



Player:	
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Character: Atsurr Hrosskelssen .

Description: Age 22, Oathbreaker Brute (Viking)



Cliché: Viking Brute
Level: <u>4</u> . Fallout: □ □ □ □ □ □ □ □ □ □ □ □
· Tools: Great axe called Hlôkk ("screamer"); leather armor, chain shirt, and helm
Associated Tasks: Pillaging; fighting; hunting; seamanship
Cliché: Oathbreaker
• Level: <u>3</u> . Fallout: • • • • • • • • • • • • • • • • • • •
Tools: Pride; reputation (anyone can kill him, but no one dares to try)
· Associated Tasks: <u>Intimidation/persuasion/coercion</u>
Cliché: Sanity
Level: <u>3</u> . Fallout: ••••••••••••••••••••••••••••••••••••
· Tools: His steely resolve;
Associated Tasks: Resisting manifestations of the Mythos;

Atsurr, whose name means "he who answers (an insult)," is six feet tall and weighs 250 lbs. He once broke an oath and, according to Viking law, anyone can kill him without repercussion. No one dares to try. He speaks Norse and broken English, which he learned from his mother, a freed English thrall. Atsurr sat next to war party leader Hygelach on the voyage from Ribe to Lindisfarne.

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Character: Fleinn Hrosskelssen

Description: Age 24, Clever Warrior (Viking)



Cliché: Clever Viking Warrior .
• Level: <u>4</u> . Fallout: • • • • • • • • • • • • • • • • • • •
· Tools: Spear; leather armor
Associated Tasks: Fighting; sneaking; strategizing; rituals and honor rites;
Cliché: Sharp-tongued .
• Level: <u>3</u> . Fallout: • • • • • • • • • • • • • • • • • • •
Tools: Perception;
Associated Tasks: Intimidation/persuasion/coercion.
Cliché: Sanity.
Level: <u>3</u> . Fallout: ••••••••••••••••••••••••••••••••••••
· Tools: His clever wit;
Associated Tasks: Resisting manifestations of the Mythos;

Fleinn, whose name means "sharp tongued," is the same age as his cousin Erling, the son of the war party leader Hygelach Kolgrim.
Fleinn prefers sneaking-around-back to kicking-down-the-door, and his wisdom is sometimes mistaken for cowardice. He speaks Norse and broken English, which he learned from his mother, a freed English thrall. To acquire Odin's favor, Fleinn slaughtered the monks' livestock, painted the warriors with animal blood for "a good year," and spilled a blood-filled remembrance goblet for the "blessing of departed friends."

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Character: Brother Sterling

Description: Age 17, Acolyte Scribe (Monk).



Cliche	: Acolyte Scribe .
	Level: 4 . Fallout: DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
	Tools: Access to the library and scriptorium; knowledge of Latin, Greek, and (Old) English,
	Associated Tasks: Research; investigation; linguistics;
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Cliché	: Sanity .
	Level: 5 . Fallout: DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
	Tools: His unshakable faith;
	Associated Tasks: Resisting manifestations of the Mythos;
Y	
Cliché	
	Level: Fallout: 0 0 0 0 0 0 0 0 0 0 0 0 0
	Tools:
	Associated Tasks:
-	

Brother Sterling is an excitable, enthusiastic, seventeen-year-old acolyte. His gangly form is lost inside a simple woolen habit, comprised of a tunic and cowl. When not participating in one of the eight daily services, he labors in the scriptorium and ensures that the dormitory candle burns throughout the night. He sees the Vikings' raid as God's retribution against a sinful people and repeatedly quotes Jeremiah 1:14–16 ("Out of the north an evil shall break forth upon all the inhabitants of the land . . . And I will utter my judgments against those who have forsaken me").

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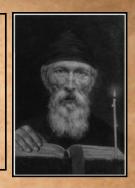




Player:	

Character: <u>Dean Aberthol</u>

Description: Age 54, Ex-Soldier Pragmatist (Monk)



Cliché:	Ex-Soldier Pragmatist .
· Le	evel: 2 Fallout: DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
· To	pols: Sword .
· As	ssociated Tasks: Fighting; sneaking; first aid; strategizing.
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Cliché:	<u>Dean</u>
· Le	evel: 3 Fallout: DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
· To	ools: A lifetime of experience; his unshakable faith; a commanding, but fatherly presence
· As	ssociated Tasks: Leadership; research; linguistics;
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Cliché:	Sanity .
· Le	evel: 5 Fallout: 000000000000000000000000000000000000
· To	pols: A lifetime of experience;
· As	ssociated Tasks: Resisting manifestations of the Mythos;

Brother Aberthol, whose name means "sacrifice," is an old Welsh dean who has lived at the monastery for thirty years. Like St. Cuthbert of Lindisfarne's past, Aberthol was once a soldier. Aberthol fought against the Danes while in the service of King Rhodri the Great of Wales. His surprising combat expertise allowed him to survive the Viking attack on Lindisfarne twelve years ago, in 875, and to kill three Viking invaders today. Aberthol is a survivor, willing to do what it takes to serve God.

Notes



Creature: . Corpse Spiders (9)

Description: Two (former) human bodies joined impossibly into an eight-legged creature of horrific aspect and frightening strength. Cannot see people whose eyes are shut.



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Level: 4		May 18		
	y roll, Difficulty 10 upon first sight.	·		
· Associated Ta	sks: Inspiring madness; skittering; attacking; maining;	Water State of the		
		The state of the s		
Notes .		A CORPORATE		
Y Comments				
RED EVE	Creature: . Flautist Zombies (4)			
A 7 ATHOTH	Description: Former monks killed and resurrected			
WATHOLI	to perform for Hygelach's arcane ritual.			
RISUS				
THE ANYTHING RPG by S. John Ross				
		A Second		
Cliché: Frail servit	tor .			
Level: 2				
March Co.				
	flute; tattered robes			
	sks: Playing/whistling for Hygelach until chopped into pi	eces .		
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Creature: . Hygelach Kolgrim	
(Lei Peng Tse Sal)	•
Description: Near-deathless sorcerer possessing	the
body of a strong Viking leader.	



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Cliché: (Perhaps?) Immortal Sorcerer		
Level: <u>5</u>		
Fallout: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0)	
Tools: _Tattoos of the Lullaby of Azathoth (flesh z	ward); broadsword; lea	ther armor and
· chain shirt;		
Associated Tasks: <u>Calling the Harbinger Star;</u>	killing his past hosts (th	ne Investigators);
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Notes .		
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