

Karameikos NPC's Aleena Halaran  
(City of Threshold)

Aleena Halaran

Human Female (Thyatian) Age: 22 Occupation: Noble/Initiate of Vanya Emperor Member:  
Order of the Griffon, Church of Karameikos Deity: Vanya Emperor (Ruling aspect of Vanya)

(Taken from GZ1: grand Ducky of Karameikos):

History: Aleena was born 22 years ago, daughter of Halaran's brother. Merrik Halaran, a fighter in the service of the Emperor of Thyatis. and his wife died of **disease** a few years ago. Aleena journeyed to Karameikos to live with her uncle and has been here since. She joined the Church of Karameikos at a very young age and joined the Order of the Griffon **soon** after. Since that time, she has acted as an adventurer and as a protector of Threshold.

Personality: Aleena doesn't seem to be the sort of person who'd take up mace and hammer **merely against** the forces of evil.

She's quiet, **soft** of voice and temperament, preferring to settle disputes with words rather than with blows. She's **also** very romantic-and consequently sometimes naive-trusting too often that a person's good nature will emerge, that a habitual **criminal** can reform, and **so** on.

Appearance: Aleena is a classic Thyatian beauty. She's of medium height and build, with flowing blonde hair and large, expressive blue eyes. She tends to dress in brightly decorated adventuring gear or armor; for society **affairs** she can be coaxed into wearing formal Thyatian gowns.

when in Threshold, she runs errands for her uncle, delivers orders to the guard station **of** Threshold and messages to the townmaster, and keeps order in town wherever she sees it slipping. She's not likely to accompany an adventurer on quest some of them are at least at Name level **of** experience. If you've already established, from events mentioned in the **D&D** Basic **set**, that the character Alwin is dead, then rename this character Anide Halaran.

RuneQuest Characteristics:

Strength: 13 Constitution: 12 Size: 13 Intelligence: 13 POW: 17 Dexterity: 14 App: 17

Selected Attributes:

Damage Mod: +1d4 Move Rate: 3 DSRM: 3 +SSRM: 2 =MSRM: 5

Attribute Tallies:

Magic Points: 17 Fatigue Points: 25 - ENC: 15.5 = 9.5 Hit points: 12

Skill Modifiers: (Underlined Skills are Cult Skills)

Age Mod: 22-13 = +9

Agility: +4

Ride +05 (Base) + (4x Age Mod): +36 + (Agility Mod) +4 = 45

Throw: (Base) 25 + (2x Age Mod): 18 + (Agility Mod): +4 = 47

Communication: +9

Fast Talk: (Base): 05 + (3x Age mod): +27 + (Comm Mod): +9 = 41

Orate: (Base): 05 + (4x Age Mod): +36 + (Comm Mod): +9 = 50

Own Language (Thyatian): (Base): 30 + (3x Age Mod): +27 + (Comm Mod) +9 = 64

Other Language (Traldaran): (Base): 00 + (2x Age Mod): +18 + (Comm Mod) +9 = 27

Knowledge: +3

Evaluate: (Base): 05 + (2x Age Mod): +18 + (Know Mod) +3 = 26

Human Lore: (Base): 05 + (3x Age Mod) +27 + (Know Mod): +3 = 35

Read/Write: Thyatian: (Base): 00 + (1x Age Mod): 9 + (Know Mod): 3 = 12

Magic: +12

Ceremony: (Base) 05 + (1x Age Mod): +9 + (Magic Mod) +12 = 26

Manipulation: +8

Perception: +7

Stealth: -6

Weapon Attack: +8s

Fist Attack: (Base): 25 + (2x Age Mod): +18 + (Att Mod): +8 = 51

Dmg: 1d3+1d4 SR: 3

Dagger Attack: (Base): 15 + (1x Age Mod): 9 + (Att Mod): +8 + (BladeSharp:2)= 42

Dmg: 1d4+2 + 1d4 Str/Dex: -/- ENC: 0.5 Armor: 6 SR: 3

Gladius Attack: (Base) 10 + (3x Age Mod): 27 + (Att Mod): +8 = 45

Dmg: 1d6+1 + 1d4+2Str/Dex: -/- ENC: 1.0 Armor: 10 SR: 2

Notes: with a Bladesharp2 Spell Matrix

Weapon Parry: +4

Heater Parry: (Base) 05 + (2x Age Mod): +18 + (Parry Mod): +4 = 27

Dmg: 1d6 + 1d4 Str/Dex: 9/- ENC: 3.0 Armor: 12 SR: 3

Divine Spells: 3

Shield (1) Skill roll: 100 – 15 = 85%

Ranged, Temporal (10 Minutes), Stackable, Reusable

Adds 2 points of Armor and 2 Points of Counter-magic Per point of Pow

Heal Wound (1): Skill Roll: 100 – 15 = 85%

Touch, Instant, Non Stackable, Reusable

Heals 1 hp per Magic Point spent.

Worship: Vanya (1) Skill Roll: 100 – 15 = 85%

Ritual (Ceremony), Non Stackable, Reusable

Common

This Ceremony ritual spell allows a priest to lead a formal worship service to the deity specified. If this service is held on Sanctified ground or temple on a holy day of the god, then it will allow the priests a POW gain roll. If held on the High Holy Day, it will allow all priests and initiates to attempt a POW gain roll.

Spirit Magic: 2

Glamour

Variable

Touch, Temporal, Passive

Each point of adds 2 APP to the target for its duration. The target must possess APP for it to be affected. (RQAHDE 2 Pg. 20-21)

Mind Speech

Variable

Touch, Temporal, Passive

Allows Mind to Mind communication with 1 person/MP. (RQAHDE 2 Pg. 21)

Gear:

Ring Armor: Armor: 5 ENC: 10

Helm: Armor: 5 ENC: 1

Gladius

Dagger

Heater Shield

1000 Pennies

1000 Pennies in Goods

Noble Clothing

Linen Clothing

Wool Clothing

Knife

Fire Maker

Tinder

Holy symbol of Vanya

Halaran Family Signet Ring