HERU

Species
Elohim

Archetype
Avenger

<table>
<thead>
<tr>
<th>Skills</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Evade +5, Fighting +5, Influence +5, Intuition +2, Investigation +8, Movement +5, Ranged Fighting +8, Resistance +2</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Disadvantages</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rel: Sobek, Heru’s former Chimeran lover.</td>
<td>2</td>
</tr>
<tr>
<td>Int: Righteous Fury</td>
<td>2</td>
</tr>
<tr>
<td>Ext: Birds Take Flight When He’s Near</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Powers</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flight*</td>
<td>10</td>
</tr>
<tr>
<td>Invulnerability</td>
<td>2</td>
</tr>
<tr>
<td>Blast (Sonic Blast)**</td>
<td>5</td>
</tr>
<tr>
<td>Telescopic Vision</td>
<td>5</td>
</tr>
<tr>
<td>True Sight</td>
<td>5</td>
</tr>
</tbody>
</table>

*Signature Effect: Scintillating golden feathers made of Ka energy trail the hero as he flies.

**Signature Effect: The Echoing of a hawk’s cry after the target is hit.

<table>
<thead>
<tr>
<th>Result Chart</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roll 0-</td>
</tr>
<tr>
<td>MoS 0-</td>
</tr>
<tr>
<td>EV 0-</td>
</tr>
<tr>
<td>1-5</td>
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<tr>
<td>6-10</td>
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<tr>
<td>11+</td>
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<td>45</td>
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<tr>
<td>48</td>
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<tr>
<td>51</td>
</tr>
</tbody>
</table>

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# Character Sheet

## Nedeera

### Species
- Atlantean

### Archetype
- Icon

### Skills
- Athletics +4, Evade +9, Fighting +5, Influence +4, Intuition +6, Investigation +4, Movement +3, Perform +4, Ranged Fighting +10 (Specialization Lvl 1 with bow), Scholar +6, Stealth +3, Technical +2, Thievery +3

### Disadvantages
- **Rel:** Malcolm Rhand (enemy) - Level 3
- **Int:** Immortal Melancholy - Level 1
- **Ext:** Always Smells of Smoke - Level 1

### Powers
- **Comprehend Languages** - Level 5*
- **Cosmic Awareness** - Level 5*
- **Postcognition / Precognition** - Level 7*

* All powers have Focus (the Sunbow), Incantations, Physical Gestures Limitations

### The Sunbow

<table>
<thead>
<tr>
<th>ACC</th>
<th>RoF</th>
<th>Ammo</th>
<th>HP</th>
<th>R#</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>3</td>
<td>-</td>
<td>10</td>
<td>2</td>
</tr>
</tbody>
</table>

Blaze 5 (Flame Blast, must have a physical arrow to ignite)

### Result Chart

| Roll | 0- | 1-5 | 6-10 | 11+ | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 | 39 | 42 | 45 | 48 | 51 |
|------|----|-----|------|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| MoS  | Crit Fail | Fail | Partial | Success | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| EV   | -   | -   | -     | -     | 2  | 4  | 6  | 8  | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 |
## ELECTRA

Kate Johnson

<table>
<thead>
<tr>
<th>Species</th>
<th>Archetype</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Black October</strong></td>
<td><strong>Outsider</strong></td>
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</table>

### Attributes

<table>
<thead>
<tr>
<th>AL</th>
<th>Hero Points</th>
<th>WR</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>8</td>
<td>2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Body</th>
<th>Mind</th>
<th>Renown</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>10</td>
<td>0</td>
</tr>
</tbody>
</table>

### Skills

Athletics +9, Evade +9, Fighting +7, Influence +6, Intuition +4, Investigation +2, Movement +5, Piloting +1, Ranged Fighting +10, Resistance +4, Stealth +10, Thievery +9

### Disadvantages

- **Rel**: Looks Up to Atlantean
  - Level: 3
- **Int**: Wants True Love Before Death
  - Level: 1
- **Ext**: Young and Surly Looking
  - Level: 2

### Powers

- **Elemental Manipulation (Electrical)**
  - Level: 6
- **Elemental Sheathe (Electrical)**
  - Level: 4

*Signature Effect*: All targets affected course with blue electrical energy

### Result Chart

<table>
<thead>
<tr>
<th>Roll</th>
<th>0-</th>
<th>1-5</th>
<th>6-10</th>
<th>11+</th>
<th>15</th>
<th>18</th>
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<th>42</th>
<th>45</th>
<th>48</th>
<th>51</th>
</tr>
</thead>
<tbody>
<tr>
<td>MoS</td>
<td>CRIT FAIL</td>
<td>FAIL</td>
<td>PARTIAL</td>
<td>SUCCES</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
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<td>12</td>
<td>13</td>
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<tr>
<td>EV</td>
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<td>6</td>
<td>8</td>
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<td>12</td>
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<td>16</td>
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<td>20</td>
<td>22</td>
<td>24</td>
<td>26</td>
</tr>
</tbody>
</table>
**CHARACTER SHEET**

**ZURIEL**

---

**Species**

**Archetype**

**Species**

**Archetype**

---

**DEX**

+1

**CON**

+2

**STR**

+2

**SPD**

+2

**CR**

+5

---

**CHA**

+0

**INT**

+0

**PER**

+2

**WIL**

+1

**MR**

+0

---

**AL**

**Hip Points**

**WR**

3 6 2

---

**Body**

**Mind**

**Revenue**

12 11 0

---

**Skills**

Athletics +5, Evade +9, Fighting +8, Influence +2, Intuition +2, Investigation +1, Movement +6, Piloting +3, Ranged Fighting +10 (Specialization Lvl 1 with Railgun), Resistance +5, Scholar +1, Stealth +5, Technical +3

---

**Disadvantages**

Rel: Protector of Rima, a Syrian Refugee 2

Int: Always on Mission 2

Ext: Too Stern for Laughter 1

---

**Armoury**

**Acc**

**RoF**

**Ammo**

**HP**

**R#**

Rail Gun 2 - 12 3 AV 0

Ranged Power Attack (Projectile, Armor Piercing)

Torch Saber +2 - - 5 2

Ranged Power Attack (Flame Jet 3, No Range, Armor Piercing)

---

**Armoury**

**Pr**

**Ev**

**Str**

**HP**

**R#**

Angelos Armor 2 - 12 3 AV 0

Enhanced Perception (360-Degree & Thermal Vision) 3, Flight 5, Sealed Systems 5

---

**Angelos Visage Ring**

**HP**

**R#**

Disguise 5, Only hides the true nature of the Angelos 3 3

---

**Result Chart**

**Roll**

0- 1-5 6-10 11+ 15 18 21 24 27 30 33 36 39 42 45 48 51

**MoS**

**Crit Fail**

**Fail**

**Partial**

**Success**

1 2 3 4 5 6 7 8 9 10 11 12 13

**EV**

- - - - 2 4 6 8 10 12 14 16 18 20 22 24 26

---

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**AGENT CHINDA**

**Species**

**Archetype**

**AL**

**Hero Points**

**WR**

- Body: 12
- Mind: 13
- Reputation: 0

**Skills**

- Athletics +5
- Evade +10
- Fighting +7
- Influence +5
- Intuition +2
- Investigation +7
- Movement +3
- Perform +4
- Piloting +4
- Ranged Fighting +8
- Resistance +2
- Scholar +1
- Stealth +5
- Technical +5
- Thievery +4

**Disadvantages**

- Level: 1
  - Rel: Rogue Agent, On the Run
- Level: 2
  - Int: Won’t Let it Go
  - Ext: Looks Like a Fed

**Acc**

**DR**

**RoF**

**AMMO**

**Rng**

**R#**

- 9mm Pistol: +1, 4, 2, 12, 3 AV, 0
- Suit: PR, EV, STR, HP, R#
- Camouflage 3: 3, -, -
- Sunglasses: HP, R#

**Enhanced Perception (thermal Vision) 5**

Requires a skill roll of Investigation/Scholar versus a DoD +0 to use.

**THE SUIT looks like the standard black business suit worn by FBI and CIA agents. Woven with a lightweight Kevlar fabric, the outfit is virtually indistinguishable from any normal suit and tie combo.**

**THE SUNGLASSES looks like a pair of common sunglasses but has a HUD system and cellular connection that feeds data to the wearer.**

**Result Chart**

<table>
<thead>
<tr>
<th>Roll</th>
<th>0-</th>
<th>1-5</th>
<th>6-10</th>
<th>11+</th>
<th>15</th>
<th>18</th>
<th>21</th>
<th>24</th>
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<tbody>
<tr>
<td>MoS</td>
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<td>Fail</td>
<td>Partial</td>
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<td>1</td>
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<td>EV</td>
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<td>26</td>
</tr>
</tbody>
</table>
CHARACTER SHEET

HYDRA

Species: Chimera
Archetype: Protector

Result Chart

<table>
<thead>
<tr>
<th>Roll</th>
<th>0-</th>
<th>1-5</th>
<th>6-10</th>
<th>11+</th>
<th>15</th>
<th>18</th>
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<th>51</th>
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</thead>
<tbody>
<tr>
<td>MoS</td>
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</tr>
</tbody>
</table>

Skills
Athletics +7, Evade +8, Fighting +9, Influence +2, Intuition +1, Movement +3, Ranged Fighting +5, Resistance +3, Stealth +8, Thievery +3

Disadvantages
Rel: The Rhand Corporation (enemy) Level 2
Int: Fight Against Her Bestial Nature Level 2
Ext: A Harsh, and Savage Beauty Level 1

Powers
Aquatic Level 4
Camouflage Level 3
Cling Level 3
Extra Limb (Tentacle Hair) Level 5
Natural Weaponry (Claws) Level 3
Paralysis* Level 5

* Power Requirement: Only works when the Extra Limb power makes a successful attack.
### Attack Margin of Success Options

<table>
<thead>
<tr>
<th>MoS</th>
<th>Combat Critical</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>* Add +2 damage to attack</td>
</tr>
<tr>
<td></td>
<td>* Disarm</td>
</tr>
<tr>
<td></td>
<td>* Increase Initiative +1</td>
</tr>
<tr>
<td></td>
<td>* Knock Down</td>
</tr>
<tr>
<td></td>
<td>* Pressing the Attack</td>
</tr>
<tr>
<td></td>
<td>* Add +4 damage to attack</td>
</tr>
<tr>
<td>2</td>
<td>* Critical Wound</td>
</tr>
<tr>
<td></td>
<td>* Increase Initiative +2</td>
</tr>
<tr>
<td></td>
<td>* Knock Back</td>
</tr>
<tr>
<td></td>
<td>* Stunned</td>
</tr>
<tr>
<td></td>
<td>* Add +6 damage to attack</td>
</tr>
<tr>
<td>+3</td>
<td>* Feint</td>
</tr>
<tr>
<td></td>
<td>* Increase Initiative +3</td>
</tr>
<tr>
<td></td>
<td>* Severe Wound</td>
</tr>
<tr>
<td></td>
<td>* Sundering Blow</td>
</tr>
<tr>
<td></td>
<td>* Add +8 damage to attack</td>
</tr>
</tbody>
</table>

### Bypassing Armor

Used to hit the small parts of an opponent that are not covered by their armor, and thus ignore its Protection Rating. The amount of armor bypassed is determined by the MoS of the attack roll.

**Example:** Nadeera strikes at an opponent's and gets MoS 2. She could opt to bypass 2 PR of the armor worn. If she received a MoS 3, she could bypass two points of PR and do an additional 2 points of damage.

### Critical Wound

The target suffers a critical wound and must make a CON or WILL roll. See Critical Wounds.

### Disarm

The target is disarmed and loses an item they were holding (Player decides). If the target doesn’t have any weapons in their hands or can’t hold an item, they lose their footing and fall (see Knockdown).

### Feint

You have created an advantage giving a +2 bonus that you or a teammate may take advantage of against the opponent.

### Initiative Increase

The hero may take the option of increasing their initiative. This may be done only once during a combat.

### Knock Back

The target is knocked back AVs equal to the Strength of the attack minus the weight of the Object. Treat the target as if they are falling in the case of hitting obstacle in their path.

**Example:** A hero with a STR +7 hits an opponent with a 2 AV weight. The target is knocked back 5 AVs distance. After travelling 4 AVs of distance, the target hits a wall and takes damage as if they fell 4 AVs.

### Knock Down

The target is knocked down prone (See Crouching & Prone) and must spend an action getting back up.

### Pressing the Attack

You gain some sort of advantage that will give you a bonus +2 on your next action directed at the opponent.

### Severe Wound

The target suffers a terrible wound that makes them lose 2 of Hit or Mind Points for rounds equal to the Attacker’s CR.

### Stunned

The target is stunned next round (see Stun rules).

### Sundering Blow

The target’s weapon, shield, or armor takes damage from the attack. Reduce effectiveness of the item by 4. Sundering Blows only affect armor worn by a target. Natural armor (fur, scales, etc.) is not affected by Sundering Blows.