

CHARACTER ARCHETYPES



ARCHETYPES

As said in Section One of these rules, a player can begin the game by rolling up a character using volume one of *Adventures on Tékumel: Growing up on Tékumel*. The player then takes the character through the solitaire adventures in Parts Two, Three, and Four of that same series to provide skills, possessions, and personal history.

Some players may not wish to use the roll-up process. For these, various pre-rolled "archetypes" are provided below. Each of these ready-made characters includes statistics and a brief description. An idea of some of these characters' dress and appearance is given on the picture pages.

The human archetypes are all about 20 years of age, both male and female, with comparable skills and abilities. Priests are given in pairs which share identical statistics and spells (a feature of the game system). All of the priests have had much the same training in priestly and magical learning, although their doctrines differ greatly. Only priests of the ten major Tsolyáni deities are included; those of the Cohorts can be modelled after those of their associated deities.

Warriors are more homogeneous: the Tsolyáni noble classes share a common heritage, and their weapons, armour, and training tend to be similar until expert levels are reached.

The archetypes' personalities differ, of course. A few major traits are sketched in for each in order to provide substance and colour. If the referee wishes, players may be allowed to substitute traits or add new ones with which they feel more comfortable. Similarly, players may change the sexes, names, and other details of the pictured archetypes, although new choices of spells and statistics should be cleared first with the referee.

One character from each of the friendly nonhuman races is also included: i.e. the *Ahoggyá*, *Hláka*, *Páchi Léi*, *Pé Chói*, Pygmy Folk, *Shén*, Swamp Folk, and *Tinalíya*. The *Chíma*, *Miháli*, *Nyaggá*, and the *Urunén* are neutral to humans but are too distant, inaccessible, or strange to be much more than "encounters" during an adventure. The hostile species (the *Hlüss*, *Hokún*, Shunned Ones, and *Ssú*) can only be introduced as enemies; there is little or no chance of befriending one of these creatures. None of the nonhuman archetypes is meant to be used as a player character. They are to be employed as nonplayer friends, helpers, henchmen (hench-persons? hench-creatures?), and advisors. The referee decides which and how many of these nonhuman characters are present at the start of the game and which of the player characters they will befriend. The referee may then add further characters as the game progresses.

COSTUME

The archetypes shown in the picture pages illustrate the great variety of costume worn in Tsolyánu. The priests and priestesses are shown in ceremonial dress: the robes and accoutrements used in certain of the rituals of their temples. Priestly rank is also shown by pontificals of different design. The pictured costumes are thus not "informal home attire. They are not worn on a trip to the market, nor are they the much fancier garments seen at formal receptions. They are also not the only costumes of their respective temples: there are hundred of rituals, functions, special rôles in each ceremony, etc. They are also not the "Twenty-Five Forms," the extremely elaborate costumes worn at court ceremonials, clan celebrations, or receptions held by a Governor or the God-Emperor at *Avanthár!* Volumes would be needed to illustrate all of these!

The warriors are likewise shown in full battle dress. This, too, is not worn at home, on the city streets, or at a dinner party! One does not clank about in full armour! Heat prostration in Tékumel's sizzling climate would swiftly fell even the strongest person. This cannot be cured either by a spell of Healing or of Alleviation but must be treated naturally. The arms and armour illustrated are also the formal costume worn on parade and at military ceremonies; real battle dress is simpler, sturdier, and less decorative.

As an aside, players may ask how armour is carried about if one does not wear it, yet may need it at almost any moment? A backpack is unwieldy for large pieces of Chlén-hide or metal, plus rations, clothing, and sundries. People on Tékumel use bearer-slaves and valets for such purposes. A lady similarly never carries a purse; she is accompanied by a maidservant whose sole duty this is.

It must be noted that there is little prudery in the Five Empires, and both men and women often go about nude or nearly so. Slaves and the lower classes usually do go nude or wear no more than a twist of cloth, while the daily garments of the upper classes come in an a variety of forms, according to personal and regional preferences. Even the shyest player can thus choose a costume to please himself or herself.

The first two figures on the following picture pages show everyday costumes for young persons of good clan and status. These are just ordinary young clans-people, without special talents, jobs, or posts. They are meant as illustrations and not as possible player characters.

EVERYDAY MAN'S COSTUME

Kénes hPagásu may wear:

- A knee-length pleated kilt of white or dyed *Firyá*-cloth
- A belt, sometimes with a stiff tabard of tooled and enamelled *Chlén*-hide that hangs down the front, to which a pouch, dagger, short sword, etc. are attached
- An optional sleeveless or short-sleeved vest or tunic of white or dyed *Firyá*-cloth
- A broad collar of enamelled *Chlén*-hide, set with precious stones and gold. This may have upcurving shoulder-pieces
- An optional short cape or mantle; a longer version is worn on journeys
- Boots or laced-up sandals, frequently highly decorated
- A fillet for the hair made of cloth, metal, or enamelled *Chlén*-hide. Out-of-doors a head-cloth may be worn. Men wear their hair shoulder-length with bangs across the forehead
- Accoutrements consist of bracelets or vambraces of precious metals or enamelled *Chlén*-hide, a pectoral, a clan or religious emblem (sometimes a pendant hung around the throat, sometimes a symbol dyed or woven into the costume), ring(s), earrings, etc.

EVERYDAY WOMAN'S COSTUME

Mápi hiTókolu may wear:

- In the central and Eastern Empire, a pleated kilt or a skirt reaching to mid- or lower-calf, slit up the sides almost to the hip; this is usually dyed in clan or temple colours. It will also have brocade (etc.) borders or fringes
- In the west, a poncho-like garment is worn: the *Hnelésh*, made of soft *Firyá*- or *Güdrü*-cloth. This is left open at the sides from the armpits down, and is belted at the waist
- In the east, a sort of loincloth is worn, with ends hanging down in front and in back to produce an open-sided skirt
- A wide belt of soft *Vringálu*-hide, sometimes with a jewelled tabard hanging down in front. A small pouch or reticule is attached to this, as is a sheathed dagger
- A broad collar of decorated *Chlén*-hide. In the north-east, a loose blouse of fine, nearly transparent *Thésun*-gauze is fashionable instead
- A short cape of fine *Güdrü*-cloth or a loose tunic is optional. The latter is more favoured in the north, while southern ladies tend to go bare-breasted
- Sandals in a variety of styles, usually made of fine *Vringálu*-hide, sometimes gilded or set with precious stones. Lace-up sandals or boots are substituted for out-of-doors wear
- A headband, fillet, or formal head-dress of *Khéshchal*-plumes, precious metals and gems, and other materials. The hair is usually worn long, and is braided, held by twists of gold wire, or left loose
- An over-mantle or a sturdier travelling cape is worn on journeys
- Bracelets, armlets, necklaces, torques, rings, a tiara, earrings (often with long, heavy pendants or gold and jewels), breast ornaments or a pectoral, anklets, etc. Less wealthy women wear similar ornaments of baser metals, glass, *Chlén*-hide, etc.

THE ARCHETYPES

I & 2: PRIESTS OF HNÁLLA AND HRÜ'Ü

HEIGHT	5'6"	DEXTERITY	64	PSYCHIC RESERVOIR	95
BUILD	HEAVY	INTELLIGENCE	94	COMELINESS	76
STRENGTH	32	PSYCHIC ABILITY	83	CHARISMA	80
H-B-S FACTOR	101	PSYCHIC POWER POINTS	272	AGE: BORN 10 LÉSDRIM, 2346	20

SKILLS

RELIGION I	HYMNS 2	ATHLETICS 5
TUBEWAYS 4	ETIQUETTE 5	READING 2
SWIMMING 5	SPECIAL CEREMONIES 5	HISTORY 2
GRAMMAR I	FALCONRY 4	SCRIPTURES 4
BEDNÁLLJAN LANGUAGE 3	MU'UGALAVYÁNI LANGUAGE 3	SORCERY 4

SPELLS

ALLEVIATION U2	LIGHT & DARKNESS U1, U3, U5	TRANSLOCATION U1, U2, U5
AERIALITY G2, G4	SEMBLANCES G1	HEALING U1
SOPORIFEROUSNESS U2, U4, U5	WARDING U4	COMPREHENSION G3 ELICITATION U1

IDENTITIES

PAKÁI HIZHNÁYU: Clan of the Golden Bough; Priest of Hnálla; born on his clan-parents' estate near Jakálla; only child of a medium-wealthy family. Pakái's yearly allowance is 1,400 Káitars. He is rather portly, though athletic; jolly, interested in games and the Hirilákte Arena. He tends to be generous, slow to anger, loyal to friends and clan, interested in gadgets, the underground tubeway car system of the Great Ancients, and magic. He is somewhat sloppy, opinionated, and tiresomely argumentative. If a female counterpart is wanted, use these same details; her name will then be SA'ÁKA HIZHNÁYU. She is from the Clan of the White Stone, has little money (400 Káitars a year), works as a ritual priestess, and prefers solitude, study, and theology. She has just taken up a new interest in ancient history, particularly of the Great Period of the Bednálljan Empire.

CHÉLESH HIZA'ÉRA: Clan of Sea Blue; Priest of Hrü'ü; born in Béy Sü; third of three brothers of an old and traditional family. Chélesh' yearly allowance is 1600 Káitars. He is of heavy build: thick but not fat, with broad features and a mane of coarse black hair. He is serious of mien, rather hard to know, though likeable once he chooses to be friendly; a good player of Dén-den and other games; fascinated by tales of distant adventure, and a risk-taker. His female counterpart is CHÉYA HÍSANYÉL. She is of the Clan of the Might of Gánga from Usenánu, and has a large inheritance of land and buildings near Hekéllu, which she keeps secret. Although not really beautiful, she has a high-boned, broad face, with sensuous lips and rather cat-like eyes, and she is voluptuously curved, rather than fat. She is thus much in demand socially. She hopes to be an administrative priestess and hold a post in one of the large temples.

3 & 4: PRIESTS OF KARAKÁN & VIMÚHLA

HEIGHT	5'5"	DEXTERITY	52	PSYCHIC RESERVOIR	94
BUILD	MEDIUM	INTELLIGENCE	91	COMELINESS	82
STRENGTH	84	PSYCHIC ABILITY	79	CHARISMA	70
H-B-S FACTOR	148	PSYCHIC POWER POINTS	264	AGE: BORN 23 SHÁPRU, 2346	20

SKILLS

RELIGION I	MATHEMATICS 2	ATHLETICS 10
SPECIAL CEREMONIES 5	ETIQUETTE 6	READING I
EPICS 2	SCRIPTURES 5	HISTORY 12
GRAMMAR I	DOGMA 5	BRAWLING 2 A + 0
YÁN KORYÁNI LANGUAGE 3	MILUMANAYÁNI LANGUAGE 2	MU'UGALAVYÁNI LANGUAGE 2
SORCERY 4		

SPELLS

ALLEVIATION U2	HEALING UI	WARDING U4
FAR-SEEING GI	EMPOWERING GI	CLAIRVOYANCE UI
LIGHT & DARKNESS UI, U3, U5	DOOMKILL G8	RADIANT GAZE G3
CONTROL OF SELF UI, U2, U4	ROBUSTNESS U3	EXCELLENCE GI, G3

IDENTITIES

ORÓDAI HISAYÚNCHA: Clan of the Red Mountain; Priest of Karakán; born near Haumá and lived in Butrús until the recent Mu'ugalavyáni invasion; now in Jakálla; 2 brothers, 3 younger sisters, now slaves in Mu'ugalavyá. He has a yearly allowance of 900 Káitars. He is rather strong and physically active, decisive, pleasant and rather handsome but without much sense of humour, neat and always clean and impeccably dressed. He is fascinated by the history of the Second Imperium and has written a few small treatises. His female counterpart is named MÚRU HISAYÚNCHA. She is of the same clan and lineage, but from Jakálla, and has an allowance of 1,050 Káitars. She is an expert on Yán Koryáni history, quite pretty, with an oval, sharp-chinned face, large expressive eyes, and long wavy hair. She has little interest in men or in sex but does socialise easily with her peers.

TÉKAR HIKÁIKUMESH: Clan of the Red Sun; Priest of Vimúhla; born in Tumíssa, now in Jakálla; 1 older brother, 3 sisters,. He has a yearly allowance of 1,000 Káitars. He is clever, quick to anger, harbours grudges, and is proud of his physique and darkly handsome good looks. He is writing a history of the Temple of Vimúhla in Tumíssa, which he hopes to present to the Governor of that city (in hopes of a financial reward). He has had — and divorced — three wives, and he has twin sons (age 2), for whom he sends 20 Káitars per month in support. He has a roving eye and a quick wit, and he prefers slightly older women (with property or cash). His female counterpart is ATÍN HITLEKÓLMÜ. She is from the same clan in Khirgár. Her family owns lands near Khirgár, and she thus has an yearly allowance of 1,200 Káitars. She is artfully pretty, clever, calculating, and has no pity on men but uses her wiles mercilessly to get what she wants. She plans to be a temple Ritual High Priestess one day. Her clan-father gifted her an Excellent Ruby Eye (26 charges, indicator in Classical Tsolyáni). She keeps this a secret. It is rumoured that she has slain at least three men with spells while in the Underworld.

5 & 6: PRIESTS OF THÚMIS AND KSÁRUL

HEIGHT	5'3"	DEXTERITY	68	PSYCHIC RESERVOIR	82
BUILD	MEDIUM	INTELLIGENCE	93	COMELINESS	67
STRENGTH	42	PSYCHIC ABILITY	98	CHARISMA	72
H-B-S FACTOR	64	PSYCHIC POWER POINTS	273	AGE: BORN I FÉSRU, 2,346	20

SKILLS

RELIGION I	DOGMA 5	SWIMMING 5
ADMINISTRATOR I	ETIQUETTE 6	READING I
SAILING 2	SPECIAL CEREMONIES 5	HISTORY 2
GRAMMAR I	MATHEMATICS I	SCRIPTURES 5
ART 13	ANCIENT DEVICES 6	ENGSVANYÁLI LANGUAGE 3
SALARVYÁNI LANGUAGE 3	SORCERY 5	

SPELLS

ALLEVIATION U2	ELICITATION U1, U2, U3, U6	LIGHT & DARKNESS U1, U3, U5
COMPREHENSION G3	CONTROL OF SELF U1, U2, U4	HEALING U1
SOPERIFEROUSNESS U2, U4, U5	EXCELLENCE G1, G3	DISENCHANTMENT U4
INVISIBILITY U2	WARDING U4	

IDENTITIES

ARUKÉN HIGURÚMA: Clan of the High Pinnacle; priest of Thúmis; born in Haumá; 1 older brother; studied in Béy Sü. He is not wealthy, having a yearly allowance of only 320 Káitars. He is scholarly, intellectual, and a good artist. He hopes to obtain a permanent post painting religious murals at one of the great Thúmis temples in northern Tsolyánu. He was more or less forced by his clan to serve as a soldier during the recent war and was slightly wounded at the last Battle of Tléku Miriyá. His female counterpart is DLERÜSSA HI SSANKÓREL. She is of the Clan of the Emerald Girdle, comes from Páya Gupá, and has an allowance of 450 Káitars per year. She is only middling pretty, intelligent, slightly nearsighted, rather reserved and introverted, and devoted to her sculpture. She is kind, warm-hearted, and eager to be liked.

KOTÁRU HIKÚRODU: Clan of the Dark Moon; priest of Ksárul; born in Hmakuyál; 2 older and 2 younger sisters. His lineage is relatively wealthy: he has a yearly allowance of 475 Káitars. He is clever, sarcastic, observant, smooth, and secretive. He is interested in Engsvanyáli painting and sculpture, and he has made a reputation and some money as an antiques- seller. He probably takes some of his merchandise from lost catacombs in the Underworlds, where he holds a post as Tomb Lector Priest. His female counterpart is NÉLEL HÍVÍRIDU, of the Iron Helm Clan of Mekú. She has 8 siblings and comes from a large family. Her yearly allowance is thus small: 350 Káitars. Outside of her small temple stipend as a ritual hymn-singer, she earns money by painting portraits of rich, elderly men (and perhaps posing for them in turn?). She is only moderately pretty but is lively, vivacious, and cultured.

7 & 8: PRIESTS OF BELKHÁNU AND SÁRKU

HEIGHT	5'10"	DEXTERITY	50	PSYCHIC RESERVOIR	87
BUILD	STOUT	INTELLIGENCE	92	COMELINESS	36
STRENGTH	65	PSYCHIC ABILITY	91	CHARISMA	95
H-B-S FACTOR	102	PSYCHIC POWER POINTS	270	AGE: BORN 27 TRANTÓR, 2346	20

SKILLS

RELIGION 1	GRAMMAR 1	ATHLETICS 2
SPECIAL CEREMONIES 5	ETIQUETTE 5	HYMNS 2
FOREIGN FOODS 7	SCRIPTURES 5	PHYSICIAN 5
MUSIC 2	LINGUISTICS 6	BEDNÁLLJAN LANGUAGE 3
READING 1	SWAMP SURVIVAL 2	DOGMA 5
ENGSVANYÁLI LANGUAGE 3	SALARVYÁNI LANGUAGE 3	SORCERER 4

SPELLS

DOMINATION U2, U5, U7; G5, G10	HEALING U1	INVISIBILITY U2
WARDING U4	HANDS OF KRÁ G2, G4	

IDENTITIES

CHUKÚN HÍMRÉKKA: Clan of the Purple Gem; priest of Belkhánu; born in Sokátis, parents and siblings deceased. He comes from a middle-class lineage and has a yearly allowance of 650 Káitars. He is somewhat corpulent, pleasant but with an internal stubborn streak, an aesthete, who loves foreign foods and good music (though he has little playing skill), and a real talent for languages. Previously posted to Penóm, he has some experience of swamps. His female counterpart is DONÁTRI HÍNEZÁR. She is of the same clan from Thráya, of good family, with 2 older brothers and 1 younger sister. She is not pretty, but has enough charisma to succeed in temple politics. She was once married, but her husband died in the war in Milumanayá. His family provides an allowance of 500 Káitars a year in addition to her stipend as Ritual Banner-Bearer in the Temple of Belkhánu.

OMÉL HÍKHANÚMA: Domed Tomb Clan; priest of Sárku; from the City of Sárku; 2 older brothers in Imperial service. He is of respectable lineage and has a yearly stipend of 700 Káitars. He is meticulous and directed: he thus chooses his spells and studies carefully, planning to go on into temple administration or linguistic studies of ancient texts. He is heavy-set, unprepossessing, and rather slow of speech, although he is in fact quite brilliant. His female counterpart is MIKÚSA HÍTLÉLSU, of the Clan of the Copper Door. She comes from Púrdimal, is independently wealthy (a yearly allowance of 1,500 Káitars), has 2 sisters who are both priestesses of Durritlámish, and spends her money on ancient religious relics. She enjoys exploring the Underworlds, eating rich foods, and studying arcane medical texts. She is intensely loyal to her friends and her colleagues but has little love for the enemies of her deity, mighty Sárku. She inherited an Eye of Frigid Breath (32 charges, inscription in the secret tongue of Sárku). Her goal is to establish an underground clinic to treat the Undead and lengthen their strange "lives." She has little thought (or hope) of marriage.

9 & 10: PRIESTS OF AVÁNTHE AND DLAMÉLISH

HEIGHT	5'5"	DEXTERITY	74	PSYCHIC RESERVOIR	86
BUILD	SLENDER	INTELLIGENCE	95	COMELINESS	91
STRENGTH	37	PSYCHIC ABILITY	83	CHARISMA	84
H-B-S FACTOR	71	PSYCHIC POWER POINTS	264	AGE: BORN 25 PARDÁN, 2346	20

SKILLS

RELIGION 1	MUSIC 10	FALCONRY 2
SCRIPTURES 4	ETIQUETTE 7	CALLIGRAPHY 8
POETRY 8	MU'UGALAVYÁNI 3	READING 2
HISTORY 2	DOGMA 6	LLYÁNI 2
GRAMMAR 2	MOUNTAINEERING 5	SPECIAL CEREMONIES 5
SORCERER 4		

SPELLS

ALLEVIATION U2

ALLEVIATION G2, G4

LIGHT & DARKNESS U1

NIMBLENESS G1

HEALING U1

ADORNMENT G1

ZOIC DOMINATION U2, U4

CONTROL OF SELF U1, U2, U4

WARDING U4

CLAIRVOYANCE U1, U2

HAND OF KRÁ G2, G4

SOPERIFEROUSNESS U2, U4

IDENTITIES

EKUNÉ HIARUSÁ: Clan of the White Stone; priest of Avánthe; born in Khéiris in Mu'ugalavyá to Tsolyáni parents; an only child. His family is wealthy, and he has a yearly allowance of 2,150 Káitars. He is a small, quick, dark-complected, handsome man, whose love of music and calligraphy has caused him to seek artistic training abroad. He has thus travelled to Livyánu and Yán Kór. He has three wives: Láitha hi Sóruna, Dhéral hiJáluda, and Yelé hiChaishyáni, all of whom are about 17-18 years of age. He also has a number of mistresses, loves parties and high living, and hopes one day to be appointed as High Administrative Priest to some temple abroad. His female counterpart is RAYÁNA HISSÁIVRA, of the Emerald Girdle Clan, from the town of Komoré. She has two married older sisters. When her husband died, Rayána inherited a large tract of land near Aukésha. She has a yearly allowance of 1,950 Káitars. She is very sophisticated, very pretty, and much sought after. She is an accomplished musician, specialising in the lute-like *Sra'úr*.

MIGÓR HITLAKÁN: Clan of the Jade Diadem, priest of Dlamélish, born in Jakálla, 2 younger brothers and a large family of half-brothers and sisters. His clan-fathers are rich, and he thus has a yearly allowance of 2,000 Káitars. He is extremely handsome, with curling locks, a flashing smile, and a rakish look that excites women, young and old. He sings love songs well and writes poetry after the style of Yetúl of Gánga. He has been the star performer in various private ceremonies of his goddess. His female counterpart is SHEKKÁRA HISSÁIVRA, of the same clan, born in Pála Jakálla, the "love child" of a priestess of Hriháyal. Her habits and pleasures are famed across the southern Empire. She wears exotic (erotic!) garments, sings and dances at ceremonies in her temple, and is the centre of a clique of pleasure-lovers whose interests need not be detailed here.

II: SHAMANS

Shamans (male and female) are added here since some may wish to play a sorcerer who is not Tsolyáni. Such outsiders are not often fully accepted in xenophobic Tsolyáni society, and the player may expect to suffer some prejudice.

HEIGHT	5'4"	DEXTERITY	77	PSYCHIC RESERVOIR	82
BUILD	VERY SLENDER	INTELLIGENCE	95	COMELINESS	31
STRENGTH	46	PSYCHIC ABILITY	90	CHARISMA	24
H-B-S FACTOR	69	PSYCHIC POWER POINTS	267	AGE: BORN IN SPRING OF 2,346	20

SKILLS

RELIGION I

TSOLYÁNI LANGUAGE 3

SPECIAL CEREMONIES 6

JUNGLE SURVIVAL* 10

SWIMMING I

ETIQUETTE I

ART 9

SHAMAN 4

SCRIPTURES 4

AMULETS I

DOGMA 6

PHYSICIAN 5

MUSIC 10

HYMNS 2

*Jungle Survival may be replaced with Mountaineering or Swamp Survival, depending upon the shaman's homeland.

SPELLS

ALLEVIATION U2

WARDING U4

DESICCATION G3

HEALING U1, U2, U4, U8

ZOIC DOMINATION U2, U4, G4, G5

TERRORISATION U2

COMPREHENSION G3

IDENTITIES

GÁRJAK: no clan; shaman of Rannálu (a region in the east of Salarvyá that is largely jungle); parents, wives, children, etc. left behind in his homeland. He has no clan allowance and only 1-100 Káitars (a D100 roll) in his possession. A second D100 roll is made to determine the value of his possessions (herbs, hides, amulets, etc.). On a score of 98-100, he also owns a magical device that he has picked up on his travels. He is short, bowlegged, and unprepossessing, with little or no charisma or comeliness by Tsolyáni standards. He is highly respected among his own people, however. His female counterpart is named BREJJA. She is also from Rannálu, a wanderer, with a bag of "magical" herbs, talismans, and amulets to sell to the superstitious Tsolyáni peasantry. One of these characters may be introduced by the referee as a guide for the party. Both are skilled hunters and trackers in their own land. The religions of these two characters may be almost anything their players wish: animism, polytheism, etc.

Shamans from the jungles of M'mórcha near Livyánu, may be named OYÚ and DÁ'AK. If they are from the swamps north of Penóm, they speak a dialect of Tsolyáni and are named TLÉS and MRÓDHU. If from the Spouting Mountains in Livyánu, they are named SÍ'IGH and WÍYA. If from the deserts of Milumanayá, their names are BOROLHÚN and YILDÚR. If from the far Northeast (i.e. Nuru'ún or the Plains of Glass, their names are A'ÁJ and GHÁVA. The player and the referee are welcome to select still other names or home locales, as desired.

12 & 13: WARRIORS

HEIGHT	5'6"	DEXTERITY	65	PSYCHIC RESERVOIR	24
BUILD	HEAVY	INTELLIGENCE	76	COMELINESS	69
STRENGTH	74	PSYCHIC ABILITY	37	CHARISMA	92
H-B-S FACTOR	136	PSYCHIC POWER POINTS	NA	AGE: BORN 11 FIRASÚL, 2346	20

SKILLS

ETIQUETTE 6	MUSIC 2	SWIMMING 2
DRILLS 5	READING 1	ART 2
FINE WINES 7	FORMATIONS 4	GRAMMAR 1
ATHLETICS 10	ZOOLOGY 10	FIELD TACTICS 5

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
MACE 5	175	C	+1
BRAWLING 11	205	A	+2
POLEARM 10	200	E	+2
SHIELD 1	155	—	—
OTHER WEAPONS	150	—	—

IDENTITIES

CHÉNESH HIMRAKTINÉ: Clan of the Might of Gánga; serves Hnálla; from Usenánu; has 1 younger brother. He has a yearly allowance of 600 Káitars. His parents are not fond of Chénes, who prefers boisterous parties to social-climbing. He is unmarried but has a baby son by a lower-class girl in the marketplace. He is not tall but is of heavy, muscular build, with a broken nose and a slash across one cheek that he tells everyone is from the war in Yán Kór but which he really got from a drunken gambler's knife. He owns a suit of medium *Chlén*-hide armour and a large shield. His female counterpart is BÁISA HITUKKOLÉN: Clan of the High Pinnacle; serves Belkhánu; from a village near Ferinára; has no known relatives. Her clan allowance is 350 Káitars. She is heavy for a woman, muscular, and tough. She is not pretty but is well-liked and cheerful. She is rather shy and clumsy when it comes to the opposite sex. Baísa is a veteran of the war in Yán Kór, having served under Prince Eselné in Pijéna. Her goal is to marry a wealthy man, buy an estate in the east near Sokátis, and retire to a life of unaccustomed luxury. She does not drink or gamble, having once lost all her pay to a gang of soldiers from Chéne Hó while on campaign. She has full *CHLÉN*-hide armour and a good polearm with a steel blade.

14 & 15: WARRIORS

HEIGHT	5'8"	DEXTERITY	84	PSYCHIC RESERVOIR	41
BUILD	MEDIUM	INTELLIGENCE	84	COMELINESS	73
STRENGTH	68	PSYCHIC ABILITY	58	CHARISMA	65
H-B-S FACTOR	129	PSYCHIC POWER POINTS	NA	AGE: BORN 3 DIDÓM, 2346	20

SKILLS

ETIQUETTE 7	PHYSICIAN 15	MOUNTAINEER 1
ATHLETICS 6	READING 1	HISTORY 2
SWIMMING 1	ALCHEMY 2	GRAMMAR 1
YÁN KORYÁNI LANGUAGE 2	DRILLS 4	FORMATIONS 2

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
SHORT SWORD 13	200	C	+2
BRAWLING 6	165	A	+1
SHIELD 1	140	—	—
Other Weapons	135	—	—

IDENTITIES

OKÁN HINASHOMÁI: Clan of the Cloak of Azure Gems; serves Hrü'ü; from Thri'íl; has an older sister who is married to the High Ritual Priest of the temple of Wuru in Thri'íl. He has a yearly allowance of 940 Káitars from his sister. He is tall, square-jawed, and serious of mien, beginning to go bald, and slightly stooped. He is interested in medicine and pharmacology. He never served as a soldier but as a temple guard in Thri'íl. He is quite good with his steel short sword, a gift from his sister. She also gave him a fine composite bow, but he has never bothered to learn archery. He owns Chlén-hide armour and a shield of the same material. His female counterpart is **MRITÁ HIVRAISÚNA:** Dark Water Clan; serves Ksáru; from Jaikalór; has 2 brothers who are 25 and 40 years older than she. Her yearly clan allowance is 1,050 Káitars. She is tall for a woman, handsome (rather than pretty), sinewy and muscular. She spent 3 years in Milumanayá as a physician with the Legion of the Deep Purple Dark. She learned swordplay there and brought back a fine suit of Yán Koryáni medium steel armour, which she hopes to have reworked to fit her. She is not sure whether she wants to go into the temple's scholarly wing to learn more medicine, or whether she should continue to work as a bodyguard for various wealthy clients. She has not thought of marriage or "settling down." Domestic life does not interest her, and she would jump at the chance of foreign adventure.

16 & 17: WARRIORS

HEIGHT	5'11"	DEXTERITY	37	PSYCHIC RESERVOIR	30
BUILD	MEDIUM	INTELLIGENCE	51	COMELINESS	80
STRENGTH	92	PSYCHIC ABILITY	75	CHARISMA	53
H-B-S FACTOR	162	PSYCHIC POWER POINTS	NA	AGE: BORN 8 LÉSDRIM, 2346	20

SKILLS

ETIQUETTE 5	GRAMMAR 1	MUSIC 1
SWAMP SURVIVAL 4	READING 1	ART 2
ATHLETICS 4	GEOLOGIST 7	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
SHORT SWORD 7	197	C	+1
BRAWLING 5	177	A	+1
TWO-HANDED MACE 9	207	F	+1
OTHER WEAPONS	162	—	—

IDENTITIES

SHÉMEK HIZHAYÁRVU: Clan of Dark Fear; serves Sárku; from a village near Mrelú; 8 brothers and 5 sisters. He has a yearly clan allowance of 720 Káitars. He is very tall for a Tsolyáni, with a powerful build, and quite handsome, although he shaves his head, which is not a frequent Tsolyáni custom. He wears a tunic of brown leather over medium Chlén-hide armour. He thus has an ominous appearance, which he heightens on feast days by painting his face with the white bone colours of Sárku. His only scholarly interest is geology, which he learned from a scholar priest of his temple while in the Kúrt Hills. He has never married and rarely socialises with women. His female counterpart is **TSOLÍSHA HIChÁNKOLU;** Clan of the Grey Wand; serves Thúmis; born in Thráya; and has 1 brother and 1 sister, as well as a baby son of her own (she did not marry the father). She comes from a high lineage and thus has a yearly allowance of 1,750 Káitars. She is pretty in a long-legged, coltish way, with hip-length wavy hair and a widow's peak. She has always been somewhat of a tomboy, learning to fight from her father's brother, who was the champion of his Legion. He perished in the Pass of Skulls during the Yán Koryáni war, leaving her an arsenal of Chlén-hide weapons, including swords, axes, crossbows, and three magical Eyes (only one of which works — Tsolísha has kept them secret and never tried to use them). Her uncle also left her his collection of rare rocks, fossils, and odd stones, which encouraged her to study geology at her temple. She may wish to go on with this later, but for now she is more interested in seeing the world, exploration, and having a good time. She has an eventual interest in marriage, and she has had lovers, but she is not involved with anyone at present.

18 & 19: WARRIORS

HEIGHT	5'7"	DEXTERITY	46	PSYCHIC RESERVOIR	31
BUILD	HEAVY	INTELLIGENCE	73	COMELINESS	87
STRENGTH	88	PSYCHIC ABILITY	42	CHARISMA	65
H-B-S FACTOR	15I	PSYCHIC POWER POINTS	NA	AGE: BORN 20 DRÉNGGAR, 2346	20

SKILLS

ETIQUETTE 5	GRAMMAR I	HYMNS 2
SWIMMING 3	READING I	HISTORY 6
ATHLETICS 6	MU'UGALAVYÁNI 2	YÁN KORYÁNI 2
SALARVYÁNI 3	ENGSVANYÁLI 2	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
SHORT SWORD 10	20I	C	+2
BRAWLING 10	20I	A	+2
JAVELIN 5	176	B	+1
THROWING DAGGER 5	176	A	+1
MEDIUM CROSSBOW 6	18I	E	+1
SHIELD I	—	—	—
OTHER WEAPONS	15I	—	—

IDENTITIES

TARKÚMU HIQOLYÉLMU: Clan of the Golden Sunburst; serves Avánthe; from Sokátis; 1 much older brother (45); 1 young (16) wife named Avéta hiQolyélmú of his same clan (she is not an Aridáni). His clan and lineage are very wealthy, and his yearly allowance is 2,800 Káitars. He is exceedingly handsome, with broad shoulders, good musculature, and a cap of straight black hair. His clan relatives all want him to marry a second wife from another branch of the clan, but he is deeply committed to Avéta. She, however, is having trouble getting pregnant. Tarkúmu loves travel and adventure and has no intention of remaining a "good clansman" and staying home. He wants to take service as a bodyguard for one of the Imperial Princes or some high noble. He does not want to join the army, in which his brother is a Kási (Captain) of the Legion of Sérqu, Sword of the Empire. His female counterpart is **UMÁ VUPAGÁRTRA:** Clan of the Joyous of Vrá; serves Dlamélish; from the Island of Vrá; 3 brothers and three sisters, all of whom live in the city of Lnóris on Vrá. Umá is of the ancient nobility of Vrá and has a yearly allowance of 2,100 Káitars. She is strong, athletic, and interested in weapons and fighting since childhood. She is very pretty, though a little heavy by Tsolyáni standards. She has a wonderful smile, expressive eyes, and a figure that turns heads on the street. Being Vrayáni, she also has a bubbling, sarcastic sense of humour, which is not typical in the punctilious Tsolyáni society of the mainland. She has worked as a bodyguard for several High Priests and Priestesses of her temple, but her tendency to laugh at the wrong times keeps her from achieving higher dignities. She has an easygoing, adventurous nature that drives her into dangerous situations. She competes with men, moreover, and is said to have several lovers (both male and female within her temple).

20 & 21: WARRIORS

HEIGHT	5'6"	DEXTERITY	100	PSYCHIC RESERVOIR	40
BUILD	SLENDER	INTELLIGENCE	78	COMELINESS	82
STRENGTH	53	PSYCHIC ABILITY	53	CHARISMA	80
H-B-S FACTOR	126	PSYCHIC POWER POINTS	NA	AGE: BORN 2 TRANTÓR, 2346	20

SKILLS

ETIQUETTE 7	GRAMMAR 1	MUSICIAN 12
ATHLETICS 7	READING 2	CALLIGRAPHY 1
ART 2	FALCONRY 5	FINE LIQUEURS 6

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	151	B	+1
BRAWLING 6	156	A	+1
SHORT BOW 10	176	C	+2
LONG SWORD, DUELLING 8	166	D	+1
OTHER WEAPONS	126	—	—

IDENTITIES

KÁGESH HÍTÁNKOLU: Clan of the Sword of Fire; serves Vimúhla; from Chéne Hó; an only child; parents slain by Mu'ugalavyáni raiders last year. He has a yearly clan allowance of 735 Káitars. He is relatively small and slender, extremely quick, and charmingly handsome. He wears his hair short (not often a Tsolyáni custom) and sports a dapper moustache. He is very athletic and loves the out-of-doors, where he often indulges in falconry. He is also an excellent musician, able to play the flute, the lute-like *Sra'úr*, and other instruments. He has some talents also in calligraphy and art, and he is a connoisseur of fine liqueurs, which he learned from his father, who served as Wine Steward to the governor of Chéne Hó. Kágesh has a streak of innate cruelty and violence, which has led him into trouble before. He never joined the army because he would have resented the discipline. He was smart enough to realise this and hopes to become a caravan owner or perhaps purchase a small fief on the frontier somewhere. His female counterpart is **TA'ÁNA HÍTUPLÁNGTE:** Clan of the Blade Raised High; serves Karakán; from Úrmish; 3 younger brothers and 1 older sister, who is married to the High Ritual Priest of Chegárta at Katalál. Ta'ána has a yearly allowance of 1,950 Káitars. She has heart-shaped, delicate features, long ringlets which she wears in a braid bound with golden wire, a sweet smile, eyes "in which a god could drown of love" (as one of her suitors put it), but a quick and nasty wit, a haughty temper, and a sharp steel sword. Part of her childhood was spend in the Kúrt Hills, where she learned the short bow and the thrusting spear. She has a soft, dark voice and sings ancient epic poetry beautifully, as well as the love ballads of the Kúrt Hills. She has interests in the art of the Kúrt tribes, studies fine writing, and once worked as a guard at the court of the Disposer of Mekú, where she learned something of *Tsuhóridu* and other expensive liqueurs. She hopes one day to marry a very rich man and have children — but not for the present.

22: N'LÜSS WARRIOR

The N'lüss are a human sub-species from the far north-west. See THE TÉKUMEL BESTIARY, p 51. Players may choose to be a N'lüss, although they will then probably be subjected to Tsolyáni xenophobia.

HEIGHT	6'11"	DEXTERITY	32	PSYCHIC RESERVOIR	41
BUILD	HEAVY	INTELLIGENCE	50	COMELINESS	73
STRENGTH	87	PSYCHIC ABILITY	68	CHARISMA	70
H-B-S FACTOR	25I	PSYCHIC POWER POINTS	NA	AGE: BORN 17 HASANPÓR, 2346	20

SKILLS

HISTORY (N'LÜSS) 2	MOUNTAINEER 10	SWIMMING 1
TSOLYÁNI 3	ATHLETICS 2	HUNTER-TRACKER 7
EPICS (N'LÜSS) 5	MU'UGALAVYÁNI 1	YÁN KORYÁNI 1

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	276	B	+1
BRAWLING 5	276	A	+1
TWO-HANDED SWORD 8	29I	F	+1
OTHER WEAPONS	25I	—	—

IDENTITIES

CHTÉGH; of the Band of Mnérr; clanless (in Tsolyánu); serves a deity much like Vimúhla; from Malcháiran; 7 brothers and 4 sisters at home in N'lüss. Has 75 Káitars worth of personal possessions, including a steel dagger, a two-handed sword of crude iron, and Chlén-hide armour. He is very tall by Tsolyáni standards, bearded, bushy-browed, hook-nosed, and square-jawed. He has some military training with the Band of Mnérr, a Tsolyáni mercenary Legion, but he does not like the inaction between battles. He wants to study fighting with a recognised master, such as Viumél hiAródu, of the House of the Threshold of Glory in Jakálla. He wants to learn the history of N'lüss and improve his epic-singing skills (which sound to the Tsolyáni like a Chlén-beast in heat). He is cheerful and hardworking, willing to obey orders (but not for too long), and a bit rank of smell (a failure to appreciate the Tsolyáni preference for daily baths). His female counterpart is K'LÉL: of the Black Band of Mirizhá; clan of Tayéhl (in her own region); serves a deity like Vimúhla's Cohort, Chiténg; 3 brothers at home. She has 300 Káitars in cash and goods. She came to Tsolyánu as the wife of a N'lüss warrior, but when he beat her, she killed him by pouring molten bronze over his head while he slept, a notable N'lüss method of obtaining revenge. She then took his Chlén-hide weapons and armour and fled. She is much in demand as a bodyguard and has been offered positions as a gladiator in the Arenas, which she refuses. She is pretty in a heavy-featured, big-boned, almost masculine way, but she has no interest in more "male arrogance" and has no immediate wish to marry. In any case, she would never mate with or marry a Tsolyáni, whom she sneeringly calls "midgets." She seeks wealth enough to buy land or set herself up in some business. Neither of these N'lüss characters can read or write.

23: AHOGGYÁ

The *Ahoggyá* have eight sexes, but their reproductive system remains mostly unknown to human scholars. See THE TÉKUMEL BESTIARY, page 38.

HEIGHT	4'9"	DEXTERITY	28	PSYCHIC RESERVOIR	62
BUILD	MEDIUM	INTELLIGENCE	41	COMELINESS	64
STRENGTH	92	PSYCHIC ABILITY	37	CHARISMA	15
H-B-S FACTOR	253	PSYCHIC POWER POINTS	NA	AGE: BORN 19 SHÁPRU, 2346	20

SKILLS

(AHOGGYÁ) ART 2	SWAMP SURVIVAL 5	FISHING 2
TSOLYÁNI 3	ATHLETICS 3	GLUTTONY 3
SAILING 5	HIJAJÁI LANGUAGE 2	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 10	303	B	+2
SHORT SWORD 10	303	C	+2
MACE 5	278	C	+1
SHIELD 1	—	—	—
OTHER WEAPONS	253	—	—

IDENTITIES

A'Ü'ÜNCHKT (a long, gusty sigh, interrupted by catches in the throat, and ending with clashing sounds rather like breaking a pottery crock): is called "Old Mouldy" by its human colleagues, due to white splotches on its brownish fur. This *Ahoggyá* came to Tsolyánu from its home in the Flats of Gyógma, across the ocean to the south. It cares nothing for Tsolyáni clans or social advancement but collects opals, and pale green peridots to take back to its family (?). It thus has about 475 *Káitars* worth of property. It serves as a bodyguard, fights ferociously, and gets along well with humans of the same temperament, although few can stand its rank smell ("a wet dog-blanket dipped in swamp water"). It loves Tsolyáni foods but mixes them all together, eats crudely and in great quantities, and is housebroken enough not to make messes on the floor. It has no known religion; its ethics consist of simple greed and self-preservation; and its rudeness is shocking to finer sensibilities. It speaks with a thick accent, thinks slowly but logically, and paints *Ahoggyá* "portraits" (who knows what they are?) with food dyes and mud. Another *Ahoggyá* of a different sex (but who cares?) is S'MÚMPSH (as best as can be put into human speech), nicknamed "the Black Demon." Its family has lived in the city of Tumíssa for generations. It has 1,235 *Káitars* in cash and goods. It is crude but honest, fights bravely and with some intelligence, loves human drinking parties where it enjoys slyly offending other guests with gastric noises and smells, and eats hugely of heavily spiced green vegetable dishes. It gambles at *Kévuk*-dice, paying with ill grace when it loses. It says it worships whatever deity its current human companions worship, but its nasty habits would prevent it from ever entering a temple! It works for gold or gems but does not understand writs and loans. It is never good to cross an *Ahoggyá*.

24: HLÁKA

Hláka may be either male or female. See THE TÉKUMEL BESTIARY, page 39.

HEIGHT	4'7"	DEXTERITY	104	PSYCHIC RESERVOIR	36
BUILD	SLENDER	INTELLIGENCE	75	COMELINESS	84
STRENGTH	64	PSYCHIC ABILITY	73	CHARISMA	68
H-B-S FACTOR	51	PSYCHIC POWER POINTS	NA	AGE: BORN 12 PARDÁN, 2346	20

SKILLS

ART 1	READING 1	ATHLETICS 3
FALCONRY 3	MUSIC 1	PHYSICIAN 5
GEOGRAPHY 2	MERCHANT 4	HUNTING 5
INSECT COLLECTING 10	TSOLYÁNI 3	SAÁ ALLAQIYÁNI 2
SALARVYÁNI 2		

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
JAVELIN 13	116	B	+2
DAGGER 10	101	A	+2
THRUSTING SPEAR 12	111	B	+2
SHIELD 1	—	—	—
OTHER WEAPONS	51	—	—

IDENTITIES

A'íya: no clan, serves no human deity; from the *Hláka* eyries in the Chayéngar Range in the far northeast; many siblings. He has amassed 125 *Káitars*, which he leaves with the *Hláka* elders in the Foreigners' Quarter in *Jakálla*. He is extremely quick and dextrous, flies very well, and is perhaps a little more courageous than his fellow *Hláka*. He is considered handsome by other *Hláka*, with sleek, dark brown fur and 3 bright blue eyes. He is talkative, good-natured, and inquisitive, with interests in medicine and healing (of his fellow *Hláka*), as well as collecting and classifying insects (which he sometimes eats when he has duplicate specimens). His female counterpart is *E'úyo*: she is from a different eyrie, and is otherwise rather similar to *A'íya*. She has 223 *Káitars*, a steel dagger, and an magical Eye, which she has never tested. She served briefly in the *Yán Koryáni* war (on both sides), was wounded and slightly scarred at *Sunráya*, and has no immediate interest in returning home or in settling down with a mate. Her fur is light beige in colour, and her wings have darker brown markings, a sign of beauty among her fellows. She is raucous and noisy, giggles a lot, and becomes very excited when danger threatens. She understands human languages rather well and often has ideas her human comrades might not think of — some good and others not so useful. Humans like everything about her but her constant chatter. As one sorcerer put it, "E'úyo is the best argument for developing a 'mute' spell!"

25: PÁCHI LÉI

The *Páchi Léi* do not have two sexes, but all individuals may reproduce by budding. Their reproductive system is not well understood. The two individuals below are thus asexual in human terms. See *THE TÉKUMEL BESTIARY*, pp. 43-44.

HEIGHT	5'2"	DEXTERITY	83	PSYCHIC RESERVOIR	44
BUILD	HEAVY	INTELLIGENCE	94	COMELINESS	62
STRENGTH	72	PSYCHIC ABILITY	37	CHARISMA	79
H-B-S FACTOR	91	PSYCHIC POWER POINTS	NA	AGE: BORN 6 LANGÁLA, 2346	20

SKILLS

ETIQUETTE 6	HISTORY 5	SWIMMING 1
GOURMET FOODS 4	READING 1	MUSIC 5 (PÁCHI LÉI)
ATHLETICS 4	DRILLS 4	GRAMMAR 1
ART 4	GEOGRAPHER 9	FORMATIONS 2
FIELD TACTICS 3	TSOLYÁNI 5	HIGH CARTOGRAPHY 10

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
MACE 14	170	C	+2
BRAWLING 15	175	A	+3
SHIELD 1	—	—	—
OTHER WEAPONS	100	—	—

IDENTITIES

HSGÁ G'MÍR: no clan (in *Tsolyánu*); serves *N'rg*, who is similar to both *Hnálla* and *Thúmis*; from *Butrús*; many offspring. It has no clan allowance but has saved 340 *Káitars*. Its knobbed body is grey-green to dark green in colour, a pleasing combination in its people's eyes. It is a refugee from the *Mu'ugalavyáni* in its homeland of *Pán Cháka*, and it hates the "Red Hats" with a passion. *Hsgá* is a powerful fighter and has had a little military training. It never liked the army, however, but would rather be a scholar, studying geography and the ancient map-stones of *Tékumel* ("high cartography"). It plays the five-note *Páchi Léi* flute well and warbles mournful songs in whistling, hollow tones. Humans find it bookish, intellectual, and passionless (which it is). It prefers to be "loyal" in human terms, but is sometimes "realistic." Its colleague is *Fssák Khésh*, who has joined the *Tsol-*

yáni Clan of Dark Water; serves A'lsh (a deity similar to both Ksárul and Hrü'ü); comes from the jungles of western Pán Cháka; and has numerous offspring. Fssák has gathered 375 Káitars and owns a heavy steel mace and a shield he took from a fallen Mu'ugalavyáni soldier and repainted. It is also a refugee from the Mu'ugalavyáni. It has chosen to seek ancient weapons and magical devices with which it can exterminate as many Mu'ugalavyáni as possible and drive them from the Páchi Léi homeland. Its body is a lighter green colour than Hsgá's, and it has a single great scar across the upper body, inflicted by a Mu'ugalavyáni warrior. It is friendly and co-operative with human colleagues, wants to join the religious rituals of Ksárul and become a scholar — or at least a bureaucrat in temple service.

26: PÉ CHÓI

The Pé Chói have three sexes: males, females, and neuters. See THE TÉKUMEL BESTIARY, pp. 44-45.

HEIGHT	6'	DEXTERITY	92	PSYCHIC RESERVOIR	34
BUILD	SLENDER	INTELLIGENCE	63	COMELINESS	89
STRENGTH	62	PSYCHIC ABILITY	78	CHARISMA	92
H-B-S FACTOR	101	PSYCHIC POWER POINTS	NA	AGE: BORN 18 DRÉNGGAR, 2346	20

SKILLS

ETIQUETTE 6	MATHEMATICS 1	BOTANIST 8
TSOLYÁNI 5	READING 1	HISTORY 1
TIMBER & FOREST MATTERS 6	MU'UGALAVYÁNI LANGUAGE 2	GRAMMAR 1
ATHLETICS 2	NONHUMAN DEITIES 5	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	126	B	+1
BRAWLING 10	151	A	+2
JAVELIN 5	126	B	+1
LONG SWORD 10	151	D	+2
SHIELD 1	—	—	—
OTHER WEAPONS	101	—	—

IDENTITIES

NKÉK P'TK KK: is male; no clan in Tsolyánu; serves “The Black Old One” (who embodies the human deities of Change); comes from the Dó Chákan forests near Tumíssa; and has 17 siblings: 4 brothers, 9 sisters, and 4 neuters. He is sophisticated and diplomatic. He has 1,200 Káitars, which his people keep for him in the Foreigners' Quarter in Tumíssa. He served as a bodyguard to the Íto clan in Dó Cháka, worked as an Imperial tax collector, and studied forestry in the temple of Ksárul in Chéne Hó. He wants to become a priest, but he needs more money. He was married, but his mate died in an accident in Chéne Hó. His female counterpart is **TRÍTK TK CHÉP:** she is a member of the Clan of the White Crystal; serves “The Father of Nests,” equivalent to the humans deities of Stability; comes from the Dó Chákan forests north-west of Páya Gupá; has lived in Tsolyánu for many years; and has 1 male sibling. She is delicate-looking, sweet-tempered, and scholarly. She once worked as a Tsolyáni agent inside Mu'ugalavyá, was imprisoned, and later ransomed by her people. She then lived among the “wild” Pé Chói of the inner forests of Dó Cháka, married, had 2 male children (now 1 and 2 years old, who live with her). When her mate died, he left her an estate of 24,000 Káitars in ice-blue sapphires. She took only a few gems from this and left the rest hidden in the forest. She wants to study botany in the temple of Thúmis in Páya Gupá and write a treatise on the flowers of Dó Cháka.

27: PYGMY FOLK (THE NINÍNYAL)

The Pygmy Folk have three sexes: males, females, and hermaphrodites. See THE TÉKUMEL BESTIARY, p. 45.

HEIGHT	1'8"	DEXTERITY	110	PSYCHIC RESERVOIR	48
BUILD	SLENDER	INTELLIGENCE	94	COMELINESS	74
STRENGTH	72	PSYCHIC ABILITY	42	CHARISMA	53
H-B-S FACTOR	26	PSYCHIC POWER POINTS	NA	AGE: BORN 28 TRANTÓR, 2346	20

SKILLS

ETIQUETTE 4	MATHEMATICS 3	MERCHANT 7
YÁN KORYÁNI LANGUAGE 4	READING 1	SWIMMING 1
FOREIGN TRADE 8	GRAMMAR 1	PHYSICIAN 10
TSOLYÁNI 4		

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	51	B	+1
BRAWLING 11	81	A	+2
JAVELIN 5	51	B	+1
THROWING DAGGER 5	51	A	+1
JAVELIN 5	51	B	+1
LIGHT CROSSBOW 5	51	E	+1
BLOWGUN 3 (POISONED)	41	A	+0
OTHER WEAPONS	26	—	—

IDENTITIES

MARÉG: (his Yán Koryáni name; his real name sounds like a snort and a growl); male; has no Tsolyáni clan; serves Thúmis (no one knows why); comes from Thri'íl; and has an unknown number of siblings at home. He fought for Tsolyánu in the war with Yán Kór and amassed 4,200 Káitars of loot at the Battle of the Pass of Skulls. He is quick, verbal, urbane, and greedy. He learned medicine during the war and wants to study in one of Thúmis' monasteries. He is an excellent merchant, knows products, routes, prices, and values. He might thus join a caravan. He is too small to be effective with weapons, except the Pygmy Folk poisoned blowgun. His female counterpart is called JATHÍR by her Yán Koryáni friends. She has managed to get into the Clan of the High Pinnacle; serves any one of the lords of Change, (agreeing with whomever she is currently with); hales from the Pygmy Folk enclave in north-eastern Yán Kór; and has siblings at home, though she does not care about them. She has 1,005 Káitars in cash in Thri'íl. She fought for the Yán Koryáni but now pretends to have served in the Milumanayáni army instead. She is devious, dishonest, avaricious, and not very brave, but she does have good merchant skills and a willingness to adventure in far-off places. Neither Marég nor Jathír has a mate or offspring, and either one of them may be treated as an hermaphrodite, if desired.

28: SHÉN

The Shén have three sexes: males, females, and egg-fertilisers. The statistics below are only appropriate to a male or to an exceptional female. Egg-fertilisers are too small and are also rarely seen outside their homelands. See THE TÉKUMEL BESTIARY, p. 45-46.

HEIGHT	7'	DEXTERITY	37	PSYCHIC RESERVOIR	44
BUILD	MEDIUM	INTELLIGENCE	52	COMELINESS	65
STRENGTH	93	PSYCHIC ABILITY	13	CHARISMA	38
H-B-S FACTOR	264	PSYCHIC POWER POINTS	NA	AGE: BORN 14 DOHÁLA, 2346	20

SKILLS

ETIQUETTE 4	HISTORY 1	NAVIGATION 8
MEDICINE 2	READING 1	SWIMMING 2
SHIP CAPTAIN 7	TSOLYÁNI 3	LIVYÁNI LANGUAGE 1

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	289	B	+1
BRAWLING 10	314	A	+2
POLEARM 10	314	E	+2
SHIELD I	—	—	—
OTHER WEAPONS	264	—	—

IDENTITIES

GRG-SR-GÁ: male; no clan in Tsolyánu but belongs to the Superior Egg-Group of Ssorvá in Shényu; worships the One of Eggs (equivalent to the lords of Stability); and has many siblings for whom he cares nothing. He has collected 350 Káitars while abroad on his "Wanderlust" journeys. He is a fearsome fighter. He served for a year on one of the great, black Shén warships and was learning navigation before deciding to spend time in Tsolyánu. His goal is to acquire gold and copper (a metal beloved of the Shén), see more of the Five Empires, and eventually return to his homeland in 5-10 years and rejoin his egg-group. He has no real love for humans but serves loyally as long as he is paid in cash. He tends to be reserved and disinterested in human affairs, but he is really a careful observer. He does have a few human friends, almost all warriors. His female counterpart is Ss-QÁ-JR: she comes from Qeleqmú in Shényu and belongs to the Egg-Group of Mrgég-Shr. Her egg-group is neutral to that of Grg-Sr-Gá, and they could thus work together. She is smaller, of greyish black hue, more delicate of features, less likely to attack members of other egg-groups on sight, and more "civilised" by human standards. She wants to gain wealth so that she can buy her own mates when she returns home. She has set aside 450 Káitars, which her people in Jakálla keep for her. She served in the 9th Imperial Shén Auxiliary Heavy Infantry Legion, called "the Horde of Hrk-Ss, the Eater of Eggs," during the Yán Koryáni war and was cited for bravery, ferocity, and good taste in choosing fallen enemies to consume. She owns a steel war-axe, taken from a captured foe. She also has an Eye of Frigid Breath (19 charges, counter in Yán Koryáni, which she has learned to read).

29: SWAMP FOLK

The Swamp Folk have two sexes: male and female. See THE TÉKUMEL BESTIARY, p. 48-49.

HEIGHT	5'4"	DEXTERITY	43	PSYCHIC RESERVOIR	03
BUILD	MEDIUM	INTELLIGENCE	71	COMELINESS	86
STRENGTH	84	PSYCHIC ABILITY	65	CHARISMA	73
H-B-S FACTOR	83	PSYCHIC POWER POINTS	NA	AGE: BORN 27 DRÉNGGAR, 2346	20

SKILLS

ETIQUETTE 5	ZOOLOGIST 8	SHIP CAPTAIN 10
MU'UGALAVYÁNI LANGUAGE 4	READING 1	SWAMP SURVIVAL 10
GEM COLLECTOR 5	TSOLYÁNI 3	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	108	B	+1
BRAWLING 5	108	A	+2
LONG SWORD 8	123	D	+1
OTHER WEAPONS	83	—	—

IDENTITIES

MÉTHQA: (his Mu'ugalavyáni name; his real name is unpronounceable); serves a deity similar to Avánthe; from Khéiris but has lived in Penóm for some years; has 2 brothers and a sister. He has 250 Káitars, which his family keeps for him. He had planned to become a hunter of valuable reptile skins in Mu'ugalavyá, but when the Mu'ugalavyáni seized his family's property to construct a state fishery, he came to Tsolyánu. He is interested in swamp life and zoology and occasionally guides parties into the swamps north of Penóm. Like many of his species, he is an excellent sailor and ship captain. He is friendly to humans, loyal, and honest. He is considered handsome by Swamp Folk standards and has three mates and four baby daughters. He would like to head a shipping firm in Jakálla or Penóm, but the current war has made him postpone his plans. His female counterpart is SELÚA: (her Mu'ugalavyáni nickname); no clan in Tsolyánu; serves a Swamp Folk deity much like Sárku; from a village north of Khéiris on the Putuhénu River; has 2

brothers, both in the Mu'ugalavyáni navy. She came to Jakálla as a trainee on a Mu'ugalavyáni naval vessel ten years ago, was kidnapped and sold into degrading slavery in the Temple of Hriháyal, and was bought and freed by a Tsolyáni nobleman who took a liking to her. She worked as his personal bodyguard until he died, then took other jobs guarding caravans and property (e.g. warehouses, dock installations, etc.). She is meticulous, honest (as are many Swamp Folk), and friendly to those who treat her well. She is searching for a mate but has not found one who suits her. She is prevented by the war with Mu'ugalavyá from returning home. She would eventually like to become an officer in one of the Mu'ugalavyáni maritime legions — but would never admit this to her Tsolyáni friends! She has only 150 Káitars, needs money, and will work at almost any task that pays well.

30: TINALÍYA

The Tinalíya have three sexes: male, female, and neuter. See THE TÉKUMEL BESTIARY, p. 49.

HEIGHT	2'1"	DEXTERITY	84	PSYCHIC RESERVOIR	42
BUILD	VERY SLENDER	INTELLIGENCE	83	COMELINESS	65
STRENGTH	31	PSYCHIC ABILITY	92	CHARISMA	46
H-B-S FACTOR	13	PSYCHIC POWER POINTS	NA	AGE: BORN 23 FÉSRU, 2346	20

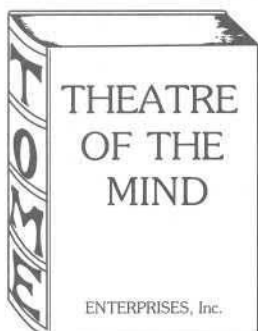
SKILLS

MATHEMATICS 4	MOUNTAINEER 4	ANCIENT DEVICES 10
TSOLYÁNI 3	READING 2	DESERT SURVIVAL 1
ARCHAEOLOGY 3	MU'UGALAVYÁNI LANGUAGE 2	PHYSICIAN 4
ENGINEER 4	LIVYÁNI LANGUAGE 4	SUNÚZ LANGUAGE 3
LLYÁNI LANGUAGE 3		

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
SHORT SWORD 10	63	B	+2
OTHER WEAPONS	13	—	—

IDENTITIES

ÒM-TNÁ: male; no clan in Tsolyánu; no interest in religion; comes from near Hráis in Livyánu; has siblings who are of no interest to him. He has 350 Káitars and can borrow more from the Tinalíya community in Tsolyánu. Òm-Tná is intelligent, nimble, intensely curious, and completely literal. He does not understand jokes, metaphors, or hints, and his human friends must always be careful when speaking to him. He is a determined fighter but is too small to win against anything more dangerous than a Káika-bird. He is cheerful, eats heartily, enjoys games and human children, reads widely in several languages, and has a talent for medicine. He is fascinated by archaeology and the devices of the Great Ancients. He is friendly to humans, as long as they do not cheat or betray him, and he is generous. His neuter counterpart is **TKÁ-ËKKA:** a member of the temple of Ksáruł for scholarly reasons; from Tsámra in Livyánu, has 42 siblings of various sexes, and possesses 500 Káitars in cash. It has a quiet, serene temperament, rarely argues, but, like other Tinalíya, is infuriatingly literal. It is interested in ancient underground architecture, tunnel construction, aqueducts, and the like. It possesses an Eye of Raging Power (27 charges, inscription and counter in Llyáni). It has explored a little of the Underworld beneath Tsámra, Ch'óchi in Mu'ugalavyá, and recently under Jakálla, and has amassed a secret cache of coins, statuettes, and old weapons. Most of these are of little value, but there may be a treasure or two among the junk. A female counterpart is **CHÊ-KÊM:** joined the Great Stone clan; serves Belkhánu (though indifferently), from the Tinalíya enclave in Jakálla; no siblings. She has 74 Káitars but can get more from her people. Few Tinalíya females travel outside of their underground cities, and she is thus an exception. She likes to travel and observe humans and their customs, upon which she is writing a book of amusing anecdotes.



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CHARACTER ARCHETYPES