

Peracles' Family and Personal History

In the early 1400s, Bailifes the Hammer unified most of Seshnela under the war banner of Saint Rokar. One of his more powerful followers was the Count Jeffrey. It so happened that in the consolidation period after the Great War, jealous enemies conspired against Count Jeffrey and managed to arrange for his exile. Count Jeffrey was forced to gather up those vassals who would follow him into exile and then disappeared from Seshnela.

After many adventures, Count Jeffrey managed to win the favour of the Pharaoh who gave him and his followers a settlement grant in northern Heortland (near present day Carse). Worship of Malkion was common in the area, though mainly by Henotheists. Anyway, with the patronage of the Pharaoh, Count Jeffrey and his Rokari followers were allowed to settle in peace.

Peracles and his family are descendent of the original count's followers. Ethnically they are westerners, though culturally, with the notable exception of their religious beliefs, they are Heortlanders. His family is of the priest caste and has provided the settlement with most of the true wizards. Traditionally, they have not mixed much with their Henotheist and Lightbringer neighbours but their community has come under increasing pressure to assimilate with the disappearance of the Pharaoh.

Peracles was trained as a Rokari wizard-priest. He has proven to be one of the most adept practitioners of magic that the community has ever produced. He has mastered the meagre collection of magical tomes that the community possesses and he hopes to travel to Seshnela one day to study at the great temples there. Indeed, it is his dream that he will return from such a trip, and carry the word of Saint Rokar to the confused (choice of adjective depends on the relative strength of the heretics) Henotheists that dwell near his home. The present Count has given him leave to pursue this vision but has warned him that the community has no resources to spare to assist him (ie. he better not expect help if he gets into trouble).

To prepare himself, Peracles has decided to travel in the lands of the Henotheists and Pagans. This is to give him an opportunity to both improve his arcane skills and to study the lifestyles of his potential converts.

Peracles first stop on his voyage of self-improvement was a years apprenticeship to Melianus, a rather tolerant Henotheist Priest with whom Peracles had often debated theology. A letter of introduction from Melianus took him to the Shadowlands where he spent a some time living with the dark brethren. A second letter from Melianus introduced him to a Praxian Stormlord (Sax Bolderson), who led him through Sartar and into Prax. It was at this point that Peracles was introduced to the party.

Peracles still hopes to travel to Seshnela one day. Presently he travels with the party and lives out (his interpretation of) the Rokari ideals:

- there is only one god and his principle saints are Malkion, Hrestol and Rokar (other gods are simply powerful good/bad spirits)
- there is a place for every man and every man should know his place
- live in good faith (Joy of the Heart), do good deeds (Solace of the Body) and you will ascend to a better place (His Solace Eternal) after your life on this plane is finished.

Curious to learn more about the [Rokari Church](#)? (Defunct link)

Peracles' Physical Description (A Boy and his Dog?)

From a distance Peracles and his familiar (Jaws, the [rubble runner](#)) could be mistaken for a simple shepherd boy and his trusty hound. A short figure in a travel-stained grey cloak, wielding a staff and occasionally winging rocks at rabbits, while alongside gallumphs his faithful sidekick.

Closer up however, one sees a different picture. Under the grey cloak is well worn leather armor. The figure, while short, is mature. The face has obviously seen more than any 10 year old should have seen but still radiates virtue (or self-satisfied priggishness depending on your point of view). Meanwhile the 'dog' has transformed into something that looks like a wolverine with a rather nasty hangover. The adjective cute is seldom applied to Jaws.

Rubble Runners

"Picture a large, rat-shaped creature about 1/2 meter long. Move the corners of the mouth back to the front shoulders and open the mouth about 60 degrees to reveal a row of sharp teeth. Cover the whole gruesome thing with armadillo-like scales. Realize that it is always hungry and runs in packs and you have a rubble runner."

The Gloranthan Bestiary

Peracles' General Play Notes

Vows

Like the 'spirit' cults, vows help form the character and determine how the character should be played (in addition to their mundane role of determining a sorcerer's Presence). Peracles has taken the vows of devotion, abjure rune and spirit magic, chastity and shun tap.

I interpret the first three to mean that Peracles is fairly rigid in his beliefs (Rokari tenets), quick to point out to others their (mis)use and (mis)interpretation of spirits great and small and equally quick to point out the obvious advantages of having a world view which allows the practice of sorcery. Typically this is done in an somewhat pompous

and self-satisfied manner, "Oh sure, you always come to the sorcerer when your claptrap fails you."

The last two I interpret as meaning the Peracles is a bit of an esthete and basically a nice guy. He will help people when he can, especially those who he feels are acting in a Rokari-like manner (eg. the farmer who injured himself farming rather than the farmer who injured himself while raiding the neighbour's cattle).

Patron Saints

The blessings of saints seem to be the Malkioni equivalent of Rune Magic (though you'll never get Peracles to admit that). At present, Peracles has access to Saint Malkion's Blessing (along with every other western sorcerer) which allows him to learn one new art each year (at the expense of 1 POW). He also has access to Saint Rokar's Blessing which allows him to console people, 'No matter how bad things seem, a better life awaits you lad. Trust in Saint Rokar to see you to Solace.'

Peracles' Play Objectives

As time and opportunity allow, Peracles would like to:

1. spread the word of St. Rokar
2. convert people to worship of the Invisible God (Rokari style)
3. travel widely to gain a better understanding of pagan and primitives so that he might better communicate to them the word of St. Rokar
4. visit Seshnela and study in the great temples there

Peracles' Learning Goals

As time and opportunity allow, Peracles would like to acquire/improve the following magical skills, spells and mundane skills:

Magical Skills

- improve: ceremony, intensity, multispell, range, ease
- acquire/improve: Permanence

Spells

- improve all spells
- acquire/improve: Dampen Damage, Suppress Paganism, Attract (Missiles), Boost Damage, Identify, Locate Object, Project (Hearing), Summon/Dominate (almost anything but gnomes preferred), Telepathy, Teleport, Treat Wounds, Strengthening, Stupefy, Worship Invisible God

Mundane Skills

- any spoken or written language, any lore, Devise
- (basically any knowledge or communication skill)

Characteristic Development

- well, if there ever is a chance to train/improve stats jump at it

Note that every time the group is allowed to roll for checks that Peracles (in addition to his normal checks) is allowed to roll for the spells he is maintaining on a long term basis (Resist Damage, Haste, Castback, Mystic Vision).

Peracles' Interplayer Relationships

ote: Some of these relationships are historical since at least two of these characters are dead as of the end of 1618.

Burning Willow (-)

Peracles knows very little about Burning Willow other than that she is a woman who's unsatisfied with her role in society. That makes two strikes against her as far as Peracles is concerned.

Durnfal Slipspear (0)

Peracles has associated with Durnfal for a long time. He disapproves of Durnfal for not being satisfied with his previous life as a farmer but Peracles does admit that Durnfal has all the properties of a proper pagan noble (snotty, pretentious, ignorant of his lands and the people on them). The fact that Durnfal is a devout follower of Yemalio leads to a number of 'interesting' conversations between the two. Peracles looks forward to the day when Durnfal at last sees the 'true' light.

Gerhardt Frei (+) (Dead)

Gerhardt is another long time associate of Peracles. In general, Peracles approves of Gerhardt for following in his father's footsteps the way any proper person should and the fact that his lifestyle follows the basic tenets of the Invisible God. If only he didn't have this deluded views of the spirit world he would make an excellent Rokari. Peracles hopes to convince Gerhardt to shed his misguided pagan ways and join the true path to Solace.

Greystone (+)

Greystone is a uncultured pagan from remote Prax. He has no proper knowledge of the spirit world but, like Gerhardt, tends to live by the tenets of the Invisible God. In addition to this, many of his personal interests coincide with Peracles'. Peracles has high hopes that Greystone will shed his misguided pagan ways and join the true path to Solace.

Hallelujah Harnsdottir (+)

Hallelujah is Peracles' closest associate in the party. If only she didn't consort with

spirits, if only she wasn't 6'1/2 feet tall and if only she didn't chop people in half with her pole axe, she would make someone a fine wife. Actually, its the former that most concerns Peracles as intercourse with spirits (ha ha! I kill me!) is a most serious sin in the Rokari Church. However, Hal seems to be a mostly ignorant participant in this event and might be convinced to excise her 'burden'. Peracles shall attempt to convince her that this is the wisest course of action. The latter concern (the chopping bit) is less of a problem. Typically only approved objects get chopped and Peracles thinks that if he could get Hal to accept Elleish's Blessing this situation would be resolved quite neatly.

Hooman (+) (Dead)

Peracles met Hooman in the Pent wastes, where Hooman agreed to serve Peracles (after Peracles saved his life) for a year. Despite this, Hooman has shown no interest in joining the Holy Rokari Church. Peracles despairs but he takes this as just one more particularly challenging test assigned to him by the Invisible God. If he can convince Hooman of the truth of the One God then surely he can convince anyone.

Svart Ulfsson (+) (Dead on and off)

Svart is another long time associate of Peracles. Aside from his confused views of spirits and the spirit world, Svart lives close to the ideals of a Rokari knight. Hopefully his recent experiences with the spirit world (when he was possessed) will act as a catalyst to his conversion to the Holy Rokari Church. Peracles has high hopes for Svart!

Tamerlan (0)

Another long time associate who is also an unlettered ignorant pagan. Unlike Greystone, Tamerlan shares few interests with Peracles and seems content to rest in ignorance of truth. Still, one grows with challenges and Tamerlan looks to be a particularly good opportunity for growth for Peracles.

What the little (symbols) mean:

- ++ = will give items to this party member
- + = will loan items to this party member
- 0 = will cast spells on this party member
- = will cast spells on this party member in unusual situations
- = will do nothing for this party member except in a dire situation

Peracles' Combat Actions

Peracles has no illusions about his ability as a stand-up combatant. Like any good Rokari sorcerer-priest his role is to support the real fighters (with the spells/skills listed below). In general then, Peracles (and Jaws) hide behind the 'real' fighters and cast spells, only engaging in melee if absolutely necessary.

Note that Peracles has the following spells always on: Resist Damage 9, Cast Back 3, Haste 2, Mystic Vision 2 (and Range *2). Jaws has the following spells: Resist Damage 9, Cast Back 1, Haste 2, Mystic Vision 1. These spells work as follows:

1. Resist Damage: any incoming damage against Peracles or Jaws has to win a 'power struggle' vs 9 before it can affect Peracles or Jaws (and then armor reduces the damage as normal).
2. Cast Back: If an attacking spell (up to 3 points for Peracles, only 1 point spells for Jaws) fails to win the powerstruggle vs Peracles/Jaws it will be reflected back at the caster (who then rolls a power struggle against himself).
3. Haste: Both Peracles or Jaws move 1m faster/round and have their DEX SR reduced by 1. Fatigue is also reduced by 2 by this spell.
4. Mystic Vision: Both Peracles or Jaws can detect magical points (and know the strength if the MP is 6 or less (3 or less for Jaws)) in any object/person (which they could normally see) within 20 meters (10 meters for Jaws). This information is usually used to help decide who is the most dangerous enemy or where the best loot is to be found. It's also good for fine-tuning neutralise spells.

In a typical combat situation Peracles (and Jaws, the familiar can also cast one spell/round) will do the following:

1. *[information is presented in the following format]*
Spell Name (cast on this strike rank, requires this many MP, if this roll is made)

Further note that you can reduce the magic points by up to 1/2 by using the Ease Art, but this adds 1 to the SR for each MP point reduced and reduces the chance of casting to 45%. This is mostly used with the Neutralise Magic spell where you may be cast a number of low MP spells. Both Peracles and Jaws can do this.

2. Call Light (3,2,69): (if needed) lights an area 20m in diameter
3. Hinder (7,6,72): cast on the two most dangerous looking enemies, targets have their SR increased by 3 and their movement reduced by 3m/round (immobile for most humanoids, so they can just be avoided if desired)
4. Neutralise Magic (2+,1+,82): this spell will negate an opposing spell if it wins a 'power struggle', the strength of the Neutralise Magic must be at least 1/2 of the target spell (usually the target spell strength is known from the Mystic Vision)
5. Skin of Life 6 (7,6,70): only useful if someone is being suffocated for some reason

If not spellcasting, Peracles (and Jaws) will:

1. help any fallen group members by applying first aid
2. defend themselves or fallen friends if the danger is extreme
3. use his sling on a lightly armored enemy
4. run away if things look hopeless

In very unusual circumstances (eg. the party knows that they are going into a large battle in advance), Peracles may start a battle controlling a sylph (an air elemental). These have to be used carefully as they are fairly easy to kill. A sylph is handy against missile using foes (they can close very quickly and bows aren't that useful in melee) and they can be quite effective at attacking more dangerous opponents from the rear (which

they can usually move to when you consider their high speed and their ability to fly) where they lift them and then drop them.

Peracles' Non-combat Actions

Two types of actions are considered here: actions with the group and actions without the group.

1. Actions with the group.

Peracles first responsibility is to the group, therefore if the group needs his help he will give it. This usually means spell casting of one sort or another though he will certainly use any other skill he possesses if required.

Likely Spells

1. Project Vision - information gathering, spying
2. Summon Sylph - fly the group (slowly, usually just over an obstacle like a wall), simple scouting (just the sylph) or complex scouting (Peracles uses the sylph to fly), messenger service
3. Skin of Life - going underwater or through poisonous gases
4. Regenerate - for missing limbs
5. Haste - move the whole party at a slightly higher rate of speed or individuals at a much higher rate of speed

Likely Skills

6. Speaks a number of languages (and is interested in learning more)
7. Artificer/Devise - handy for traps (making or breaking)
8. Interceding with Invisible God on behalf of the group (not used this one much)

2. Actions without the group.

If the group does not require Peracles assistance then he will usually spend some time do-gooding around the local community, spreading the Rokari gospel and trying to impress the locals (pagans and primitives usually) with the obvious advantages of worshipping the One God. The same spells and skills (as Non-combat Group Actions) are likely to be used if for somewhat more peaceful applications (eg. using Project Vision to look for things dropped in the water and then using Skin of Life to go get them, using Devise to make toys for children, etc.).

Devise/Artifice is Peracles one true hobby. He really likes making little clockwork contraptions and whenever the group settles down for any length he'll likely spend some time building balancing birds that can drink out of beer mugs and other things of that ilk.

Peracles



Personal Information

Adventurer Name: Peracles

Player Name: Jeff Neufeld

Species: Human

Homeland/Clan: Heortland/Rokari

Age: 28 **Gender:** ☒ Male ☐ Female

Parent Occupation: Priest (Sorcerer)

Culture: Malkioni (Western)/Heortland

Adventurer Occupation: Priest (Sorcerer)

Religion: Rokari Church

Characteristics

current: **STR** 9 **CON** 18 **SIZ** 8 **INT** 17 **POW** 15 ☐ **DEX** 16 **APP** 11

original **STR** 9 **CON** 18 **SIZ** 8 **INT** 18 **POW** 11 **DEX** 16 **APP** 11

Selected Attributes

Damage Mod (-) Move Rate 3 (4) DEX SRM 2 (1) + SIZ SRM 3 = MEL SRM 5 (4)

Attribute Tallies

Magic Points self (15) + familiar (11) + storage X'al (9)

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	51	52	53	54	55	56	57	58	59	60

Fatigue Points base (27) - haste (2) - encumbrance (9)

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	51	52	53	54	55	56	57	58	59	60

Hit points Peracles (13), Jaws (Familiar) (10)

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	51	52	53	54	55	56	57	58	59	60
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Peracles	
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Non-Magical Skills

Agility	(+8)	Knowledge	(+7)	Manipulation	(+13)
Boat (05)	13 <input type="checkbox"/>	Animal Lore (05)	12	Conceal (05)	22 <input type="checkbox"/>
Climb (40)	48 <input type="checkbox"/>	Craft (10) Artificer	61 <input type="checkbox"/>	Devise (05)	53 <input type="checkbox"/>
Dodge (05)	16 <input type="checkbox"/>			Sleight (05)	19 <input type="checkbox"/>
Jump (25)	33 <input type="checkbox"/>	Shiphandling (00)	<input type="checkbox"/>	Play Instrument (00)	
Ride (05)	30 <input type="checkbox"/>	Cult Lore (00) Rokari	66	_____	<input type="checkbox"/>
Swim (15)	23 <input type="checkbox"/>	Evaluate (05)	12 <input type="checkbox"/>	_____	<input type="checkbox"/>
Throw (25)	48 <input type="checkbox"/>	First Aid (10)	53 <input type="checkbox"/>		
		Human Lore (05)	35	Perception	(+14)
Communication	(+11)	Martial Arts (00)		Listen (25)	42 <input type="checkbox"/>
Fast Talk (05)	16 <input type="checkbox"/>	Mineral Lore (05)	13	Scan (25)	46 <input type="checkbox"/>
Orate (05)	46 <input type="checkbox"/>	Plant Lore (05)	16	Search (25)	55 <input type="checkbox"/>
Sing (05)	46 <input type="checkbox"/>	World Lore (05)	28	Track (05)	23 <input type="checkbox"/>
Speak Languages		Read Languages			
Heortlander (30)	41 <input type="checkbox"/>	Heortlander	58 <input type="checkbox"/>	Stealth	(+2)
Sartarite (00)	39 <input type="checkbox"/>	Sartarite	??	Hide (10)	12

					<input type="checkbox"/>
Darktongue (00)	23 <input type="checkbox"/>	_____		Sneak (10)	?? <input type="checkbox"/>
Sun Speech (00)	20 <input type="checkbox"/>	_____		Other Lores	
Tradetalk (00)	39 <input type="checkbox"/>			Chaos Lore	22
Pavic (00)	29 <input type="checkbox"/>	Pavic	29 <input type="checkbox"/>	Glorantha Lore	41
Praxian (00)	25 <input type="checkbox"/>				
Oasis Speech (00)	32 <input type="checkbox"/>				
Pentan (00)	30 <input type="checkbox"/>				
.					

Peracles



Magic (+16) all magical skills temporarily at -1 (due to 1 point POW drop)					
Skills		Spells Known			
Ceremony (05)	60	Summon Sylph (P)	76 <input type="checkbox"/>		____ <input type="checkbox"/>
Enchant (00)	59	Dominate Sylph (P)	93 <input type="checkbox"/>		____ <input type="checkbox"/>
Summon (00)	99	Cast Back (J)	75 <input type="checkbox"/>		____ <input type="checkbox"/>
Arts		Haste (J)	83 <input type="checkbox"/>		____ <input type="checkbox"/>
Intensity (00)	100	Mystic Vision (J)	70 <input type="checkbox"/>		____ <input type="checkbox"/>
Multispell (00)	58	Neutralize Magic (J)	82 <input type="checkbox"/>		____ <input type="checkbox"/>
Range (00)	67	Regenerate (J)	72 <input type="checkbox"/>		____ <input type="checkbox"/>
Ease (00)	45	Project Vision (J)	56 <input type="checkbox"/>		____ <input type="checkbox"/>
Force (00)	46	Resist Damage (J)	76 <input type="checkbox"/>		____ <input type="checkbox"/>

Hold (00)	41	Skin of Life (J)	70 <input type="checkbox"/>		<input type="checkbox"/>
Speed (00)	47	Resist Spirit (J)	77 <input type="checkbox"/>		<input type="checkbox"/>
Accuracy (R) (00)	<input type="checkbox"/>	Evoke Light (J)	69 <input type="checkbox"/>		<input type="checkbox"/>
Permanence (00)	<input type="checkbox"/>	Hinder (J)	72 <input type="checkbox"/>		<input type="checkbox"/>
Reinforcement (00)	<input type="checkbox"/>	Create Familiar (J)	43 <input type="checkbox"/>		<input type="checkbox"/>
Banish (R) (00)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
(00)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
(00)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
(00)	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

Magical Notes

Vows

High Vow	16
Vessel	15
Celibacy	4
Abjure Rune Magic	2
Abjure Spirit Magic	2
Devotion	2
Shun Tap	2
Total	43

Spells Cast (30 Presence)

On Peracles - Res Dam 9, Haste 2, Castback 3, Mystic Vision 2 (R*2)
On Jaws - Res Dam 9, Haste 2, Castback 1, Mystic Vision 1

Spells Held (0 Presence)

nil

Patron Saints

Malkion

Magic Items

Blue glass ring with Slyph Binding Enchantment
Pearl Necklace (9 pt power storage)

Peracles



Weapon Skills (A% mod +13) (P% mod +8)

Weapon	SR	A%	Damag e	P%	A P
Fist	8(7)	63 <input type="checkbox"/>	1D3	40 <input type="checkbox"/>	3

Humanoid Hit Locations

	Head AP 3 HP 6	
R Arm AP 3 HP 4	Chest AP 3 HP 6	L Arm AP 3 HP 4

Staff	6(5)	36 <input type="checkbox"/>	1D8	29 <input type="checkbox"/>	8
Knife	8(7)	28 <input type="checkbox"/>	1D10+1	23 <input type="checkbox"/>	4
		<input type="checkbox"/>		<input type="checkbox"/>	
		<input type="checkbox"/>		<input type="checkbox"/>	
Missile	Rate	A%	Damag e	Range	
Sling	1/M R	55 <input type="checkbox"/>	1D18	100	
Shield	SR	A%	Damag e	P%	A P
		<input type="checkbox"/>		<input type="checkbox"/>	

	Abd AP 3 HP 5	
R Leg AP 3 HP 5		L Leg AP 3 HP 5

Jaws (Rubble Runner)		Location	Melee	Missile	HP/AP
STR 4	Move 3	rh leg	01-02	01-02	2/2
CON 16	HP 10	lh leg	03-04	03-40	2/2
SIZ 3	FAT 20	hq	05-07	05-09	2/5
INT 14	DEX SR 2 (1)	fq	08-10	10-14	2/5
POW 11	SIZ SR 3	rf leg	11-13	15-16	2/2
DEX 16	SRZ SR 3??	lf leg	14-16	17-18	2/2
		head	17-20	19-20	2/4
Attack SR 9(8) A% 57 DM 1D6 Dodge 78 %,					

Melee	Location	Missile
01-04	R Leg	01-03
05-08	L Leg	04-06
09-11	Abdomen	07-10
12	Chest	11-15
13-15	R Arm	16-17
16-18	L Arm	18-19
19-20	Head	20

Peracles



Equipment	ENC	Equipment	ENC
Pennies 36			
Armour Cuirboilli	4	Sylphs Known	
Quarterstaff	1.5	Sssuuu STR 9, SIZ 1, POW 3, HP 3, M 10	
Sling	.1	Pshhh STR 10, SIZ 1, POW 4, HP 4, M 10	
Miscellaneous	1	Mttt'haril STR 24, SIZ 3, POW 10, HP 11, Move 10 (presently in ring)	
Writing Materials	1		
Knife	.2		
Fire Kit	.2		
Food	1		
Blue glass ring w. Slyph Binding Enchanment			
Pearl necklace 9 pt MP storage			
		Total ENC:	9.0
.			

Peracles' Saints

All of this information is taken from Sandy Peterson's [Sorcery Rules](#) and is his copyright).

MALKION (First Prophet of the Invisible God)

This culture founder is the most important figure in Malkionism. He saw the face of the creator, taught men and women their places through the institution of the caste structure, invented sorcery, and performed many heroic deeds. The central book of

Malkionism is called The Book of Malkion, and attributed to his authorship. Some say he could not have written it all, for it contains an account of his death and afterlife, and events in Glorantha after his death. The pious know that he prophesied all these things. The Book contains the tenets of Malkionism, and its early history.

Malkion's Blessing (1 POW): Malkion can be invoked for one of three purposes:

1. When casting a spell, Malkion can be invoked to reduce the spell's MP cost to 0. The spell goes off at the caster's DEX SR.
2. Once a year, during Sacred Time, a supplicant can name a sorcerous Art, which he then acquires.
3. This third blessing can only be invoked by a consecrated king. (deleted ... for now)

ROKAR'S BLESSING: it costs only 1 POW to gain Rokar as a saint and invoking his blessing has no POW cost. His blessing is to give a devotee a feeling of harmony and satisfaction with his or her lot in life. Even in bad times the devotee knows that upon his or her death Rokar will reveal that it has all been worthwhile, and will show them the path to the eternal happiness of Solace in Glory.

Peracles is interested in receiving the following blessings (OK, so this is thinking waaaay ahead).

SAINTS

To gain a saint as a Patron, you must spend a certain amount of POW. This can be sacrificed over a period of time, and need not be done all at once. Once the saint is a Patron, you can invoke him at will and receive his blessing. It costs 1 POW each time a saint is invoked (usually). The Blessing normally occurs on SR 1 of the round of invocation. A Saint's Blessing can normally not be dispelled magically. A person can have more than one saint as a Patron, and can invoke more than one simultaneously. (A temporal effect lasts until the following daybreak.)

SAINT GOERY one of the Four Apostles of the Castle Coast. Only a wizard may invoke Goery

Goery's Blessing (4 POW, temporal): the user becomes able to attack a spirit in spirit combat simply by touching the person it is possessing. It allows exorcism if the user is victorious.

ST. HRESTOL -- founder of modern Malkionism.

Hrestol's Blessing (3 POW): When invoked, the supplicant's POW doubles, and remains thus for a full day. At the end of the day, POW drops back to normal, but MPs may remain higher than the user's POW.

ST. NOMIA -- patron of knowledge. Nomia, the She-Hermit of Hrelar Amali, dwelt in a cave and supposedly taught the arts of magic to both Hrestol and Arkat. Some folk believe that Arkat must have been taught by the original Nomia's descendant, feeling that the saint's apparent longevity seems too Brithinish.

Nomia's Blessing (3 POW): The user's mind is expanded. For the next week, all research & experience checks automatically succeed, plus the amount of increase is always the maximum possible (this last also applies to training). Thus, if the user does research in Mace Attack, and invokes Nomia's Blessing, not only does he automatically increase, he gets 4 full points.

ST. RACEEN -- patron of sorcery. Raceen was a convert from among the mortal Malkioni of the Dawn era. A paragon of Progressionalism, he began as a peasant and eventually became a Magus. He settled in Sog City, and was martyred there by the Brithini.

Raceen's Blessing (7 POW): Invoked only when a sorcery spell is cast. The user gets to add his INT to the permitted Art total used in the spell at no additional MP cost. For instance, if he has an INT of 17, and knows Venom 70%, he could use up to 24 Art levels in a casting of Venom.

(All of this information is taken from Sandy Peterson's [Sorcery Rules](#) and is his copyright).

The High Vow

this is the first vow an apprentice normally takes, and is the only vow that can be taken before a sorcerer has learned all three basic Arts. The High Vows vary with the particular sect of Malkionism, hence there is High Hrestolism, High Rokarism, etc. The user must adhere to his Sect's general strictures (such as Caste definitions).

The Vessel

This is normally the first Vow taken upon acquiring the basic Arts [Intensity, Multispell, & Range]. All the user's INT that is not taken up in memorizing spells i.e., his "free INT" becomes a magic Vessel added to his Presence. Only the users personal INT counts. This vow is especially useful because it cannot really be broken. A wizard with no free INT gets no Presence, but should he forget a spell (and free up some INT), the Presence returns.

ABJURE RUNE MAGIC (1; 2 if you have never cast a Rune spell): you may never sacrifice for Rune magic, and must never cast any you now know. Unavailable to Lunars or Henotheists.

ABJURE SPIRIT MAGIC (1; 2 if you have never cast a spirit spell): you may never learn spirit magic, and must forget any you now know.

CELIBACY (1; 2 if you have never engaged in coitus; add +2 for Rokari): This includes sex of any type, including homosexual, cross-species, etc.

DEVOTION (2): each year, sacrifice 1 POW to the Invisible God. Only available to Malkioni.

SHUN TAP (1; 2 if you have never cast Tap): Never cast or maintain Tap. Unavailable to Malkioni sects which permit Tap.

Peracles intends to undertake the following vows as soon as he is able (next time he learns a new art or achieves mastery with a spell).

Lore Mastery

a fine Vow adding 1 Presence for certain skills mastered at 90%. Qualified skills include all Read/Write skills, any Lore, plus Ceremony, Enchant, and Summon. Sorcery spells do not count. This Vow, like the Vessel, cannot readily be broken. If one of the sorcerer's applicable skills drops below 90, the Vow is not broken, but he does lose that point of Presence until it rises again.

VEGETARIANISM (2): Eat no flesh.

ABJURE ARMS (2): never use a weapon of any type. Unavailable to the Hrestoli and Vadeli.

The Rokari have the lesser Vow of Abjure Knightly Arms (1), which permits them to use staves, daggers, and other decidedly un-military arms. If such a Rokari later takes Abjure Arms, the lesser vow is subsumed (and he only gets 2 total Presence).

ABJURE ARMOR (1; 2 for Rokari): never wear any physical armor. Unavailable to the Brithini (who can't wear armor anyway), the Vadeli, and the Hrestoli.

The Rokari have the lesser Vow of Abjure Metal Armor (1), which permits them to wear leather, wood, or other non-metal armor. If such a Rokari later takes Abjure Armor, the lesser vow is subsumed (and he only gets 2 total Presence).

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