

# RuneQuest

### Personal Information

Adventurer Name	<b>Rashann</b>	Player Name	_____
Species	<b>Human</b>	Homeland/Clan	<b>Duchy of Urnst</b>
Age	<b>144</b>	Gender	<b>Female</b>
Culture	<b>Civilized</b>	Religion	<b>Beltar</b>
Parent Occupation	<b>Acolytes</b>	Adventurer Occupation	<b>Necrophagi</b>

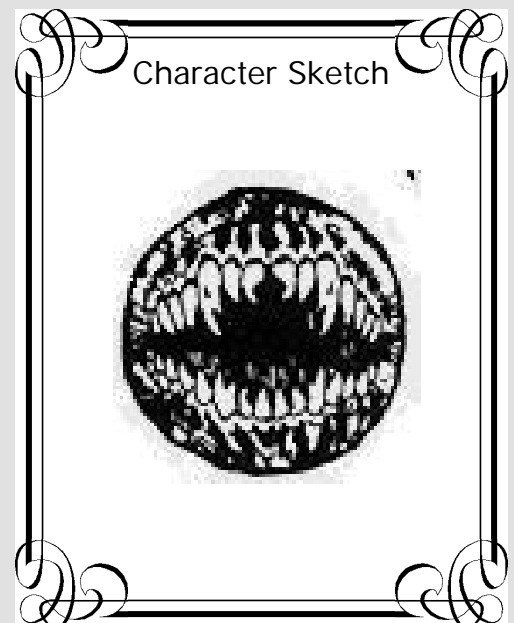
Original		Current		Armor Points
STR	11	STR	22	
CON	16	CON	32	
SIZ	9	SIZ	9	Damage Bonus +1d4
INT	18	INT	18	
POW	26	POW	-26-	
DEX	14	DEX	12	Elan
APP	15	APP	2	65
HP	16	HP	32	
MP	26	MP	26	Fatigue Level
FAT	27	FAT	54	
MOV	4	MOV	3	None

Equipment Carried	Loc	ENC
Ring of Free Action		
Ring of Fire Resistance		
Beads of Force (6)		
Cloak of Poisonousness		
Manual of Golems		
Other mundane stuff as needed.		
<b>Total</b>		

Skills			
Agility	(_10_)	Knowledge	(_0_)
Boat (05)	% e	Craft: Mining	90 e
Climb (40)	45 e	Craft: Lapidary	112 e
Dance (05)	% e	Evaluate (05)	106 E
Dodge (05)	35 e	First Aid (10)	30 e
Jump (25)	19 e	Lore: Serpent	103 E
Leap (00)	% e	Lore: Human	90 E
Maneuver (05)	30 e	Lore: Mineral	81 E
Ride (05)	22 e	Lore: Poison	99 E
Swim (15)	39 e	Lore: Suloise	70 E
Throw (25)	52 e	Lore: Undead	92 E
Tumble (05)	% e	Martial Arts	% E
	% e	R/W: Common	90 E
	% e	R/W: Suloise	27 E
	% e	R/W: UCommon	90 E
Communication	(_-5_)	Magic	(_15_)
Debate (05)	20 e	Ceremony (05)	120 E
Fast Talk (05)	93 e	Enchant	102 E
Orate (05)	72 e	Summon	115 E
Seduction (05)	24 e	Intensity	% e
Sing (05)	20 e	Maintain	% e
Speak Common	90 e	Multispell	% e
Speak Ancient Suel	50 e	Range	% e
Speak UCommon	90 e		
Speak Euroz	50 e		
	% e		
	% e		
Quirks			
	% e		
	% e		
	% e		
	% e		
	% e		
	% e		
	% e		
	% e		

Manipulation	(_0_)
Conceal (05)	99 e
Devise (05)	113 e
Juggle	% e
Play:	% e
Play:	% e
Play:	% e
Sleight (05)	20 e
	% e
Perception	(_10_)
Listen (25)	76 e
Scan (25)	69 e
Search (25)	91 e
Smell (05)	72 e
Taste (05)	39 e
Track (05)	51 e
	% e
	% e
Stealth	(_5_)
Ambush (05)	72 e
Hide (10)	93 e
Sneak (10)	99 e
	% e
	% e
Other Skills	
Deceitful	19 e
Indulgent	19 e
Manipulative	21 e
Suspicious	20 e
Vengeful	22 e
	% e
	% e

Weapon Skills		A% Mod: _0_%	P% Mod: _10%
Weapon	Dagger		Damage 1d4+1+1d4
SR	_3_	A% _116_% e	P% _112_% e AP _8_
Weapon	Fist		Damage 1d2+1d4
SR	_3_	A% _76_% e	P% ___% e AP ___
Weapon			Damage
SR	_	A% ___% e	P% ___% e AP ___
Weapon			Damage
SR	_	A% ___% e	P% ___% e AP ___
Weapon			Damage
SR	_	A% ___% e	P% ___% e AP ___
Missile			Damage
SR	_	A% ___% e	## ___ Range ___
Missile			Damage
SR	_	A% ___% e	## ___ Range ___
Shield			Damage
SR	_	A% ___% e	P% ___% e AP ___



Wealth	Carried	Banked
Copper		
Silver		2,495
Gold		102,334
Platinum		
Gems		200x10,000
Gems		
Gems		
Jewelry		
Jewelry		
Jewelry		

### Familiars/Mounts

Name Rall		Name	Name	Name
STR	36	STR		STR
CON	--	CON		CON
SIZ	9 c	SIZ		SIZ
INT	--	INT		INT
POW	26	POW		POW
DEX	--	DEX		DEX
MOV	6	MOV		MOV
HP	30	HP		HP
FP	36	FP		FP
Allied Spirit		Notes	Notes	Notes

**Notes**  
Rall is Rushann's allied spirit; a 9cubic meter shade that is bound to her mummified body and acts as both defender and soul in need.

- Animate Temple Defender 4
- Armoring Enchantment 4
- Beltar's Cavern 2
- Binding Enchantment 4
- Call Followers 4
- Command Cult Spirit
- Command Ghoul
- Command Gnome
- Command Hag
- Command Shade
- Command Vampire
- Create Ghoul
- Create Skeleton
- Create Temple Defender 4
- Create Vampire
- Dark Walk
- Dismiss Magic 4
- Enchant Holy Symbol 4
- Excommunication 4
- Extension 4
- Find Enemy
- Group Casting 4
- Heal Wounds 4
- Hide Wealth 4
- Initiate/Ordain
- Magic Point Matrix Enchantment 4
- Mindlink 4
- Range 4
- Sanctify 4
- Soul Sight
- Spell Matrix Enchantment 4
- Spell Teaching
- Spirit Block 4
- Strengthening Enchantment 4
- Summon Gnome
- Summon Shade
- Warding 4
- Waste Loins
- Worship Beltar

#### Bound Spirit

Type	Shade	Name	Noc
INT	--	Cast	_____
POW	20	MP	_____

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

**Skills:** Fearshock, Freezing Grasp. 5 meter shade, STR: 20, HP: 24, 5 AP.

#### Bound Spirit

Type	Hag	Name	Druel
INT	19	Cast	110
POW	27	MP	27

POW Check **e** One MP per: \_\_\_\_ min

**Spells:** Disruption, Mindspeech 3, Protection 4, Repair 4, Transfer Wound 3.

**Skills:** STR: 21, CON: 11, SIZ: 11, DEX: 14, APP: 6. Form body at will, create shade 1mp/cu.m., command animals in lair: 1 mp/hour.

#### Bound Spirit

Type	POW	Name	Gizsa
INT	--	Cast	--
POW	20	MP	20

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

**Skills:** \_\_\_\_\_

#### Bound Spirit

Type	Magic	Name	Htha
INT	15	Cast	100%
POW	19	MP	19

POW Check **e** One MP per: \_\_\_\_ min

**Spells:** Animate Stone, Bless Dagger, Evoke Cold, Resist Infection, Venom.

**Skills:** Intensity 100, Multispell 100, Range 100, Accuracy 100.

#### Bound Spirit

Type	Name
INT	Cast _____
POW	MP _____

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

**Skills:** \_\_\_\_\_

#### Bound Spirit

Type	Name
INT	Cast _____
POW	MP _____

POW Check **e** One MP per: \_\_\_\_ min

Spells: \_\_\_\_\_

**Skills:** \_\_\_\_\_

### Other Notes

Rashann was born to two acolytes who served at the very temple she now commands. Raised within the temple, she never once saw the light of the day until her thirteenth year, when she was taken aboveground so that she could decide for herself whether she truly wished to serve the Dark Mother or dwell in the sunlit world.

Upon her return to the familiar halls of her youth, she was completely initiated into the cult, and into womanhood at the hands of the inner circle. She rose quickly through the hierarchy, and by her thirtieth year, made her bid for the priesthood. Beltar smiled upon her supplicant, and granted her an allied spirit as well as eternal life.

Rashann, while a mummy, has never been bandaged the way most folk picture them. She is even still quite active, in a mockingly amorous way, though only the most dedicated of acolytes would admit to enjoying it. Her dry, withered body is continuously in shadow, as her allied shade wraps itself continuously about her.