

ORMARL LIGHT-FINGERS

INITIATE OF EURMAL: ☽ ☿ ☽

WHO IS ORMARL?

Ormarl the thief is a wanted duck. His neck was literally on the block when worshippers from the Shaker Temple saved him from his Lunar captors. In truth they were rescuing fellow prisoner Vandarl, but Ormarl is genuinely grateful. Nobody ever saved him without a down payment before. He is now testing what it's like to have a clan, and using his criminal skills to their advantage while he makes up his mind.

ORMARL LIGHT-FINGERS

Initiate of Eurmal. Thief, duck male, age 31

STR	CON	SIZ	DEX	INT	POW	CHA
9	15	5	16	16	11	8

ATTACKS

WEAPON	%	DAMAGE	SR	PTS
1H Spear	65	1D6+1	6	10
Small Shield	45	1D3	7	8
Dagger	30	1D4+2	8	6
Dagger, Throwing (3)	30	1D4	S/MR	6
Spirit Combat	45	1D6	12	—

HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01–04	0/5
Left Leg	05–08	0/5
Abdomen	09–11	1/5
Chest	12	2/6
Right Arm	13–15	3/4
Left Arm	16–18	3/4
Head	19–20	2/5

ATTRIBUTES

QUALITY	VALUE
Hit Points	14
Move	5/8 (Swim)
Strike Rank	4 (DEX 1 SIZ 3)
Rune Points	3
Magic Points	11
Reputation	15%
Ransom	250 L.

GEAR, TREASURE & ABILITIES

Cults: Eurmal.

Rune Spells: All common Rune spells, plus Invisibility 3, Reflection 1–3.

Spirit Magic: Disruption 1, Glamour 2, Shimmer 1–2, Silence 1.

Skills: *Agility 5%*: Boat 65%, Climb 75%, Dodge 60%, Jump 50%, Swim 80%. *Communication -5%*: Act 25%, Bargain 30%, Fast Talk 60%. *Knowledge 5%*: Cult Lore (Eurmal) 30%, Customs (Heortling) 30%, Evaluate 35%, Game 25%. *Magic 0%*: Worship (Eurmal) 25%. *Manipulation 10%*: Conceal 30%, Devise 60%, Sleight 40%. *Perception 5%*: Listen 35%, Scan 35%, Search 35%, Track 25%. *Stealth 15%*: Hide 65%, Move Quietly 60%.

Languages: Speak Heortling 55%, Speak New Pelorian 10%, Speak Tarshtite 35%, Speak Tradetalk 25%.

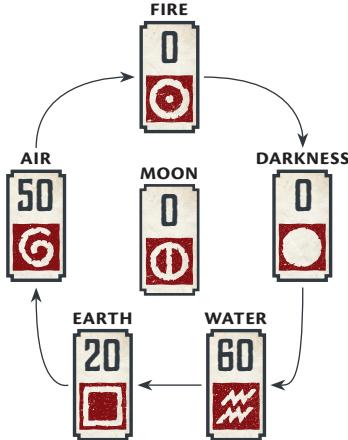
Passions: Cowardly 60%, Loyalty (ducks) 60%, Loyalty (Shaker Temple) 40%.

Armor: Leather cap and skirts, heavy leather cuirass and cuir-boilli vambraces.

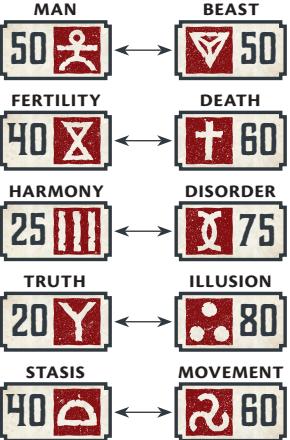
Treasure: Carries 30 L. in coin.

Allied and Bound Spirits: None.

ELEMENTAL RUNES



POWER & FORM RUNES



COMMON RUNE SPELLS

Spell	Points	Page*	Spell	Points	Page*
Command	2	41	Multispell	1+	47
Cult Spirit			Sanctify	1+	48
Dismiss Magic	1+	43	Soul Sight	1	49
Divination	1+	43	Spirit Block	1+	49
Extension	1+	43	Summon Cult Spirit	1–3	49
Find Enemy	1	43	Warding	1+	51
Heal Wound	1	44			

*RuneQuest Starter Set Book 1: Rules

INVISIBILITY



3 Points

Ranged, Temporal, Stackable

This spell makes the user invisible by attracting an enemy's attention to a spot other than where the adventurer is. The subject of the spell remains unnoticed unless they wish to draw attention to themselves, or are detected by magic. If the subject makes a noise, an enemy can try to strike by sound alone, at a -50% chance of success.

If the adventurer protected by the spell attacks with a missile or melee weapon, or with magic, they become visible in the same strike rank in which they attack and disappear again after the last strike rank of that round, unless engaged in melee. Any round the adventurer disengages from melee, they disappear again at the end of the round of disengagement.

MARGAROT ERNALDESTDAUGHTER

GOD-TALKER OF MARAN GOR:   

WHO IS MARGAROT?

Margarot is a grim and determined Dancing Woman of Maran Gor. The Sartarites threw the Lunars from their lands and she longs to do the same in her homeland Tarsh. When she heard of the desecration of an old Earth temple she quickly volunteered to lead the mission. This blasphemy by the Lunars against Ernalda, Queen of the Earth and mother of Maran Gor will not stand.

MARGAROT ERNALDESTDAUGHTER

God-talker of Maran Gor. Dancing Woman, human female, age 22

STR	CON	SIZ	DEX	INT	POW	CHA
13	11	12	10	14	18	16

ATTACKS

WEAPON	%	DAMAGE	SR	Pts
1H Battleaxe	75	1D8+2+1D4	8	8
Medium Shield	55	1D4+1D4	8	12
1H Small Axe	35	1D6+1+1D4	9	6
Throwing Axe (2)	45	1D6+1D2	S/MR	6
Spirit Combat	60	1D6+3	12	—

HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01–04	3/4
Left Leg	05–08	3/4
Abdomen	09–11	5/4
Chest	12	5/5
Right Arm	13–15	3/3
Left Arm	16–18	3/3
Head	19–20	4/4

ATTRIBUTES

QUALITY	VALUE
Hit Points	12
Move	8
Strike Rank	5 (DEX 3 SIZ 2)
Rune Points	5
Magic Points	18
Reputation	21%
Ransom	1,000 L.

GEAR, TREASURE & ABILITIES

Cults: Maran Gor.

Rune Spells: All common Rune spells, plus Dismiss Earth Elemental (small, medium) 1–2, Summon Earth Elemental (small, medium) 1–2.

Spirit Magic: Befuddle 2, Bladesharpen 1–2, Heal 1–3, Vigor 2.

Skills: *Agility 5%: Climb 55%, Dodge 30%, Jump 30%. Communication 10%: Dance 60%, Orate 30%, Sing 50%. Knowledge 10%: Cult Lore (Maran Gor) 50%, Cult Lore (Ernalda) 35%, Customs (Old Tarsh) 40%, Farm 35%, Survival 30%. Magic 10%: Meditate 30%, Worship (Maran Gor) 65%. Manipulation 10%. Perception 10%: Listen 45%, Scan 35%, Search 40%, Track 15%. Stealth 0%: Hide 20%, Move Quietly 35%.*

Languages: Speak Earthtongue 20%, Speak Tarshite 60%, Speak Tradetalk 25%, Read/Write Tarshite 15%.

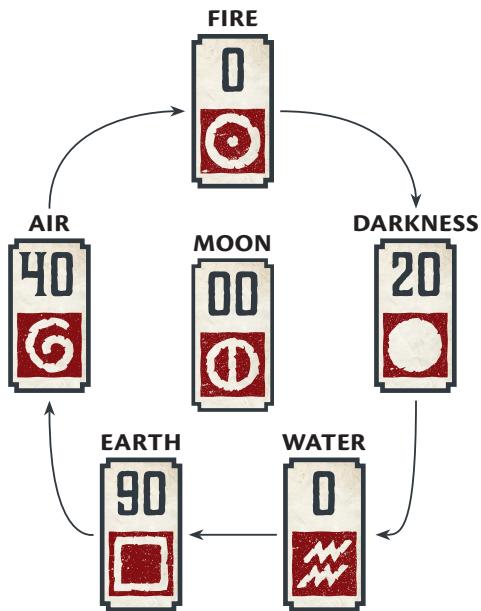
Passions: Devotion (Maran Gor) 70%, Hate (Lunars) 60%, Loyalty (Shaker Temple) 70%.

Armor: Open helmet, heavy scale hauberk, cuirboilli greaves and vambraces.

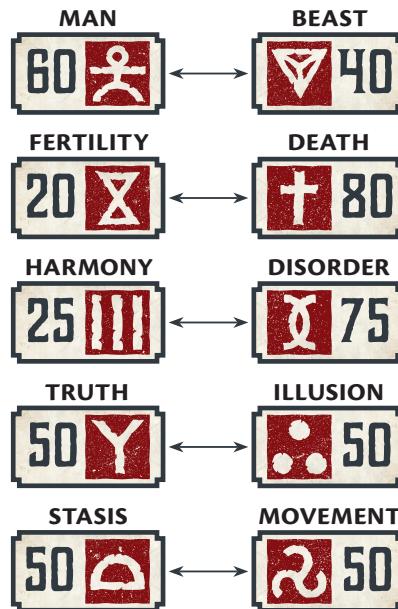
Treasure: Carries 40 L. in coin, artifacts and regalia of Maran Gor worth 50 L., jewelry worth 100 L.

Allied and Bound Spirits: None.

ELEMENTAL RUNES



POWER & FORM RUNES



COMMON RUNE SPELLS

Spell	Points	Page*	Spell	Points	Page*
Command	2	41	Multispell	1+	47
Cult Spirit			Sanctify	1+	48
Dismiss Magic	1+	43	Soul Sight	1	49
Divination	1+	43	Spirit Block	1+	49
Extension	1+	43	Summon Cult Spirit	1–3	49
Find Enemy	1	43	Warding	1+	51
Heal Wound	1	44			

VANDARL HUMAKTSON

INITIATE OF ORLANTH ADVENTUROUS: ☷

WHO IS VANDARL?

Vandarl is a warrior forever in the shade of his famous father Olly Humakton. Vandarl chose the wandering path of Orlanth, but his younger brother Swen has followed their father in Humak's way of Death. A recent attempt to prove himself got Vandarl captured by the Lunars, and Swen and their God-talker Margarot rescued him. Now he has to prove himself twice over.

VANDARL HUMAKTSON

Initiate of Orlanth Thunderous. Warrior (Light Infantry), human male, age 25

STR	CON	SIZ	DEX	INT	POW	CHA
14	15	13	15	12	11	11

ATTACKS

WEAPON	%	DAMAGE	SR	Pts
1H Broadsword	85	1D8+1+1D4	6	13
Medium Shield	70	1D4+1D4	7	12
Dagger	35	1D4+2+1D4	8	6
Composite Bow	70	1D8+1	S/MR	—
Spirit Combat	35	1D6	12	—

HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01–04	3/6
Left Leg	05–08	3/6
Abdomen	09–11	3/6
Chest	12	3/7
Right Arm	13–15	3/5
Left Arm	16–18	3/5
Head	19–20	3/6

ATTRIBUTES

QUALITY	VALUE
Hit Points	16
Move	8
Strike Rank	4 (DEX 2 SIZ 2)
Rune Points	3
Magic Points	11
Reputation	14%
Ransom	500 L.

GEAR, TREASURE & ABILITIES

Cults: Orlanth Adventurous.

Rune Spells: All common Rune spells, plus Dark Walk 1, Leap 1–3, Shield 1–3.

Spirit Magic: Heal 1–2, Mobility 1, Protection 1–2, Strength 2.

Skills: *Agility 5%*: Climb 45%, Dodge 30%, Jump 50%. *Communication 0%*: Orate 20%, Sing 20%. *Knowledge 0%*: Animal Lore 25%, Battle 40%, Customs (Old Tarsh) 40%, Dance 20%, Farm 25%, First Aid 35%, Herd 30%, Survival 25%. *Magic 0%*: Worship (Orlanth) 20%. *Manipulation 5%*: Conceal 20%. *Perception 0%*: Listen 30%, Scan 35%, Search 60%, Track 10%. *Stealth 0%*: Hide 30%, Move Quietly 25%.

Languages: Speak Tarshite 50%, Speak Tradetalk 15%.

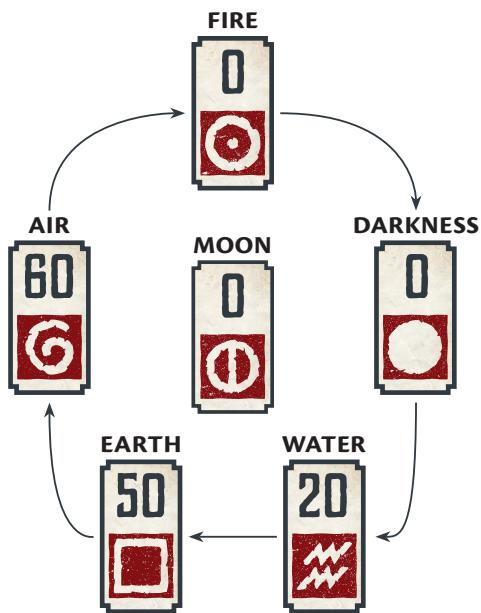
Passions: Hate (Lunars) 50%, Love (family) 60%, Loyalty (war band) 70%.

Armor: Linothorax, cuirboilli greaves and vambraces, composite helm.

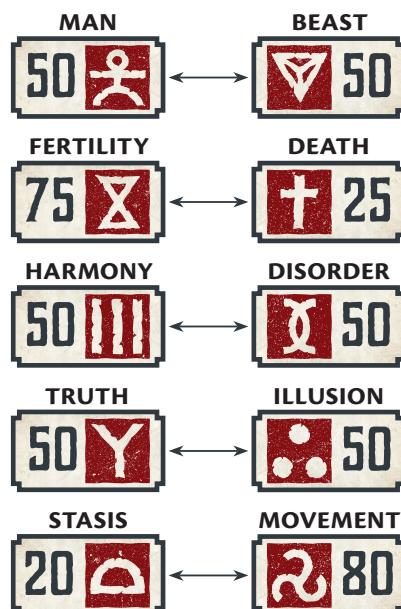
Treasure: Carries 20 L. in coin, heirloom broadsword (+1 HP) with Bladesharp 1–2 matrix (500 L.).

Allied and Bound Spirits: None.

ELEMENTAL RUNES



POWER & FORM RUNES



COMMON RUNE SPELLS

Spell	Points	Page*	Spell	Points	Page*
Command	2	41	Multispell	1+	47
Cult Spirit			Sanctify	1+	48
Dismiss Magic	1+	43	Soul Sight	1	49
Divination	1+	43	Spirit Block	1+	49
Extension	1+	43	Summon Cult Spirit	1–3	49
Find Enemy	1	43	Warding	1+	51
Heal Wound	1	44			

SWEN HEARTPIERCER

INITIATE OF HUMAKT: 

WHO IS SWEN?

Swen treads the path of Death in the footsteps of his father Olly Humakton, taking the name "Heartpiercer". He has foresworn his family and his older brother Vandarl. His only regret is that as the younger son he did not inherit his father's sword. Swen's honor keeps him with the clan, just as Humakt swore to serve Orlanth. It's hard though: he recently had to rescue his fool ex-brother from execution.

SWEN HEARTPIERCER

Initiate of Humakt. Warrior (Heavy Infantry), human male, age 24

STR	CON	SIZ	DEX	INT	POW	CHA
18	12	15	12	14	9	10

ATTACKS

WEAPON	%	DAMAGE	SR	Pts
2H Great Axe*	90	2D6+2+1D6	6	10
1H Broadsword	75	1D8+1+1D6	6	12
Medium Shield	75	1D4+1D6	7	12
Spirit Combat	50	1D6	12	—

*Blessed great axe does double damage (once armor is penetrated) against humans.

HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01-04	0/5
Left Leg	05-08	6/5
Abdomen	09-11	5/5
Chest	12	5/6
Right Arm	13-15	6/4
Left Arm	16-18	6/4
Head	19-20	5/5

ATTRIBUTES

QUALITY	VALUE
Hit Points	13
Move	8
Strike Rank	4 (DEX 3 SIZ 1)
Rune Points	3
Magic Points	9
Reputation	19%
Ransom	500 L.

GEAR, TREASURE & ABILITIES

Cults: Humakt.

Rune Spells: All common Rune spells, plus Find Enemy 1, True Sword 1.

Spirit Magic: Bladsharp 1-2, Repair 1, Strength 2.

Skills: *Agility* 5%: Climb 45%, Dodge 25%, Jump 40%. *Communication* 0%: Intimidate 30%. *Knowledge* 5%: Battle 45%, Customs (Old Tarsh) 40%, First Aid 40%, Survival 25%.

Magic 0%: Worship (Humakt) 30%. *Manipulation* 10%.

Perception 5%: Listen 35%, Scan 50%, Search 55%, Track 15%.

Stealth 0%: Hide 20%, Move Quietly 20%.

Languages: Speak Tarshite 55%, Speak Tradetalk 20%.

Passions: Devotion (Humakt) 70%, Honor 70%.

Humakt Gift: Great axe blessed to do double damage (once armor is penetrated) against humans.

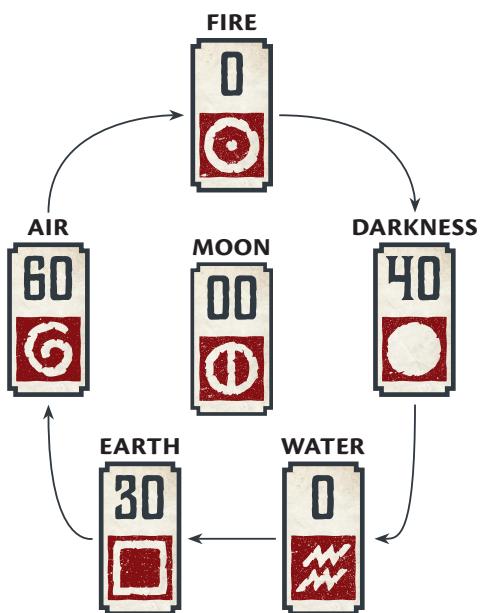
Humakt Geases: Never use poison. Never wear armor on right leg. Never lie.

Armor: Heavy scale hauberk, plate greaves and vambraces, closed helmet.

Treasure: Carries 20 L. in coin.

Allied and Bound Spirits: None.

ELEMENTAL RUNES



POWER & FORM RUNES

MAN	 50	BEAST	 50
FERTILITY	 10	DEATH	 90
HARMONY	 50	DISORDER	 50
TRUTH	 80	ILLUSION	 20
STASIS	 50	MOVEMENT	 50

COMMON RUNE SPELLS

Spell	Points	Page*	Spell	Points	Page*
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Cult Spirit			Sanctify	1+	48
Dismiss Magic	1+	43	Soul Sight	1	49
Divination	1+	43	Spirit Block	1+	49
Extension	1+	43	Summon Cult Spirit	1-3	49
Find Enemy	1	43	Warding	1+	51
Heal Wound	1	44			