u>	<u>1</u> / 1 2 3 4 5 6 7 8 9 10
<u>13.15</u>	<u>16.17</u>	<u>H. ARM</u>	<u>1</u> / 1 2 3 4 5 6 7 8 9 10
<u>16.18</u>	<u>18.19</u>	<u>V. ARM</u>	<u>1</u> / 1 2 3 4 5 6 7 8 9 10
<u>19.20</u>	<u>20</u>	<u>HUVUD</u>	<u>0</u> / 1 2 3 4 5 6 7 8 9 10
_____	_____	_____	_____ / 1 2 3 4 5 6 7 8 9 10
_____	_____	_____	_____ / 1 2 3 4 5 6 7 8 9 10
_____	_____	_____	_____ / 1 2 3 4 5 6 7 8 9 10
_____	_____	_____	_____ / 1 2 3 4 5 6 7 8 9 10
_____	_____	_____	_____ / 1 2 3 4 5 6 7 8 9 10
_____	_____	_____	_____ / 1 2 3 4 5 6 7 8 9 10

## Equipment

ENC  
 pennies TILLRÄCKLIGT  
 armor LÄDER 3,6  
 (FORUTOM HUVUD)

STAV 1,5

STANDARD  
TRAV. PACK 14

Total ENC: 19,1

(subtract total ENC from Fatigue)

## Attribute Tallies

Magic Points: 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	37

Fatigue Points:

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
37	38	39	40
41	42	43	44
45	46	47	48
49	50		

Hit Points: 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	37	38	39

**Labbe Vittfarne:** Labbe är gruppens ledare och en erkänt duktig präst. Han har dock inte alltid varit en lugn och belevad (nåja!) Lhankor Mhy forskare. Han är född i en liten by i södra Sartar och följde från början sin faders fotspår som hästuppfödare. Labbe tröttnade dock snabbt på detta, gav efter för sin äventyrlusta och tog värvning som legosoldat. Under sina resor kom han i kontakt med många olika kulturer och tanken att satsa på en karriär i Lhankor Mhy började gro. Han gick med i Lhankor Mhy och började skriva om sina resor och folk han träffat. Allt som tiden gick blev han mer och mer fascinerad av de saker han såg, och tillslut, efter att ha spenderat 15 år som soldat tog han steget och började forska på heltid.

Det visade sig snabbt att Labbe gjort rätt när han valde att satsa på Lhankor Mhy. Han gjorde sig snabbt outhärlig i templet i Boldhome som en hårdför och orädd fältforskare. Detta fick naturligtvis också till följd att han snabbt steg i graderna inom Lhankor Mhy, och på sin 45 års dag blev han invald som Grey Lord i Boldhome med främmande kulturer som specialitet.

**Rollspelstips:** Du är van att ta kommandot över alla situationer du hamnar i, det kommer liksom naturligt. Du tar inte skit från någon och är snabb med att påpeka att du minsann är Grey Lord och att man skall ha respekt för de som är äldre. När du vill ha något fixat använder du en kommenderande röst och pekar med hela handen.

## Spells

**Bludgeon; Tid:** 5min. **Kostnad:** Var. **Effekt:** Varje poäng ger ett extra i skada samt 5% extra to hit.

**Demoralize; Tid:** 5min. **Kostnad:** 2p. **Effekt:** Offret tappar självförtroendet. Han försvarar sig på full chans men anfaller på halva chansen. Räckvidd = 50m.

**Heal; Tid:** Inst. **Kostnad:** Var. **Effekt:** Helar 1 poäng skada per poäng spell. Man måste röra skadan.

**Heal Wound; Tid:** Inst. **Kostnad:** 1p.RM. **Effekt:** Den konverterar Mp till Hp på en ett till ett basis. Obs. man kan bara få tillbaka förlorade Hp.

**The Lhankor Mhy Head-smashing ritual:** Denna ritual tar en mellee round att utföra. Den som skall krossa huvudet uttalar en snabb bön och krossar sedan det avhuggna huvudet fullständigt. För ett kranium räcker det med att trampa till ordentligt. När huvudet är krossat matchar kastaren sina magic points mot spökets. Om han lyckas försvinner det, men om han misslyckas förlorar han en magic point och får försöka igen.

### Bönen för ritualen:

In the name of Full knowledge  
I rip this tool from Thanatar,  
To confound his presence  
In the scheme of being  
And to hasten the end of chaos.  
Go, spirit, to the fate of your will!

## Introduktion för

### Labbe

Ni har av översteprästen i Boldhome fått i uppdrag att undersöka ett fall av misstänkt Thanatar aktivitet i den lilla byn Irongate. vad ni har fått reda på så har en av era egna, en lärdoman vid namn Simor, blivit garroterad och skalperad. Ni har order att kontrollera om det är Thanatarister som ligger bakom eller om det bara är ett vanligt mord. I Irongate skall ni möta Tago Snickare, bror till Simor. Av honom skall ni få ytterligare information. Han är förövrigt också en broder och översteprästen har instruerat er att låta honom medverka i undersökningen då det är en god utbildning.



## The Cult of Lhankor Mhy

### Y Δ Grey Sages Y Δ

### I. Mythos and History

Lhankor Mhy was born before the Gods War of two members of the Celestial Court, Mostal (son of Acos Lawgiver) and Orenoar (Mistress of Truth). He lived with them upon the great Spike of Law and sang songs of Knowledge and Wisdom.

When Orlanth slew Yelm, gods and goddesses of all forms went to Hell. Among them was the goddess of the Light of Knowledge, and Lhankor Mhy was suddenly bereft of inspiration. He set out during the Darkness to find the missing goddess. Along the way he met the other Lightbringers and when the Spike exploded Lhankor Mhy joined with them to rescue the Sun.

When the Lightbringers returned from their successful quest, Lhankor Mhy married the goddess of the Light of Knowledge, and all wisdom was his forever.

While Lhankor Mhy was able to embrace all knowledge, mortals have no such opportunity, and have found ever since that all mortal wisdom is incomplete, and their truths do not always apply to the problems at hand. Yet many follow Lhankor Mhy's constant quest for truth, for the thirst for knowledge remains, and his worshippers constantly search for new truth.

These worshippers of the Seeker and the Sage remain above the quarrels of other gods, and are impartial advisors to all.

Lhankor Mhy's initiates know that they travel to his Court in the Tower of Ivory to sit at the feet of the Eternal Source of Knowledge. Their time and place in the tower depends on how well they have fulfilled their lifetime quest.

Sages prefer to be laid into stone tombs, whether natural or constructed; shaft graves are preferable. The poorer members are simply buried with a rock as a pillow. Cult rites always include long accounts of the deceased's wisdom read aloud during the services.

Lhankor Mhy's primary Rune is that of Truth, but he is also connected to Law.

### II. Cult Ecology

Lhankor Mhy is the God of Knowledge. His cult provides the same service to the Material Plane as the god does for the God Plane. The Sages (as priests of the cult are called) provide information to all who pay for it, whether in money, service, or kind. They constantly seek after new information.

Lhankor Mhy is worshipped by wise men and would-be wise men. His sages range from the advisors of wild hill chieftains to sedate urban librarians.

Lhankor Mhy initiates favor their counterparts among the Lightbringer cults if all other factors are equal in a quarrel. They despise those who limit or destroy knowledge. They hate chaos, which destroyed the mythical mountain of The Spike.

Goddays of Truth week of each season is the cult holy day. The two Goddays of Sacred Time are particularly holy, and are the times of celebration of the return of the Lightbringers from Hell. The first Godday celebrates the return, the second honors the beginning of Time.

### III. The Cult in the World

Like their patron, sages try to avoid political power games with other groups. They may advise the ruling body of a region, but are often not a part of that body.

This repression of involvement in outside politics seems to intensify the constant intratemple bickerings of the cult. A temple may have a number of different factions from different areas who retain their loyalties to their dozens of birthplace cities, tribes, nations, and empires, and their political in-fighting can be fierce.

His cult is not large, and sites larger than minor temples are uncommon. Shrines are rare, since the cult by its nature requires a fairly substantial support base to exist at all. The largest temple is the famous Library of Kethaela. Shrines teach Analyze Magic.

There is a well-established network of Lhankor Mhy temples. No monolithic leader wields power, although the largest temples have the greatest social clout.

Each temple is presided over by a high priest who is also the Official Chief Librarian. He has three subordinates.

**Provost of Apprentices:** This is usually a sage, but may (depending on the size of the temple) be an initiate. He maintains the physical grounds of the temple and arranges for room and board for the apprentices. He is responsible for collecting payment for instruction. For this he takes a 10% tithe of the payments for himself and his retinue.

**Chief of Loremasters:** This worthy must be a sage. He is in charge of administering all non-magical instruction in the skills of the temple and its associated cults. He is also responsible for the copying of books and scrolls and is the main librarian.

**Chief Priest:** The chief priest is in charge of all magical training, both spirit and Rune, and also administers the temple services in the use of Evaluate and Lores, for which he collects 10% of fees charged.

### IV. Apprentice Membership

Apprentices are young people who are apprenticed to the sages to become scribes, historians, and other forms of clerks. A candidate for apprenticeship must pass a basic intelligence test (INT x 4 or less on 1d100).

An apprentice is not yet an initiate. He must devote 90% of his time to the temple, and receives in return his room and board, plus 1,000 hours of free training per year. Their time is spent in service to the cult, performing menial tasks assigned by the Provost of Apprentices.

Apprentices are instructed in Evaluate, First Aid, any Lore, Orate, Read/Write any Language, or Speak any Language. They are not taught any magic spells.





	Air	Owner (Original): Umath, (Current): Orlanth Meaning or Association: air, storm, violence
	Beast	Owner (Original): Hykim, (Current): Hykim Meaning or Association: animal life
	Chaos	Owner (Original): Primal Chaos, (Current): Primal Chaos Meaning or Association: entropy, evil, corruption
	Darkness	Owner (Original): Nakala, (Current): Subere Meaning or Association: darkness, cold
	Death	Owner (Original): Kargan Tor, (Current): Humakt Meaning or Association: separation, conflict, death
	Disorder	Owner (Original): Ratslaf, (Current): Bolongo Meaning or Association: disunity, trouble, trickery
	Dragonewt	Owner (Original): dragonewts, (Current): dragonewts Meaning or Association: dragonewts
	Earth	Owner (Original): Ga, (Current) Ernalda Meaning or Association: earth, solids
	Fertility	Owner (Original): Uleria, (Current) Uleria Meaning or Association: love, life, growth, fertility
	Fire	Owner (Original): Aether, (Current) Yelm Meaning or Association: fire, heat, sky
	Harmony	Owner (Original): Harana Ilor, (Current) Chalana Arroy Meaning or Association: unity, cooperation, healing
	Illusion	Owner (Original): Tylenea, (Current) Eurmal Meaning or Association: tricks, falsehood, concealment
	Infinity	Owner (Original): It, (Current) Arachne Solara Meaning or Association: unendingness
	Law	Owner (Original): (unknown), (Current) Invisible God Meaning or Association: unchanging, reliable
	Magic	Owner (Original): (unknown), (Current) Arachne Solara Meaning or Association: communication between worlds
	Man	Owner (Original): Grandfather Mortal, (Current) Daka Fal Meaning or Association: humanoid life
	Mastery	Owner (Original): (unknown), (Current) Arachne Solara Meaning or Association: self-knowledge and internal unity
	Moon	Owner (Original): (unknown), (Current) Red Goddess Meaning or Association: illusion, time, balance
	Movement	Owner (Original): Larnste, (Current) Mastakos Meaning or Association: change, instability
	Plant	Owner (Original): Flamal, (Current) Flamal Meaning or Association: vegetable life
	Spirit	Owner (Original): Horned Man, (Current) Horned Man Meaning or Association: disincorporate beings
	Stasis	Owner (Original): Apos, (Current) Mostal Meaning or Association: stability, law
	Truth	Owner (Original): Orenoar, (Current) Dayzatar Meaning or Association: truth, knowledge
	Water	Owner (Original): Zaramaka, (Current) Magasta Meaning or Association: water, liquids