



VASANA

DAUGHTER OF FARNAN

*INITIATE OF VINGA ADVENTUROUS
Goddess of Protection and War*

*Veteran heavy cavalrywoman of the Ernaldori clan
of the Colymar Tribe*



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VASANA

I am Vasana, the daughter of Farnan, a hero of Starbrow's Rebellion, slain and devoured by the Crimson Bat. In my war of revenge against the Lunar Empire, I gained the attention of Argrath at the Battle of Pennel Ford.

I was sorely wounded at the Second Battle of Moonbroth, granting me this terrible scar across on the left half of my face. I returned to my mother's farm to recover, and now I am ready for adventure.

My friends know me for a fearsome bison rider, a skilled hand with a sword, and a devout worshipper of Orlanth Adventurous. My honor is my greatest strength.

VASANA (21) is a small but athletic woman with red-hair and a vicious scar across her left face. Despite her small size, she rides a bison and is more than capable of commanding warriors and priests more senior than herself.

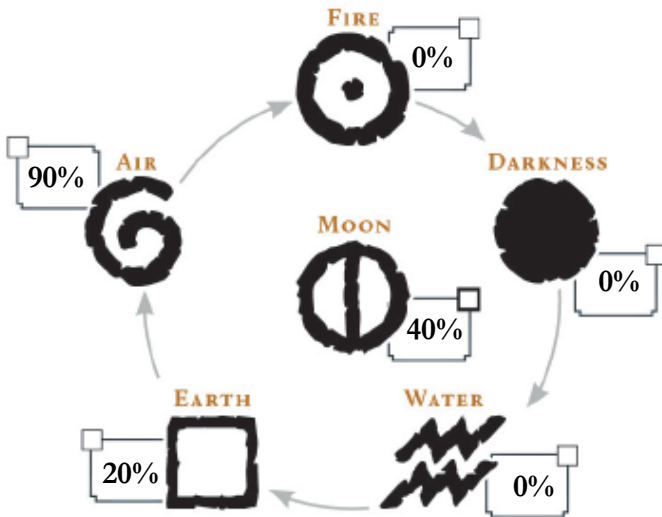
Vasana's grandmother was a scribe in the service of the Princes of Sartar, and died with great glory in the Battle of Boldhome. Vasana's father was Farnan, a temple orphan who married Vareena, a priestess of Ernalda from the Ernaldori clan. Farnan joined Starbrow's Rebellion and later personally aided Kallyr Starbrow in her escape from Sartar. He died defending Whitewall in 1620, devoured by the Crimson Bat. Farnan's soul was annihilated and Vasana, then a teenager, swore revenge.

As soon as she was initiated as an adult, Vasana left her mother's farm to avenge her father against the Lunar Empire. In 1623, she followed King Broyan to the metropolis of Nochet, accompanied by her half-sister Yanioth. At the Battle of Pennel Ford, she fought with great glory, and gained the attention of Argrath. Vasana followed Argrath into Prax and joined the army of the White Bull in the liberation of Pavis.

Pursuing honor again, she fought with great glory at the Second Battle of Moonbroth, and was nearly killed (receiving a nasty scar across her left eye) in the process of killing a Lunar priestess. After the Dragonrise, she returned to her mother's farm to recover.

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.

⊗ AIR

To have a strong affinity with Air means to be passionate, violent, proud, and unpredictable.

Strength

Manipulation Skills; Sword

Sense Assassin, Chaos, Smell

Lungs, muscle; Orange; Bronze; Mammal

⊕ MOON

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

⊠ EARTH

Pragmatic, prudent, worldly, and sensual

Constitution

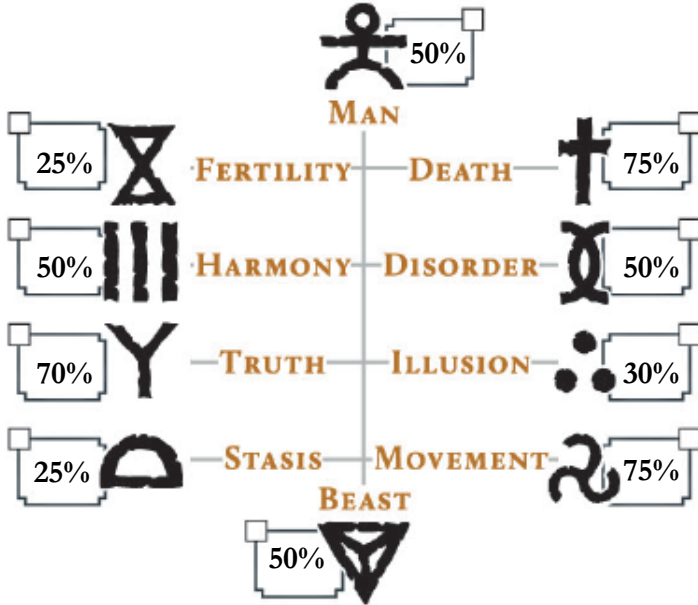
Communication Skills; Axe

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 ORLANTHA



STORM GOD, CHIEFTAIN, WARRIOR

Orlanth is the King of the Gods, Master of Storms, Death Wielder, and Bringer of Light. He is one of the Seven Lightbringers, and is the chief of those deities. His worship is widespread throughout much of Glorantha.

He made the world what it is with his strength and his virtues keep it that way. By right of his deeds Orlanth claims overlordship of the universe. He is the god of warriors, farmers, and rulers, all three.

THE SUBCULT OF VINGA ADVENTUROUS



GODDESS OF PROTECTION AND WAR

*Red-headed Vinga, valiant avenger,
Bold battle-woman, brave spear thrower,
Daring and dauntless, defends the helpless,
Loyal Daughter, laughing warrior*

The Vinga subcult is an all-female warrior subcult that worships Orlanth in female form. Initiates must dye their hair red.

Rune Points: 3 (*Orlanth*)

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

SPIRIT MAGIC

Mobility [1 R D]

Doubles the Movement speed of the target and reduces their strike rank by 1.

Demoralize [2 R D]

Target will try to retreat if possible; if not, target attacks at half chance.

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 (Orlanth) [2 R D]**

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

☳ **Dark Walk (Orlanth) [1 R D]**

Allows the user to be totally invisible and soundless in darkness and shadow to anyone within range.

☉ ☳ ☱ **Dismiss Magic (Orlanth) [Var. R I]**

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

☉ **Dismiss Elemental (Orlanth) [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.

☉ ☳ ☱ **Divination (Orlanth) [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.

☉ **Earth Shield (Orlanth) [3 T D]**

Gives a shield infinite armor points for the duration.

☉ ☳ ☱ **Extension (Orlanth) [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 (Orlanth) [1 R D]

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

☯ ☮ Flight (Orlanth) [Var. R D]

Transports one object (including caster) weighing up to SIZ 6 through the air for duration of the spell. Each extra point adds +6 to SIZ. Flying objects have Movement 12.

☯ ☮ ☿ Heal Wound (Orlanth) [1 T I]

Heals hit points equal to the magic points spent.

☮ Leap (Orlanth) [Var. R D]

Allows the target to jump up to 6 meters high or 6 meters away for the spell's duration. Each additional point adds +6 meters to the distance.

☯ Lightning (Orlanth) [Var. R I]

Summons a blast of lightning, doing 1D6 per point cast to a single hit location if the target's POW is overcome. Armor does not protect against the damage.

☯ Mist Cloud (Orlanth) [Var. R D]

Creates a bubble of natural-looking mist 2 meters in diameter for every Rune point expended with the spell. Visibility within or through the mist is limited to 1 meter.

☯ ☮ ☿ Multispell (Orlanth) [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.

☪ Shield (Orlanth) [Var. R D]

Every point of Shield gives the wearer 2 points of magical armor and 2 points of *Countermagic* (equivalent to the spirit magic spell). The effects are cumulative with *Protection* or *Countermagic*.

☪ ☺ ☛ Spirit Block (Orlanth) [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 Air Elemental (Orlanth) [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.

☺ Teleportation (Orlanth) [3+ T I]

The caster can teleport to any spot that can be seen, either on their own, or through the eyes of an allied spirit. Each additional Rune point enables one extra living thing to be teleported at the same time, provided they are touching the caster.

☪☺ Wind Words (Orlanth) [1 R D]

Causes the wind to bring conversations to the caster's ears, as if standing next to the speaker.

PASSIONS

Honor	90%
Devotion (<i>Orlanth</i>) (<i>Vinga Adventurous</i>)	80%
Loyalty (<i>Sartar</i>)	80%
Loyalty (<i>Argrath</i>)	70%
Loyalty (<i>Colymar Tribe</i>)	70%
Hate (<i>Lunar Empire</i>)	90%

SKILLS

AGILITY

Dodge	22%
Ride (Bison)	70%

MANIPULATION (+5%)

(includes all weapon skills)

MAGIC

COMMUNICATION

Dance	25%
Fast Talk	15%
Orate	45%
Sing	50%

Meditate	25%
Spirit Combat	55%
Worship (<i>Orlantb</i>)	35%

PERCEPTION

Listen	40%
Scan	50%
Search	30%
Track	10%

KNOWLEDGE

Battle	65%
Cult Lore (<i>Orlantb</i>)	25%
Customs (<i>Heortling</i>)	35%
Farm	30%
First Aid	25%
Herd	20%

STEALTH (+5%)

Hide	15%
Move Quietly	15%

STR 16 CON 12 SIZ 10
INT 15 DEX 11 CHA 19 POW 14
DEX SR 3* SIZ SR 2*

Move: 8

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

Spirit Combat Damage: 1D6+3

Weapon	%	Damage	SR	HP
Broadsword	90	1D8+1+1D4	7	12
Lance	70	1D10+1+3D6	6	10
Battle Axe	55	1D8+2+1D4	7	10
Med. Shield	65	1D6+1D4	7	12
Comp. Bow*	45	1D8+1	3	7

(5 SR to reload)*

Spirit Magic

% = POW × 5

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

Rune Magic

% = Affinity with the Spell's Rune

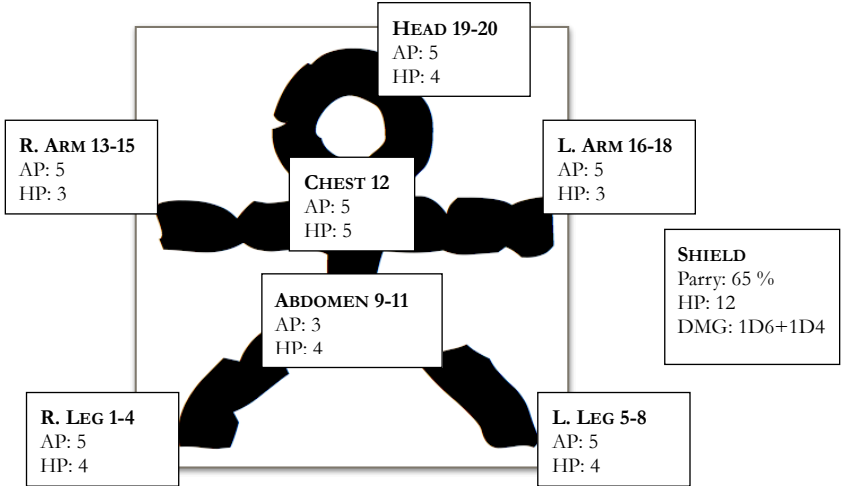
Strike Rank: SR 1 + 1 SR for each additional MP over 1

Armor

Bronze disk plate cuirass (5 pts.), bronze greaves and vambraces (5 pts.), studded leather skirt (3 pts.), closed helm (5 pts.).

ARMOR

HIT LOCATIONS & POINTS



HIT POINTS 12

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

MAGIC POINTS 14

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

RUNE POINTS

3 2 1

MAGIC ITEMS

10-pt. magic point storage crystal
Piece of raw Truestone

LANGUAGES

Speak Heortling 60%

Speak Stormspeech 34%

Speak Tradetalk 20%

Read/Write Theyalan 30%

Read/Write New Pelorian 15%

TREASURES

Vasana carries

- 20 L in coin
- armor and helmet
- medium shield
- broadsword
- lance
- battle axe
- composite bow
- 20 arrows

She also possess a Riding Bison. (See separate sheet)

REPUTATION

20%

RANSOM

500L