

AURA, SEER OF CURRENTS

Favored of Hoseidon

Kyklopes Tactician

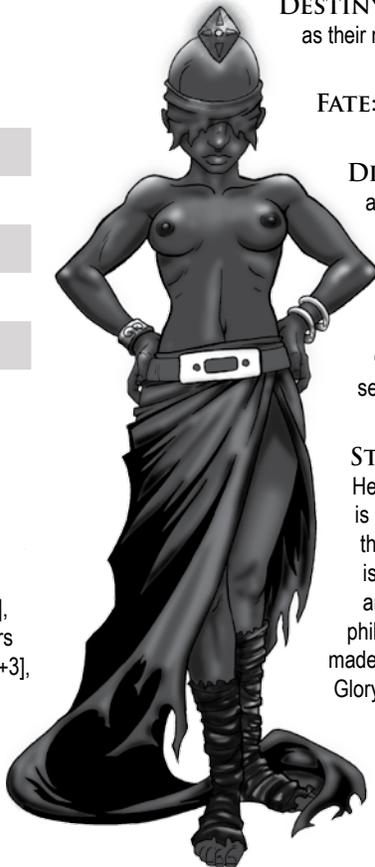
INT	+0	PER	+4
WILL	+1	CHA	-1
STR	+1	DEX	+1
CON	+0	SPD	-1
CR	+0	DYN	+2

Hit Points: 20 **Hero Points:** 8 **Glory:** 25

RACIAL ABILITIES: Third Eye, Poor Eyesight, Enigmas

TALENTS: Aura of Wisdom, Tactician

SKILLS: Profession (Tactician) +4[+4], Profession (Pilot) +10[+10], Cultural Studies (Kyklopes) +7[+7], Lore (Tactics) +3[+3], Computers (Personal) +2[+2], Computers (Ship Systems) +2[+2], Appraise +3[+3], Administration +2[+2], Command +3[+7], Concentration +3[+4], Deception +2[+1], Deduce Motive +3[+7], Research +3[+7], Social Science (Psychology) +2[+2], Navigate +5[+9], Pilot (Starship) +10[+11], Modes - Sensory +4[+5], Influence +3[+4], Weapon - (Pistol) +4[+4], Vehicle Weapons +2[+2], Speak Languages: Kyklopes - Native, Hellene - Basic +3[+3]



DESTINY: Destined to control the many and varied fleets of the Kyklopes as their naval leader.

FATE: Fated to betray the gods and suffer their wrath.

DISADVANTAGES: Relationship - Her family's past deeds affect how others of her race see her - 2

Internal - Aura is paranoid of what others think of her and doesn't want to owe anyone anything - 2

External - Her family owes a Zoran prince a great debt - 1

GEAR: Magnetic Launch pistol (DR10), Diadalos hand comp, security machina

STORY: Thirty years ago, Aura was born on the world of Trakhis. Her mother is dead and although her father is a Senator, her family is reviled for past connections to the Zorans. Like Draco, she is the great-great-grandchild of one of the gods; unlike Draco, she is aware of her parentage. Hoseidon himself is her ancestor and still looks over her today. She has studied under a Nephelai philosopher and has great respect for them; this is perhaps what made her amenable to Draco's suit to join him. That and the promise of Glory and enough riches to buy her own ship.

BARUCH, BRINGER OF WOE

Chosen of Heuson

Goregon Hoplite

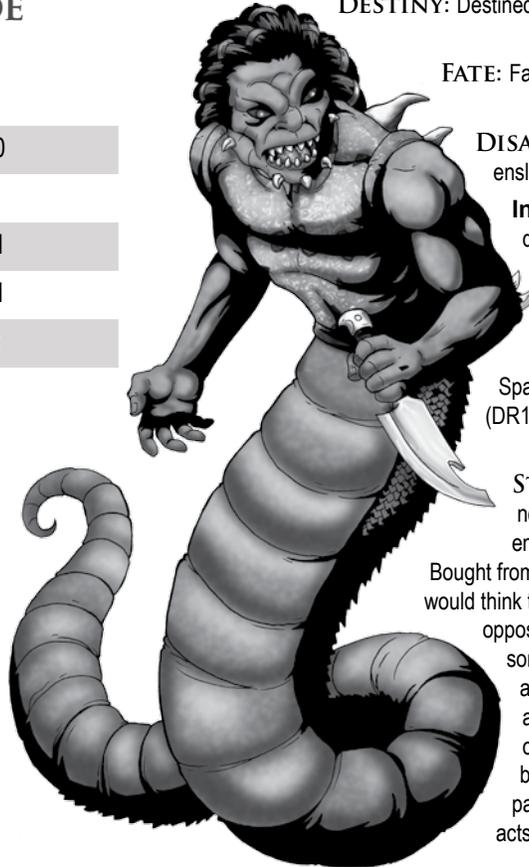
INT	+0	PER	+0
WILL	+0	CHA	-1
STR	+4	DEX	+1
CON	+2	SPD	+1
CR	+3	DYN	-2

Hit Points: 29 **Hero Points:** 3 **Glory:** 25

RACIAL ABILITIES: Poison Immunity, Paralytic Stare, Coiling Tail, Bloodlust

TALENTS: Advanced Militia Training

SKILLS: Profession (Soldier) +4[+4], Cultural Studies (Goregon) +7[+4], Intimidation +5[+4], Hypnotism +4[+4], Survival (Jungle) +4[+6], Command +5[+4], Evade +4[+5], Pankration +5[+8], Parry +4[+7],
Weapon Groups: (Hafted) +4[+7], (Spear) +10[+13], (Pistol) +2[+7], (Lg Blades) +4[+7], (Rifle) +5[+8],
Languages: Goregon - Native, Hellene - Basic +3[+3]



DESTINY: Destined to be a worthy mate and the father of many.

FATE: Fated to die by a horrible poison.

DISADVANTAGES: Relationship – His parents are still enslaved and he owes a great fortune to buy their freedom - 2

Internal – Baruch is rude, blunt, and crass to such a degree that many find him difficult to be around - 2

External – Bears a number of vicious looking scars on his back and arms from his youth as a slave - 1

GEAR: Hoplite mesh armor vest (PR4), Hoplon shield, Spartan infantry spear (DR8+STR), Hoplite assault carbine (DR10), military clothing

STORY: A scant fifteen years of age, Baruch is larger than normal for his race. Born into slavery, he was fortunate enough to bear the mark of Heuson, his great-grandfather. Bought from his owner and raised by an Amazonan heroine, one would think that he might be more adept in his dealings with the opposite sex. However, instead he seems to labor under some sort of curse. An ex-lover's unrequited love has turned to anger and she seeks to ruin the lives of those around him; another lover committed suicide due a miscommunication on his part, and so on and so forth. Draco found Baruch back on Cythera, trying to raise enough money to buy his parent's freedom. Now, Baruch watches over the coterie and acts the part of a gruff father despite his youth.

DRACO, SON OF KINGS

Beloved by Areson

Nephelai Assassin

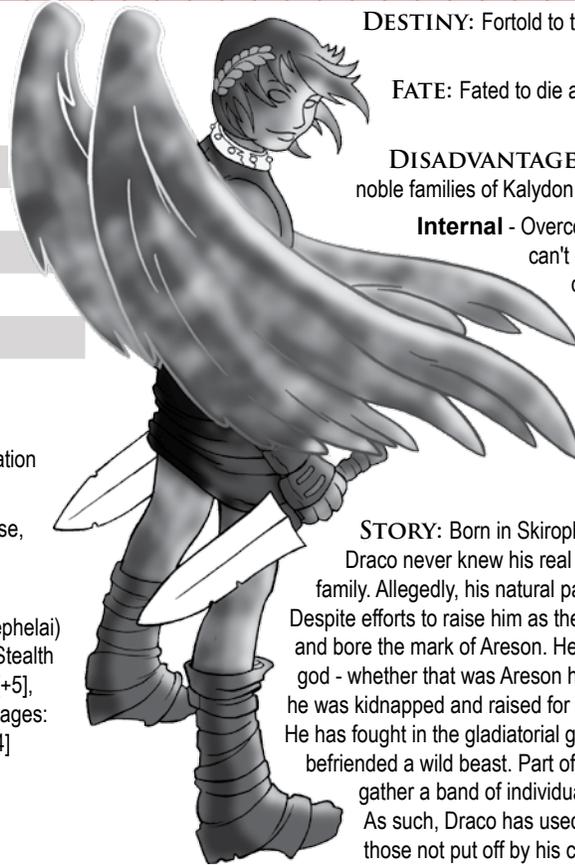
INT	+1	PER	+2
WILL	+2	CHA	+1
STR	+0	DEX	+1
CON	+0	SPD	+0
CR	+1	DYN	+0

Hit Points: 20 **Hero Points:** 7 **Glory:** 25

RACIAL ABILITIES: Flight, Intangibility, Sound Manipulation

TALENT: Animal Affinity, Royal Favor, Two Weapon Defense, Two Weapon Fighting

SKILLS: Profession (Assassin) +4[+5], Cultural Studies (Nephelai) +7[+8], Deception +2[+3], Disguise +1[+2], Tracking +2[+4], Stealth +9[+10], Aerial Combat +7[+8], Evade +5[+5], Pankration +4[+5], Weapon (Small Blades) +10[+11], Parry +2[+3], Speak Languages: Nephelai - Native; Hellenic - Basic +3[+4], Zoran- Basic +3[+4]



DESTINY: Fortold to take the wealth of great kings and buy his nobility.

FATE: Fated to die at the hands of a noble he has wronged

DISADVANTAGES: **Relationship** - Social Obligations to the noble families of Kalydon - 1

Internal - Overconfidence about his abilities: if his skill with knives can't get him out of trouble, his connections usually can - 1

External - Known to be a criminal and a vagabond to many - 3

GEAR: Stealth suit, 2 Æther Daggers (DR8), Amazonan bow, and 10 poison arrows (DR9 plus poison)

STORY: Born in Skirophorian approximately 14 years ago on Kalydon, Draco never knew his real parents but was instead raised by a local noble family. Allegedly, his natural parents were reviled for some past misdeed. Despite efforts to raise him as the son of a noble house, Draco was a born warrior and bore the mark of Areson. He is purported to be the great-great-grandson of a god - whether that was Areson himself or someone else is unknown. As a youth, he was kidnapped and raised for more than a year and a half by a band of pirates. He has fought in the gladiatorial games on sparta, solved a Sphinx's riddle, and befriended a wild beast. Part of that Sphinx's riddle revealed that Draco was to gather a band of individuals who would become the Heroes for a new age. As such, Draco has used his contacts amongst the nobility (or at least those not put off by his current wild reputation as a gentleman-scoundrel)

LEANDER THE BOLD

Cherished by Apollon

Myrmidon Hoplite

INT	+0	PER	+1
WILL	+0	CHA	+0
STR	+2	DEX	+4
CON	+2	SPD	+1
CR	+3	DYN	-3

Hit Points: 22 **Hero Points:** 5 **Glory:** 25

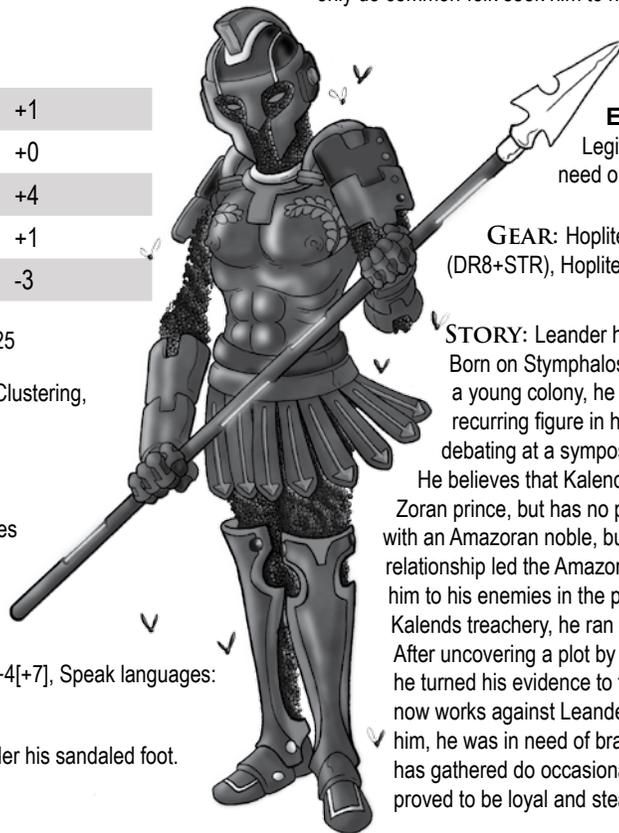
RACIAL ABILITIES: Regeneration, Shapeshift, Clustering, Homonculus, Omni Vision

TALENTS: Advanced Militia Training

SKILLS: Profession (Hoplite) +4 [+4], Cultural Studies (Myrmidon) +7[+7], Computer (Personal) +1[+1], Contortion +4[+8], Lore (Tactics) +4[+4], Command +3[+3], Intimidate +4[+4], Brawl +3[+3], Evade +8[+12], Parry +2[+5], Weapon Group (Pistol) +3[+6], (Lg Blades) +3[+6], (Rifle) +10[+13], (Spear) +4[+7], Speak languages: Myrmidon - Native, Hellene - Basic +6[+6]

DESTINY: Fate to crush the great Zoran fleets under his sandaled foot.

FATE: Fated to be killed by a blood relative.



DISADVANTAGES: Relationships - 2 - Known to be a paragon of justice; not only do common-folk seek him to right wrongs, criminals put obstacles in his path.

Internal - 2 - strong sense of justice and the audacity to not only speak out in favor of it at any time, but also the bravery to act on it as well

External - 1 - Leander is notably poorer than other Legionnaires. He donates any spare coin to those who need or ask without considering future debts he may owe.

GEAR: Hoplite mesh armor vest (PR 4), Spartan infantry spear (DR8+STR), Hoplite assault carbine (DR10), military clothing

STORY: Leander has spent most of his 14 years as a Legionnaire. Born on Stymphalos, his parental hive Queen was a great scholar. As a young colony, he met Kalends, a Hellene scholar, who would be a recurring figure in his life, a rival in many fields. It was not until he was debating at a symposium that the full depth of Kalends ire was revealed. He believes that Kalends is in under the influence of the daughter of a Zoran prince, but has no proof yet. As a young Legionnaire, he fell in love with an Amazonian noble, but she spurned his advances. The souring of the relationship led the Amazonian, Celene, to hate him. She has worked to betray him to his enemies in the past and will do so again. While pursuing evidence of Kalends treachery, he ran afoul of a Priest of Hermia - a Zintar named Iovanis. After uncovering a plot by Iovanis to set up a black market in Zoran space, he turned his evidence to the authorities. Iovanis got off on a technicality, but now works against Leander when he is able. With such forces arrayed against him, he was in need of brave allies. While some of the individuals that Draco has gathered do occasionally offend his sense of honor and nobility, they have proved to be loyal and steadfast companions, something he needs.

NIobe SWIFT-SHOT

Watched by Artesia

Amazonan Scout

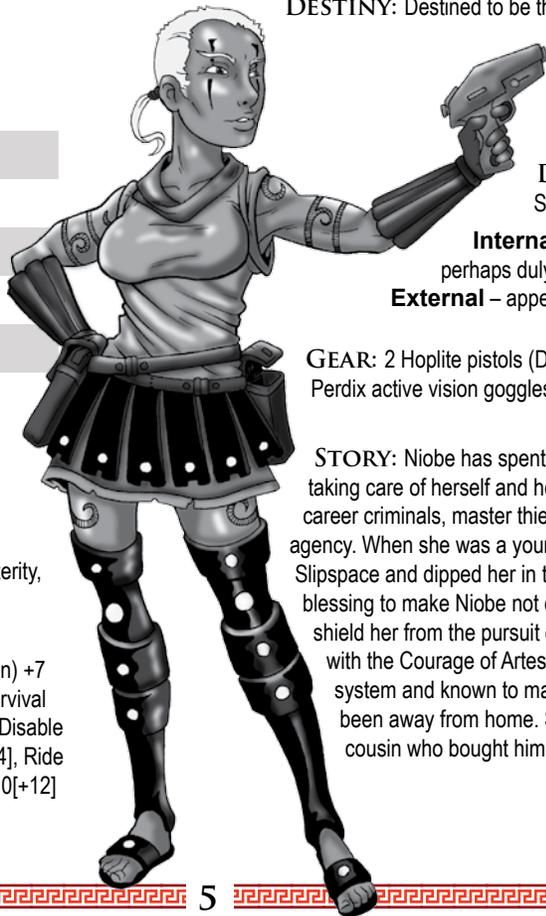
INT	+0	PER	+1
WILL	+2	CHA	+0
STR	+0	DEX	+2
CON	+1	SPD	+2
CR	+2	DYN	-1

Hit Points: 21 **Hero Points:** 5 **Glory:** 25

RACIAL ABILITIES: Alacrity, Combat Tenacity, Sharp shot (pistols), Swift Footed

TALENTS: Trailblazer, Advanced Firearms Training, Ambidexterity, Quick Draw, Trick Shot

SKILLS: Profession (Scout) +4[+4], Cultural Studies (Amazonan) +7[+7], Lore (Hespera Space) +1[+1], Lore (Streetwise) +1[+1], Survival (Urban) +4[+5], Search +4[+5], Tracking +4[+5], Stealth +5[+7], Disable Mechanism +1[3], Investigate +3[+3], Evade +2[+4], Climb +2[+4], Ride +1[+3], Weapon Group (Spear) +2[+4], (Rifle) +2[+4], (Pistol) +10[+12]
 Speak Languages: Amazonan – Native, Hellene – Basic +3[+3]



DESTINY: Destined to be the greatest rogue-queen in Themiscryan history.

FATE: Fated to kill her family and become a pariah.

DISADVANTAGES: Relationship – Scorned lover determined to see her in prison - 2

Internal – Niobe is narcissistic and sure of herself, perhaps duly so - 2

External – appears younger than she truly is - 1

GEAR: 2 Hoplite pistols (DR8), heavy leather vest (PR2), enviro suit, Perdix active vision goggles, binoculars, comlink, flashlight

STORY: Niobe has spent most of her 24 years living on the streets and taking care of herself and her parent's interests. Both of her parents are career criminals, master thieves, and the wedded pair of far-reaching criminal agency. When she was a young child, they took her to a deserted asteroid in SlipSpace and dipped her in the sacred waters of Artesia, asking the Goddess' blessing to make Niobe not only a skilled huntress, but to have the huntress shield her from the pursuit of others as well. As such, Niobe was marked with the Courage of Artesia, her patron. She is well-traveled on her home-system and known to many there, but until Draco arrived she'd never truly been away from home. She knows Baruch by reputation as it was her cousin who bought him, raised him, and eventually set him free.