AURA, SEER OF CURRENTS

FAVORED OF

Hoseidon

Race

Kyklopes

AGE

30

Profession

Kyklopes Tactician

INT PER WIL CHA STR DEX CON SPD CR DYN

+0 +5 +1 -1 +1 +0 +0 +1 +3

Hit Points

20

Hero Points

7

Glory

25

Skills

Command (10+[9]), Deception (4+[3]), Deduce Motives (4+[9]),
Etiquette (Kyklopes) (7+[7]), Instinct (2+[7]), Investigate/Search
(+5+[10]), Lore (Trade Routes) (2+[1]), Lore (Tactics) (6+[6]), Mode
(Servitors) (7+[10]), Navigation (+5+[5]), Pilot (+8+[8]), Research (+3+[3]),
Science (Psychology) (2+[2]), Speak Language (Kyklopes, Native),
Speak Language (Helleine) (+3+[3]), Weapon (Gun) (+2+[1]), Profession
(Tactician, INT) (+10+[10])

Talents/Special Abilities

My Add Twice Her PER to Damage Against a Target Twice per Game.

Equipment

Magnetic Launch Pistol (DR9, ROF 1), Daedalus Hand Comp, Security Machine

Destiny

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

Fate

Fated to betray the odds and suffer their wrath.

Disadvantages

Rel: Terrible and Infamous Family

2

Int: Never Wants to Be Interested To Another

2

Ext: Never Dresses Appropriately

1

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 Zoran Prince Ikari. 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 understanding of her parentage. Hoseidon himself is her ancestor and still looks over her today. She has studied under a Nephelai philosopher and has great

Talents/Special Abilities

Third Eye:

All mature Kyklopes (i.e., those who have passed puberty and become adults) have a “third eye,” which revolves around their head in a crystal box or sphere. The eye itself comes from the forehead of the Kyklopes, in whom the pineal gland is more developed than in other races; carving it out of the forehead opens it up to new perceptions, but only when the other eyes are permanently shut. The crystal box within which the “third eye” is kept is made from some nearly indestructible material mined from among the Elma Asteroid Field. It is kept in constant motion through a psychic bond with the Kyklopes’ mind, making it difficult to strike or destroy (and thus, not any more of a liability than normal eyes). The third eye allows a Kyklopes to see things beyond the understanding of the other races of the galaxy, grasping concepts and aspects of a subject that normal beings would miss or never experience. Kyklopes usually specialize in a single subject and pursue it to its natural conclusion. This has led to their becoming some of the finest craftsmen, shrewdest politicians, astute teachers, wily tacticians, and passionate lovers.

Poor eyesight:

With their normal eyes (assuming they have not gouged them out), Kyklopes have very poor eyesight and colorblindness. Those Kyklopes who still have their old eyes can use them if they must, but these eyes are not accustomed to use, and thus result in a 50% “failure chance” applied to all activities until the old eyes are rebound. “Normal” vision will eventually be regained (over a period of months), but Kyklopes generally commit suicide or go mad if they are forced to see the universe in this mundane way after a lifetime of seeing its true nature. A Kyklopes who somehow loses his third eye will often choose total blindness in lieu of normal vision.

Enigmas:

Some Kyklopes have the esoteric ability to figure out the universe and all its secrets. Kyklopes have used this discipline to crack codes, answer riddles, and realize truths long forgotten by the Hellenes and other beings. This ability is one of the most difficult, but in due course the most rewarding to the Kyklopes. Ultimately the Kyklopes will learn the truth of the universe and with that enlightenment ascend to what they call the “Next Juncture.” A Kyklopes’ player may ask the GM one question pertaining to a situation in-game per point of PER Attribute per game.

AURA OF WISDOM

You have gained the respect of others for your perceived wisdom.

Benefit: You may add your INT rating to CHA when determining Reaction Rolls.

TACTICIAN

You have studied the tactics and strategies of the battlefield.

Benefit: You and those on your side in a battle receive +2 to their Initiative roll. If the Hero takes no action for the round he may also coordinate attacks against a foe and all under his command (using the Command skill) receive a +2 to all attack or defense rolls.

HOSEIDON, THE SAILOR

Domains – Sailing, piloting, navigation, survival, flying, risk-avoidance, predictability

Personality – Stars flaire and die around him, but still commands all with his mere presence and surety. He is also the god with the most influence over the Panthalassa (Slipspace), and is often said to reside there.

Symbols – Star, Wheel, Sphere, Waves

Home System – Troizenos

Temple Moon – Mykenai

Glory 0+

Know the Sea

The sailor knows the ebb and flow of the seas of the world, hazards of the vacuum, and the tides of Slipspace. The Hero receives a one time bonus of +2 to either piloting, navigation, or seamanship skill, player’s choice.

Glory 30+

Full-sails

The Hero’s piloting acumen is so great that he is unrivaled when in command of a ship. Any boat or starship piloted by the Hero in normal space moves faster by a percent equal to 10% x PER Attribute.

Glory 60+

Speed of the Sea Horse

The Hero has the ability to push a ship faster and further in the Panthalassa. The Hero may add .5 to his Slipspace drive’s speed for every point he has in his PER Attribute. The Hero also receives a bonus when resisting Lethe in Slipspace equal to double his WIL.

SAGITTARIUS AE-41

The Sagittarius Argoian Engine 41 is a sleek stumpy Argoian merchant transport. The Sagittarius is renowned for its speed and maneuverability and is known as one of the most agile transport ships. The Sagittarius is modified for duties ranging from material and personnel transport to custom ships in poorer systems.

MAN

+1

HUL +3

SEN

+0M

SPD +27

ACL +6

DCL +4

SD 1

SIZ 4

Scale: Transport

Crew: 2

Passengers: 6

Cargo: 25 tons

Supplies: 9 weeks

Hit Points: 35

Armament: One Light Pulse Lasers DR 10 (forward firing arc)

Shields: Light Shield Generator PR 8

Cost: 45,000 dm

Additional Hard Points: 8
BARUCH, BRINGER OF WOE

Favored of: Athena
Race: Goregon
Age: 17
Profession: Goregon Terror Troop

Int: +0
Per: +0
Wil: +1
Cha: +3
Str: +0
Dex: +0
Con: +5
Spc: +0
Cr: +1
Dyn: -2

Hit Points: 45
Hero Points: 7
Glory: 25

Skills (numbers in brackets [ ] represent the skill rating with attribute):
- Athletics +3 [3], Command +1 [+2], Etiquette (Goregon) +1 [+6], evade +4 [+4], Initiative +2 [+1], Intimidate +10 [+11], Perception +1 [+15], Parry +6 [+7], Speak Language (Goregon, Native), Speak Language (Helene, Basic) +3 [+3], Tracking/Shadowing +1 [+1], Weapon (Melee) +11 [+12], Weapon (Range) +4 [+5], Profession (Shock Trooper, CON) +10 [+15]

Talents/Special Abilities
- May add 6 (double CON) to resist natural organic poison (not synthetic poisons).
- May use its tail to coil and grapple, or slap an opponent. This counts as an extra action that can be used in addition to any other melee attack with multi-action penalties. The tail does (DR3+STR).

Equipment
- Medium Curvless Armor (Goregon carapace) [PR5], Goregon Arm Blades (DR8+STR), Goregon Pole axe (DR12+STR), stealth suit

Destiny
- Destined to be a worthy mate and the father of many.

Fate
- Fated to die by a horrible poison.

Disadvantages
- Rel: Enslaved Family: 2
- Int: Rude, blunt, and coarse: 2
- Ext: Bears a number of vicious looking scars: 1

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 Amazonian 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 hate and anger against those around him; another lover committed suicide due to a misunderstanding 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.

Talents/Special Abilities

Poison Immunity
With 90% of the flora and fauna on Ceto being poisonous, Goregons are able to process most poisons without ill effect. Goregons may add their CON to resist natural organic poison; Goregons do not gain this benefit from synthetic poisons. Goregons have slightly poisonous blood, and may coat their weapons with their blood to cause additional damage. For every Hit Point of blood used they may coat a melee weapon with enough poison to do +1 additional points of damage. A maximum of 5 Hit Points may be used in this manner, and the poison lasts for 2 hits.

Paralytic Stare
Goregons have perfected a method of hypnotizing their prey by staring into their eyes and making a dynamism connection with their prey’s brain. Goregons may hypnotize an opponent by making eye contact and beating them in an opposed test of Will. Opponents under the effect have their dice actions and Speed Attribute reduced by a -2 for 3 rounds.

Coiling Tail
Goregons have powerful tails that can be used to coil and grapple or slap an opponent. This attack counts as an extra action that can be used in addition to any other melee attack with multi-action penalties. The tail does (DR3+STR).

Bloodlust
When a Goregon in battle is reduced to 50% of his Hit Point he must make a WIL roll. Failure indicates that he loses control and flies into a blood rage. While enraged the Goregon may not attempt to evade or dodge incoming attacks and always presses his attacks receiving +3 to his attack rolls. To escape the effects of Bloodlust, he must kill his foe or else remove himself from the presence of others. Once alone, he may make WIL rolls every combat round to shake off the bloodlust.

Advanced Militia Training
This training improves upon the Basic Militia Training and also includes the use of a wider range of weapons and personal defensive techniques.

Benefit: This Talent effectively reduces the weight of armor worn by the character by 50% when calculating encumbrance penalties.

Heuson, the Father

Domains
- Sternness, obedience, law, justice, punishment, government

Personality
Heuson is the only god regularly depicted as bearded, a throwback to days past when Hellenes themselves wore their facial hair longer. Some say that in fact Heuson has never cut his beard due to an agreement he made at the creation of time that the Hellenic people and their laws would exist so long as his beard remained uncut. He is a stern father figure, but there is never any doubt that the punishment he doles out is well earned; even criminals agree that they deserve what they get when Heuson is the one doing the punishing with his thunderous gavel. Heuson is known as being in the prime of his immortal life, a virile specimen of masculinity, power, law, and order.

Symbols
- Gavel of Justice, Lightning Bolt (striking down a wrongdoing), Beard

Home System
- Els

Temple Moon
- Olympia

Glory 0+

Righteous Authority
The Hero has an air of authority and leadership about them. When speaking to a group and issuing commands the Hero receives a bonus of +2 and an additional +2 for every 30 Glory.

Glory 30+

Thunderous Clap
The Hero may create a burst of thunderous sound by spending an action in concentration. The sound starts as a low rumble in the chest of the Hero and issues forth with a loud roar from his mouth. The blast of thunder affects everyone in a radius equal to twice the Hero’s CHA Attribute in meters. Those within the area of effect must make a WIL roll versus the Hero’s Presence or be stunned for combat rounds equal to the Hero’s Presence Attribute. Stunned characters are at -3 on all actions. The Hero may do this a number of times equal to his Presence Attribute.

Glory 50+

The Appetite of Heuson
The lord of the gods has insatiable appetites for beings of great beauty. To be worthy of the Hero’s passion the being must have the Enchanting Beauty talent and be someone the Hero might normally be attracted to (the Hero will not be attracted to the same gender if he is not inclined to). When the Hero is aroused to take part in something he goes to the extremes and will not stop until he satisfies his appetite (WIL roll DoD -3 plus one additional point for every 50 glory beyond 50). The Hero will stop at almost nothing to bed the person and will use every resource at his disposal to accomplish the task. There is sometimes a product of the union no matter the being’s gender (the Hero must roll a CON roll DoD of -8). Any children will have some characteristic of the Hero and be favored by the gods who will bestow some sort of gift upon them.

Glory 60+

Bolts of Justice
The Hero is granted the use of Heuson’s greatest weapons — his bolts of lightning! The Hero is entrusted with a number of lightning bolts equal to his CHA Attribute (minimum of one). The bolts are small and unassuming silver cylinders but when activated transform into blue-white bolts of dancing electricity. The bolts of lightning are thrown using the throwing skill and strike for 10x CHA Attribute damage. The range for these bolts is equal to the Hero’s CHA in kilometers.

Note that this ability disregards the scale modifiers for normal attacks and may be used against a man-sized form or a capital ship with the same results.
DRACO, SON OF KINGS

Favored of: Areson Race: Nephelai
Age: 5 Profession: Nephelai Assassin

**INT** | **PER** | **WIL** | **CHA** | **STR** | **DEX** | **CON** | **SPD** | **CR** | **DYN**
---|---|---|---|---|---|---|---|---|---
+2 | +1 | +1 | +0 | +1 | +0 | +0 | +0 | +1 | +2

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

### Skills
- Athletics +4(+4), Deception +2(+2), Diplomacy +2(+3), Etiquette (Nephelai) +7(+7), Escape +8(+8), Influence +5(+5), Investigate/Search +2(+3), Lore (Noble Families) +2(+3), Parry +2(+3), Parry +2(+3), Speak Language (Nephelai, Native), Speak Language (Hellenic, Basic) +3(+4), Stealth +8(+8), Tracking/Shadowing +4(+5), Weapon (Melee) +8(+9), Profession (Assassin, DEX) +10(+10)

### Talents/Special Abilities
- May fly at SPD+10
- May become intangible and immune to physical harm twice per game for a duration of 1 minute.

### Equipment
- Stealth suit, 2 Athêr Daggers (DR8+STR), Amazonian bow, and 10 poison arrows (DR9+plus poison)

### Destiny
- Fortold by the Moræ to take by his own hand the wealth of great wings and buy his nobility.

### Fate
- Fated to die at the hands of a noble he has crossed or wronged.

### Disadvantages
- Rel: Social Obligations to the noble families of Kalydon
- Int: Overconfidence about his abilities
- Ext: Nown to be a criminal and a vagabond

### 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) to gather his current coterie.

### TWO-WEAPON DEFENSE
The character has learned how to use two weapons to his defensive advantage while fighting.

**Benefit:** When the character is fighting with a weapon in either hand, he may use the second weapon in a defensive manner, in which case his Defense is increased by +2. If the character uses his second weapon to make an attack his Defense reverts to normal for that round.

### TWO-WEAPON FIGHTING
The character has mastered the rudiments of two-weapon fighting.

**Benefit:** If you may make an additional attack during his round with the second weapon with a penalty of -3 instead of the normal -5.

### ARESON, THE WARRIOR

#### Domains
- War, weapons, fighting, blood, death, fear, nightmares

#### Personality
- Areson is depicted as a hulking, dark-skinned killer, his face and armor covered in layers of the dried blood of his enemies, his sword dripping with fresh red blood. Ever fighting one battle or another, Areson will slay even his allies if foes do not present themselves, not because he hates them, but because all he knows is warfare.

#### Symbols
- Bladed Weapons (axxe, sword), Blood

#### Home System
- Lakedaimonia

#### Temple Moon
- Sparta

**Glory 0+**

**Battle Rage**

When a Hero in battle is reduced to 50% of his Hit Points he must make a WIL roll. Failure indicates that he loses control and flies into a blood rage. While enraged the Hero may not attempt to evade or dodge incoming attacks and always presses his assaults receiving +3 to his attack rolls. To escape the effects of bloodlust, he must kill his foe or else remove himself from the presence of others. Once alone, he may make WIL rolls every five seconds to shake off the bloodlust.

The Hero gains an additional +1 per 20 Glory to his STR Attribute for the sake of damage but can take no rational thought requiring any sort of concentration; all the Hero can do is attack, kill, and maim.

**Glory 30+**

**Weapon of Choice**

The Hero may pick a signature weapon and the god of war will infuse it with the power of destruction with the wave of a hand. The weapon gains an additional +2 of damage or +2 to accuracy for every point in CHA (the Hero always receives a minimum of +2). If the weapon is ever lost or destroyed the Hero may seek favor to have it replaced after 6 months minus the Hero’s CHA (minimum 1 month).

**Glory 60+**

**Extra Body Points**

The Hero gains additional Hit Points equal to 5 plus his CON.
LEANDER THE BOLD

FAVORED OF: Apollon
RACE: MYRMIDON

AGE: 14
PROFESSION: MYRMIDON - HOPLITE

INT: +1
PER: +1
WIL: 0
CHA: 0
STR: +6
DEX: +3
CON: 0
SPD: +3
CR: 0
DYN: +1

Hit Points: 22
Hero Points: 5
Glory: 25

Skills (numbers in brackets [ ] represent the skill rating with an attribute.)


Talents/Special Abilities

May alter the shape of its body to creep under doors and through cracks or add two extra limbs (one per CON). Each additional limb may be used but causes a multiple action penalty.

On a successful grappling attack, the Myrmidon may spend additional actions covering and biting with its myriad small pincers doing its CON in bonus damage.

Can see in all directions.

Destiny

The threads of his life weave a story of the great Zoran fleets crushed under his sandaled foot.

Fate

Fated to be killed by a blood relative.

Disadvantages

Rel: Hated by the Syndicate on Kalidon

Int: Strong sense of justice

Ext: Notably poorer than other legionnaires

Liovanis 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, the Myrmidon has a grip on its opponent it may spend additional actions covering and biting with its myriad small pincers. As long as the opponent is held in a grapple the Myrmidon colony may attack in this way doing their CON in bonus damage.

Homunculus

Myrmidons may attempt to break off a part of their “colony” to do work remotely, creating a small Hellen shape swarm and sending it on a task. The Homunculus starts with 0 skills and 1 in all attributes, and minimum of 5 hit points must be spent to create it. For each 5 HP spent, the player can add 1 attribute point or 5 skill points, chosen from among the skills the Myrmidon knows. The player can opt to spend as many as all the hero’s hit points except 1 HP which must be reserved for the queen herself. The player must make a W.I.L roll normal Do:2 to create the body. If the roll, fails nothing happens. If successful, the body splits; the Homunculus leaves behind all armor and equipment the Myrmidon was carrying, and is now more flexible, able to slip through cracks, under doors, etc., but cohesives enough to perform physical tasks. As the Homunculus does not possess a queen, it can only be given a single, specific task that may involve only one skill that the Hero possesses (e.g., open a door, retrieve an object, pull a lever, enter a code, etc.).

Creating a Homunculus strains the queen’s ability to keep cohesion and control, and so the Hero must make a W.I.L roll Do:2-1 (cumulative) for each minute the Homunculus is away. If in a stressful situation (combat) the Myrmidon must roll his concentration skill (cumulative) for each minute the Homunculus is away from the queen. If the Homunculus is destroyed during his errand, the HP are lost and must be regenerated normally.

Clustering

Several Myrmidons can act together, clustering to form larger structures such as bridges across rifts, armor, or even sailcrafts that can move through space or under water, protecting those within. At such forces arrayed against him, the Myrmidon has a grip on its opponent it may spend additional actions covering and biting with its myriad small pincers. As long as the opponent is held in a grapple the Myrmidon colony may attack in this way doing their CON in bonus damage.

Large asteroid-like clusters of this sort are believed to allow the Myrmidons to colonize other planets, with the outer shells of dead Myrmidons protecting the living queens inside through the cold of space, the heat of re-entry, and the shock of crashing onto a new planet. After touchdown, the shell breaks open and the living Myrmidons inside spill forth to colonize a new world.

Omni Vision

Because thousands of hundreds of tiny insects make up the body of one Myrmidon they may see in all directions as long as it is unobstructed by clothing. Seeing in all directions does not distract the Myrmidon and it may function and perceive normally.

ADVANCED MILITIA TRAINING

This training improves upon the Basic Militia Training and also includes the use of a wider range of weapons and personal defensive techniques.

Benefit: This Talent effectively reduces the weight of armor worn by the character by 50% when calculating encumbrance penalties.

APOLLON, THE WRESTLER

Domains: Brawling, athletics, strength, running, speed, acrobatics, endurance, health

Personality: Apollon is depicted as being the perfect specimen of Hellenic masculinity, well-muscled and in perfect health, body carefully honed from constant exercise and exhibition. He can leap higher, throw farther, and run faster than anything else in existence, and is always depicted as being in motion. With such perfection comes adoration, and so Apollon is also a god who celebrates being recognized by crowds and fans for his awesome talents.

Symbols: Laurel Wreath, Medallions, Ribbons

Home System – Dryopia

Temple Moon – Delphi

Glory 0+

Golden Tongue

The Hero is incredibly charming and well loved. +2 on all social interaction rolls where the Hero is allowed to speak, particularly in the presence of a crowd.

Glory 30+

The Iron Clench

The Hero is a master of the wrestling grapple. The Hero receives +2 to any grapple attempt or for breaking a grapple.

Glory 60+

Field of Expertise

The Hero may add +4 to any two skills that he chooses and sets as his chosen field of expertise. Once the field of expertise is set, the Hero becomes known for deeds in that area.
NIIOBE SWIFT-SHOT

Favored of: Artesia
Race: Amazorian
Profession: Scout

Skills (numbers in brackets [ ] represent the skill rating with an attribute.)

- Athletics +10[+12]
- Computers (Personal) +1[+1]
- Etiquette (Amazoran) +7[+7]
- Evade +5[+7]
- Ride +2[+4]
- Investigate/Search +4[+6]
- Lore (Region) +3[+3]
- Speak Language (Zoran, Native) +1[+1]
- Speak Language (Hellenic) +3[+3]
- Stealth +10[+10]
- Survival (Forest) +4[+4]
- Tracking/Shadowing +2[+4]
- Weapon (Gun) +8[+8]
- Profession (Scout, Personal) +10[+12]

Talents/Special Abilities

- May add +6 to Initiative Rolls
- May add +2 to any Willpower roll

Equipment

2 Hoplite pistols (DR8, RoF2), Lightweight Cuirass (PR1), enorro suit, Perfor active vision goggles, binoculars, comlink, flashlight

Destiny

- Destined to be the greatest rogue-queen in Themisryan History.

Fate

- Fated to kill her family and become a pariah.

Disadvantages

Rell: Pren, Scarred lover determined to see her in prison
- Int: Narcissistic, sure of herself
- Ext: Appears younger than she truly is

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.

Artiesia, the Hunter

Domains – Tracking, hunting, animals, accuracy, shooting, targeting, sight, the evil eye

Personality – Artesia is often called “The Scarred One” because she is depicted as being covered from head to toe in self-inflicted scars and tattoos. Once beautiful, perhaps, she has shaved her own head so her hair does not impede her view, and carved off her breasts so as to better wield a weapon, and (in some versions) cut off her own eyelids so as to stave off sleep and keep her eye on the target at all times. Some also call her “The Silent One,” and claim she also carved out her own tongue, so as to remain silent as she sneak’s up on her prey.

Symbols – Crosshairs, Rifles, Evil Eye

Home System – Arkadia

Temple Moon – Stymphalos

Glory 0+

- Acumen of the Hunter

The Hero is very adept at tracking her prey. +2 when tracking in a forest or +1 in other environments.

Glory 30+

- Lidless Eyes of Artesia

The Hero has keen eyesight and incredible depth perception. The Hero receives a bonus of +2 on all sight-based Perception checks.

Glory 60+

- Unerring Aim of the Huntress

The goddess has bestowed her amazing ability to hit targets. At the beginning of combat the Hero rolls her CHA with a DoD of 0. If successful the Hero may fire a range weapon and never miss. The target must be within the range of the weapon used. Add “This ability may be used a number of time equal to his CHA attribute per combat minimum of one time).
Iolaus is a young Spartan looking to avenge the destruction of his home world and wears the disaster like a large albatross around his neck. He has fallen in with Aura and her crew and thinks of them as his family. He has taken a liking to the Nymphas Philomena but hates her bad habits of excessive drinking and constant philandering. He sees Aura as a world weary woman with a wealth of knowledge and always differs to her wisdom. In the year they have traveled together he has grown to love her and has made several advances towards her but has been rebuffed at every instance. She says his seed is destined to lie elsewhere.

He was told by a thing in cave that he would be instrumental in bringing the destruction of the Hellenes greatest foe but doesn’t know who this is or how he will do it. To this end he keeps himself in perfect fighting condition for the chance to attain this great deed

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**Skills (numbers in brackets represent the skill rating with attribute):**

- **Athletics** +2 [4], **Command** +2 [5, +2], **Etiquette** [Hellenic] +7 [6, +7], **Evasion** +4 [6, +4], **Intimidate** +2 [3], **Navigation** +1 [4], **Parry** +6 [9], **Speak Language** [Hellenic, Native], **Stealth** +1 [3], **Survival** (of SlipSpace) +2 [2], **Weapon** (Melee) +10 [3], **Weapon** (Gun) +6 [9], **Weapon** (Thrown) +3 [6], **Profession** (Warrior, STR) +10 [13]

**Equipment**

- Heavy Cuirass armor (pr6), Heavy Helmet (pr3), Med. Hoplon Shield, Spartan Infantry Spear (DR8 + 4 STR), Spartan Storm Gun (DR12, ROF 3), Military Clothing

**Destiny**

- Destined to bring destruction upon the Fees of the Hellenes.

**Fate**

- Fated to die alone in the bowels of SlipSpace.

**Talents/Special Abilities**

- **Iolaus**
  
  - Leadership Ability
  
  - Due to their confidence, Hellenes are natural leaders. Hellenes receives a +2 bonus to all command and diplomacy rolls.

**Tyche**

- Being the favored of the gods Hellenes are allowed in a small way to enforce their personal will upon the universe. They can force a re-roll of any dice action that affects them directly a number of times a game session equal to their WILL (minimum once per game). The roll need not be made by the Hero and may affect rolls made by the GM or other players when it pertains to the character. The re-roll only affects the Hero and may not manipulate fate for the benefit of others.

**Notes:**

- The ability to affect rolls only applies to the Hero and never the group when a situation occurs that could affect more than one person.

- Example: The Hero may affect the throwing roll of a grenade when an adversary makes an attack but all others must use the original roll and gain no benefit from the Hero’s Tyche ability.

**ADVANCED MILITIA TRAINING**

This training improves upon the Basic Militia Training and also includes the use of a wider range of weapons and personal defensive techniques.

**Benefit:** This Talent effectively reduces the weight of armor worn by the character by 50% when calculating encumbrance penalties.

**Hardiness**

- You are tougher than most of your peers.

**Benefit:** The Hero may triple his CON and add 5 additional points when determining Hit Points at character creation. This Talent may be selected up to 3 times, each additional time adding +5 Hit Points.

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**Advanced Militia Training**

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GOLDEN EYED PHILOMENA

**Favored Race:** Nymphas

**Age:** 34

**Skills:**
- Athletics +4[+5], Deception +4[+12]
- Disable Mechanism +4[+5], Etiquette (Nymphas) +7[+7], Evade +4[+7], Influence +5[+11]
- Investigate/SEARCH +7[+7], Sleight of Hand +10[+11], Speak Language (Nymphas, Native), Speak Language (Hellenic) +3[+3], Stealth +10[+11], Weapons (Melee) +8[+9], Profession (Thief), DEX +10[+11]

**Equipment:**
- Doric Chiton and Himation of High Fashion Quality, Stealth Suit, Nymphas Thorn Blade (DR 8+STR), Lightweight Curass (PR 1)

**Talents/Special Abilities:**
- May blend in to natural woodland surrounding, Gains +2 to hide or stealth rolls
- May control men’s minds with pheromones. Philomena must make physical contact and beat the subject in a Will vs Will roll.

**Destiny:**
- Destined to give birth to the greatest Spartan hero

**Fate:**
- Fated to die in childbirth

**Disadvantages:**
- Rel: Secretly loves Iolaus but afraid to say
- Int: Love food and drink to the point of ruin
- Ext: Toothly smile when she lie

**Story:**
Philomena was once the mother of a large Nymphas family and was proud of that fact until she boasted too much and the gods heard.

One by one her children died; some by sickness others by accident. The small colony where she lived shunned her for this and soon her husband ran into the hills and hung himself from a low gnarled tree.

To forget her sorrow’s Philomena drinks to deaden the pain and forget her bad fortune

The young nymphas wandered many worlds earning her war as a prostitute and thief until she found her wife end in an alley on Korinthos, a knife in her hand and her wrist presented to the gods in a last effort to find peace. Amphrosia appeared in the form of a small child and told her to find the Spartan Iolaus and he would bear a child upon her breaking her curse.

Once that was done should could offer her blood to the gods. She soon found Aura and her crew and the man that she would be destined to lay with.

**Environment Familiarity:**
A Nymphas can travel through her chosen environment with little trouble. An Oread can travel through mountains and woods at double the normal movement while Naiads can travel at a like pace through waters or Slipspace.

Naiads may survive under the high pressure and chilling cold of the ocean depths.

Oreads eat through photosynthesis like plants, and are never in need of food if they can “root” themselves and leech nutrients from the earth and bask in the sunlight.

Both types of Nymphas gain a bonus to hiding in their respective environment equal to 2 plus their Perception Attribute.

**Manipulation:**
Both types of Nymphas possess a special ability to manipulate others using their pheromones. When a Nymphas touches his flesh to another being he can secrete a chemical that will make the target more pliable to his will. Goregones are resistant to this (having had many decades to build up a racial resistance) but other races are susceptible, especially the Myrmidons and Zintar. A Nymphas may add double his CHA Attribute for a number of social Influence rolls equal to 4 + his CON Attribute.

**Sympoisa:**
Many Nymphas practice Symposia for one week out of every three months, an event to which all are welcome, including other races. The Symposia is a large party held in sacred gathering places (usually in the woods or a sacred underwater grotto) where wine and food is available in mass quantities. Depending on the occasion, the Symposia could also include games, songs, flute-girls, slaves performing various acts, and hired entertainment. A Symposia is overseen by a Symposiarch who decides how strong or diluted the wine for the evening will be, depending on whether serious discussions or merely sensual indulgences are planned. Certain formalities are observed, most important among which are libations served by nude Nymphas. The Symposia’s ability to manipulate others (see above) is doubled during this period of time in regards to all attending the Symposia.

**Benefit:** You receive a +3 bonus on all Omni Table rolls as it pertains to street people, hustlers, prostitutes, and petty criminals of a particular city.

**APHRODIA, THE LOVER**

**Domains**
- Charisma, charm, deceit, persuasion, sex, artistry, trickery, lies

**Personality**
- Men and women alike are drawn to Aphrosia, who at first glance seems to be a beautiful Hellenic woman wreathed in sheer clothing that reveals her lovely body. Those who look more closely know that Aphrosia is actually quite hideously ugly; covered in warts and scars, with hair full of snakes and fingers all askew. Her charms, makeup, and disguises hide her true nature.

**Symbols**
- Veil, Long Fingernails

**Home System**
- Akhaia Sikyon

**Temple Moon**
- Sikyon

**Glory 0+**
- Unflappable

The Hero always appears lovely or handsome, even in the direst of situations. Even if covered in muck the chosen of Aphrosia will make it look good.

**Glory 30+**
- Divine Beauty

The Hero gains the Enchanting Beauty talent. If the Hero already has this talent its effects are doubled.

**Glory 60+**
- Cosmetics

With a bit time and effort the Hero can enhance someone else’s physical appearance. This will bestow the Enchanting Beauty talent upon the person for 3 hours per PER (minimum 3 hours). The Hero may do this to a number of people equal to her CHA (minimum of once).
### NIMBLE HANDED XITHOS

**Favored of**

- Hephaeston

**Race**

- Zintar

**Age**

- 27

**Profession**

- Zintar, Engineer

**Hit Points**

- 18

**Hero Points**

- 7

**Glory**

- 25

**Skills**

- Numbers in brackets [ ] represent the skill rating with attribute.

- Computers (of choice) +7[+12], Disable Mechanism +10[+11], Handicraft (vehicles) +10[+15], Handicraft (mechanical engineering) +10[+15], Handicraft (weapon smith) +8[+13], Research +2[+7], Speak Language (Zintar, native), Speak Language (Hellenic, basic) +3[+8], Pilot +5[+6], Weapon (gun) +2[+2], Profession (Engineer, INT) +10[+15]

**Talents/Special Abilities**

- Amphibious
  - Zintar can breathe on land and in water with very little effort.

- Camouflage
  - Zintar have incredibly acute vision and are able to see in different spectrums of light. Because of the habitat the Zintar are from they can easily see in absolute darkness. Also, because of their acute vision Zintar may reduce the range of any sight-based penalties by 10m.

- Enhanced Sense of Sight and Touch
  - Zintar have specialized skin cells containing yellow, orange, red, brown, and black pigments and white reflective cells. These allow them to change the apparent color, opacity, and reflectiveness of their skin. Zintar receive +2 to any type of hide skill check when out of their carapace and hiding. This color-changing ability can also be used to communicate with or warn other Zintar without the use of verbal speech. This form of “color” speech can be done at a range of 20m and cannot be interpreted by any non-Zintar due to the subtle nature of the color shifting.

- Aquatic Movement
  - Zintar bodies are made for the vast ocean floor of their water-covered world. When outside of this environment Zintar have difficulty moving under their own power. While on dry ground (outside their carapace), Zintar move by dragging their bodies along the ground at a SPD -1. In an aquatic environment Zintar move easily by crawling along the sea floor, or swim by expelling a jet of water from a contractile mantle, aiming it via a muscular siphon; this gives them a movement at SPD 5. In Slipspace a Zintar may move freely while outside of its carapace maneuvering as if they are swimming in water.

- Destiny
  - Zintar may see in the dark as if it is daylight.

- Fate
  - Zintars all use a carapace to move freely on land. Any damage done to the Zintar is first taken from the carapace.

- Equipment

  **Tool Kit:** Daalados hand comp, 2 woven plates, welding kit, Hoplite pistol, [DR 8, RoF 2], 1 Blust grenade [DR 18 3m radius]

  **Standard carapace**

  - HP: 25
  - DEX: 8
  - STR: 10
  - SPD: 15

  **User Abilities**

  - Armor PR 4

- Advantage

  - Destined to unlock the great puzzle box of Troas

- Fate

  - Betray his friends in their moment of need

- Disadvantages

  - Rel: Respects Aura and would die to save her
  - INT: Speaks his mind honestly
  - Ext: Noisy Carapace

- Story

  - Xithos was once in the employ of a Korinthian crime family lead by his sister Himonia. Xithos’ talents were utilized to bilk the great Korinthos banks of millions of drachmas and may lives were ruined. Soon Xithos heart became heavy with the misdeeds he helped to perpetrate and wanted to leave his master. Xithos told his sister that he planned to leave and was shocked when she became enraged at his betrayal swore that his death and ruin. His wife was murdered and his children were sold to Zoran slavers by Himonia in her madness. Xithos escaped that night with only his carapace, a handful of drachma and price on his head.

  - He was pursued across the known worlds by the criminals until they caught up to him and planned to exact their blood price. His life was saved by Leander and Aura in a blazing exchange of gunfire and all the assassins lay dead. Aura offered Xithos a place on her crew and he has stayed with her ever since.

  - Xithos is still pursued across the known worlds and must constantly look over his metal shoulders for any sign of his mad sister.

- Talents

- **Handicraft (vehicles) +10[+15], Handicraft (mechanical engineering) +10[+15], Handicraft (weapon smith) +8[+13], Research +2[+7], Speak Language (Zintar, native), Speak Language (Hellenic, basic) +3[+8], Pilot +5[+6], Weapon (gun) +2[+2], Profession (Engineer, INT) +10[+15]

**Vehicles**

- **Automotive**
  - Hephaeston is always inventing something or other. He is generally depicted as being seated and often lame (occasionally missing both legs), but is always surrounded by robotic servants of all shapes and sizes that carry out the plans he drafts on his immense drafting board. When he finishes a plan he likes, his laugh is the roll of thunder in the sky; when he is upset at a failure, the planets themselves tremble.

- **Vehicle Interface**
  - The Hero can create and manage a number of helper machina equal to twice his INT. The robots are the size of a small dog, no larger than half-meter in length/height, and weigh no more than 40 kilograms. The robots available are listed below.

- **Enhanced Sense of Sight and Touch**
  - Zintar have incredibly acute vision and are able to see in different spectrums of light. Because of the habitat the Zintar are from they can easily see in absolute darkness. Also, because of their acute vision Zintar may reduce the range of any sight-based penalties by 10m.

- **Technophile**
  - The Hero is a great technologist. He can easily construct mechanical devices, computers, or vehicles from basic parts. His rolls for any tech-related skill checks are at +2.

- **Tinkering Hands**
  - The Hero can create and manage a number of helper machina equal to twice his INT. The robots are the size of a small dog, no larger than half-meter in length/height, and weigh no more than 40 kilograms. The robots available are listed below.

- **Home System**
  - The Hero can repair or mend any broken item with a bit of time and concentration. The repair time is equal to 10 minutes times the highest level of the item minus the Hero’s PER Attribute. If the Hero doesn’t have the right tools or parts then the time is doubled, and if the Hero has neither then the time is tripled.

- **Glory 0+**
  - The Skin of Hephaeston
    - The Hero’s skin becomes dark and bronzed like the god himself. The Hero reduces any heat-based damage by 6 points.

- **Glory 30+**
  - The Tinkering Hands
    - The Hero can repair or mend any broken item with a bit of time and concentration. The repair time is equal to 10 minutes times the highest level of the item minus the Hero’s PER Attribute. If the Hero doesn’t have the right tools or parts then the time is doubled, and if the Hero has neither then the time is tripled.

- **Glory 60+**
  - Helpmech
    - The Hero can create and manage a number of helper machina equal to twice his INT. The robots are the size of a small dog, no larger than half-meter in length/height, and weigh no more than 40 kilograms. The robots available are listed below.

**Hephaeston, the Inventor**

- **Domains**
  - Crafting, forging, technology, manufacturing, inventing, cleverness

- **Personality**
  - Eyes sparkling with electricity, wreathed with æther, Hephaeston is always inventing something or other. He is generally depicted as being seated and often lame (occasionally missing both legs), but is always surrounded by robotic servants of all shapes and sizes that carry out the plans he drafts on his immense drafting board. When he finishes a plan he likes, his laugh is the roll of thunder in the sky; when he is upset at a failure, the planets themselves tremble.

- **Symbols**
  - Toothy Gears, Hammer and Saw

**Home System – Bolia**

- **Temple Moon – Thbes**

- **Glory 0+**
  - The Skin of Hephaeston
    - The Hero’s skin becomes dark and bronzed like the god himself. The Hero reduces any heat-based damage by 6 points.