

RuneQuest



Adventurer Sheet



Personal Information

Adventurer Name: MEJRAM ÖRTLETA Player Name: _____
 Species: MANNISKÄ Homeland/Clan: SARTAR
 Age: 25 Gender: ☐ Male ☒ Female Parent Occupation: HELARE
 Culture: BARBAR ORIENTAL Adventurer Occupations: HELARE/LEAD
 Religion: ERNALDA, LANKOR MAY & CHALANA ARROY INITIATE

Characteristics

current: STR 9 CON 16 SIZ 9 INT 16 POW 17 DEX 17 APP 16
 original: STR 9 CON 16 SIZ 9 INT 16 POW 16 DEX 17 APP 16

Selected Attributes

Damage Modifier - Move Rate 3 DEX SRM 2 + SIZ SRM 3 = MELEE SRM 5

Skills

Agility ()	Knowledge ()	Manipulation ()
Boat (05) <u>05</u> <input type="checkbox"/>	Animal Lore (05) <u>45</u> <input type="checkbox"/>	Conceal (05) <u>23</u> <input type="checkbox"/>
Climb (40) <u>45</u> <input type="checkbox"/>	Craft (10) <u>65</u> <input type="checkbox"/>	Devise (05) <u>15</u> <input type="checkbox"/>
Dodge (05) <u>55</u> <input type="checkbox"/>	TREAT DISEASE <u>40</u> <input type="checkbox"/>	Sleight (05) <u>11</u> <input type="checkbox"/>
Jump (25) <u>38</u> <input type="checkbox"/>	TREAT POISON <u>21</u> <input type="checkbox"/>	Play Instrument (00) _____ <input type="checkbox"/>
Ride (05) <u>43</u> <input type="checkbox"/>	Evaluate (05) <u>75</u> <input type="checkbox"/>	
Swim (15) <u>21</u> <input type="checkbox"/>	First Aid (10) <u>58</u> <input type="checkbox"/>	Perception ()
Throw (25) <u>39</u> <input type="checkbox"/>	Human Lore (05) <u>67</u> <input type="checkbox"/>	Listen (25) <u>35</u> <input type="checkbox"/>
	Martial Arts (00) <u>90</u> <input type="checkbox"/>	Scan (25) <u>55</u> <input type="checkbox"/>
Communication ()	Mineral Lore (05) <u>45</u> <input type="checkbox"/>	Search (25) <u>10</u> <input type="checkbox"/>
Fast Talk (05) <u>16</u> <input type="checkbox"/>	Plant Lore (05) <u>45</u> <input type="checkbox"/>	Track (05) _____ <input type="checkbox"/>
Orate (05) <u>27</u> <input type="checkbox"/>	Read/Write Language (00) <u>50</u> <input type="checkbox"/>	
Sing (05) <u>60</u> <input type="checkbox"/>	SARTARTE <u>60</u> <input type="checkbox"/>	Stealth ()
Speak Languages	REFINE MEDICINE <u>50</u> <input type="checkbox"/>	Hide (10) <u>47</u> <input type="checkbox"/>
Own (30) <u>50</u> <input type="checkbox"/>	Shiphandling (00) _____ <input type="checkbox"/>	Sneak (10) <u>35</u> <input type="checkbox"/>
TRAPETALK (00) <u>48</u> <input type="checkbox"/>	World Lore (05) <u>60</u> <input type="checkbox"/>	

Magic

()	Spells Known (Free INT <u>2</u>)
Ceremony (05) <u>45</u> <input type="checkbox"/>	SLEEP 3 _____ <input type="checkbox"/>
Enchant (00) <u>35</u> <input type="checkbox"/>	HEAL 6 _____ <input type="checkbox"/>
Summon (00) <u>40</u> <input type="checkbox"/>	DEMORALIZE 2 _____ <input type="checkbox"/>
Duration (00) _____ <input type="checkbox"/>	PROTECTION 3 _____ <input type="checkbox"/>
Intensity (00) _____ <input type="checkbox"/>	
Multispell (00) _____ <input type="checkbox"/>	
Range (00) _____ <input type="checkbox"/>	

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

Weapon <u>KICK</u> Damage <u>106</u>	
SR <u>8</u> <input type="checkbox"/> A% <u>50</u> <input type="checkbox"/> P% _____ AP _____	
Weapon <u>GRAPPLING</u> Damage <u>1</u>	
SR <u>8</u> <input type="checkbox"/> A% <u>80</u> <input type="checkbox"/> P% _____ AP _____	
Weapon _____ Damage _____	
SR _____ <input type="checkbox"/> A% _____ <input type="checkbox"/> P% _____ AP _____	
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
01-04	01-03	HÖGER BEN	0 / 1 2 3 4 5 6 7 8 9 10
05-08	04-06	VÄSTER BEN	0 / 1 2 3 4 5 6 7 8 9 10
09-11	07-10	MAGE	0 / 1 2 3 4 5 6 7 8 9 10
12	11-15	BRÖST	0 / 1 2 3 4 5 6 7 8 9 10
13-15	16-17	HARM	0 / 1 2 3 4 5 6 7 8 9 10
16-18	18-19	VARM	0 / 1 2 3 4 5 6 7 8 9 10
19-20	20	HUVUD	0 / 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 EN DEL
 armor INGEN

LÄRE MEDEL 6

STANDARD
TRAV. PACK 14

Total ENC: 20

(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

Mejram Örtleta: Mejram är en helare och har så varit sedan hon blev gammal nog att äta gröt. Redan tidigt pysslade hon om allsköns små djur som hon hittade. När hennes mor gick ner sig i strömmen tog den gamla byhäxan Grytha sig an henne och av henne lärde hon sig allt som häxan visste om örtdekokter och dylikt. När hon var 16 år bestämde hon sig för att gå med i helarkulten Chalana Arroy. Där tillbringade hon fyra år innan hon kom till insikt att det vore roligare att försöka hitta nya läkemedel istället för att bara använda de gamla beprövade. Det naturliga valet i denna situationen var att gå med i Lhankor Mhy, vilket hon också gjorde. Sedan dess har hon lyckats ta sig upp i hierarkin inom Lhankor Mhy och är med stormsteg på väg att bli en av de yngsta kvinnliga Grey Lordsen någonsin. Hennes huvudområde är fortfarande medicinalväxter, men ibland får hon följa med andra Lhankor Mhyer ut på forskningsuppdrag, då oftast i egenskap av helare.

Rollspelstips: Du är tuffare än man kan tro när man ser dig. Om någon får för sig att tafs på eller förolämpa dig drar du inte för att dela ut en lavett eller rent av en spark i

Spells

Protection; Tid: 5min. Kostnad: Var. Effekt: Varje poäng ger en extra poäng pansar över hela kroppen.

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.

Sleep; Tid: 5min. Kostnad: 3p. Effekt: Pow vs. Pow. Om man lyckas faller offret i djup sömn i fem minuter.

Introduktion för

Mejram

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 lärd man 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 Chalana Arroy

X III Healer Cult X III

I. Mythos and History

Chalana Arroy is the daughter of Glorantha herself. Her father is unknown. Even in the earliest myths she is always the same, already showing the depths of her character. Noted for kindness and purity, she aided Orlanth, Yelm, Hykim, Ernalda, and others in many tales. Her son Arroin, beloved by all the world, was begat by one of these gods, but the exact father varies with the myth.

When the Darkness came and the Spike exploded, Chalana Arroy met with her son in the center of the world. There they found a being they could not heal, for it was dead. Chalana Arroy decided that passivity no longer worked, though her son urged her to keep her purity for the sake of the cosmos. While they debated, they were met by Flesh Man, who was witless from seeing the death of the world even before it was over.

Arroin tried to heal the fugitive with healthy magic, but Flesh Man still fled. Chalana Arroy laid aside her passivity and acted. She left her son and followed Flesh Man to search for and heal the Wound in the cosmos. While so seeking, she became one of the Lightbringers, and went to Hell to return Emperor Yelm to power.

Arroin stayed behind, protected by every living thing that could help him, and helping everyone whenever he could. Even so, his fate was wretched, for he attracted the emptiness of Chaos to him, and each time he tried to heal Chaos his magic powers broke. He was wounded continually, and at the end lay close to death. When Chalana Arroy returned with Yelm and Orlanth to make the new world, she found and healed her son, but his powers were never the same.

Chalana Arroy's healers know that after life they will continue existence as healing spirits, continuing to comfort the torn and battered. Their corpses are buried after death. It is not uncommon for a healing plant to grow spontaneously over the grave of a holy cult member or priestess, so such individuals are often buried in temple gardens. Chalana Arroy is the prime source of the Harmony Rune and is always also associated with Fertility.

II. Cult Ecology

As the goddess of healing and comfort, worship of Chalana Arroy will continue until there is no need to heal anyone again. The cult makes a show of withholding favoritism, promising to heal any who need it. Even Lord Yelm and her fellow Lightbringers are subject to this. In practice, individual healers are left to make their own decisions about who gets precedence in healing, who is healed by divine magic, and so forth.

Chalana Arroy is worshipped by surgeons, nurses, and healers of all types. Not all healers worship her, but nearly all respect her worshippers.

The theory is simple and innocent. The healers hope that treating everyone with peace will inspire everyone else to treat them peacefully. Naturally, this attitude is naive, for there are beings which care nothing for such benignity, such as broos or certain troll cults which want nothing of Chalana Arroy's and show no favor to her healers. Thus, healers often show fear when near chaos or trolls. This is not an official cult belief, though it is a common trait.

Wildday of each Fertility week are holy days of the cult. The high holy day is a week-long festival running throughout the second week of Sacred Time, celebrating the return of the goddess with Yelm and the Lightbringers from Hell.

III. The Cult in the World

Chalana Arroy's worship is extremely harsh and prohibitive. The worship of such a passive deity is a luxury which few can afford in troublesome times. Thus, her religion is restricted to the most devout individuals and most advanced civilizations.

Chalana Arroy is worshipped throughout Peloria and the Barbarian Belt. She is popular in the Pamaltelan elf jungles, as well as in Enkloso and Vralos. Her largest temple is the Grand Hospital in the Holy Country.

Great or major temples to Chalana Arroy are few, and found only in special holy or traditional spots. Shrines are found in cities. Some large cities hold minor temples or larger worship sites. Some shrines sit in the wilderness or rural lands, tended by a lone acolyte, and supported by grateful locals. The particular spell taught at a Chalana Arroy shrine varies with the culture and local needs.

Her temples are loosely organized. In each temple is a high priestess, served by a body of healers, each in turn often served by several initiates. Other than this, there is no formal organization and healers often travel from temple to temple.

IV. Initiate Membership

Anyone with a sincere wish to heal may join, and this sincerity is checked with Divination. There are no qualifications other than acceptance of the restrictive cult vows and the sacrifice of a point of POW. Even creatures of chaos have been known to join, and the Wild Healer of the Rockwoods is a broo.

An initiate must take an oath never to harm an intelligent creature or needlessly cause pain to any living thing. She must become a vegetarian and is forbidden to learn any combat skill but Dodge. An initiate must give 50% of her income to a high healer of Chalana Arroy.

Foes incapacitated by a Chalana Arroy initiate (e.g., through the use of a spell such as Befuddle or Sleep) are under her protection. She may not allow them to be harmed in any way, though they may be disarmed or captured. Chaotic foes are exempt from this protection.

Initiates of Chalana Arroy may become shamans or even sorcerers, so long as they maintain the cult vows.



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.

Goddag 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): Tylenia, (Current) Eural 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): Acos, (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