

# TERRA OBLIVION

Adventures in a Symbiotic World



MYTHIC



SAMPLE HEROES

# DR. MEGAR KING

TEMPLATE: ACADEMIC

NATIONALITY: SAMRAAJ

ARCHETYPE: SCHOLAR

POWER LEVEL 2 (100 PTS)

SP	HP	REN	PD	BDV	PDV	WR
28	4	-	1	1	1	2D

COO	KNO	PER
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2D      5D      2D

PHY	PRE	REF
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2D      2D      2D

### Skills

INTUITION 2D, INVESTIGATION 3D, KNOW-HOW 2D, LANGUAGES 2D, SCHOLAR 3D (SPECIALIZATION LVL 1 VOCATION OF CHOICE), TECHNICAL 3D

### Advantages

JUST CALL ME PROFESSOR LVL 1

### Disadvantages

REL: DR. HEINZ BABOR (ENEMY)	2
INT: TOO CURIOUS FOR MY OWN GOOD	1
EXT: PRODIGIOUS PIPE SMOKER	2

### Prana Talents

#### WISDOM

INDIGO - INTUITION, SECOND SIGHT, THIRD EYE, PERCEPTION

ENHANCED PERCEPTION 3

ESP 3

SECOND SIGHT 4

### Equipment

ENCEPHALIC ENHANCER FLUID, PRANA TABLET, PERSONAL FLYER (SKIMMER), AND A MEDIUM PISTOL.



## DR. MEGAR KING

### ARCHETYPE

(defender chooses). If successful, the Hero knows the exact amount of Stress Points and Hero Points.

#### THE SCHOLAR

The Scholar seeks knowledge for the sake of knowing. She could be any type of educated figure, from a mathematician to an exotic sorcerer.

##### CONCEPT BONUS:

##### Deductive Reasoning

Scholars excel at making leaps of deduction or thinking creatively. The Hero can double the Skill Level in any KNO skill times per game equal to her PER attribute.

##### Concept Penalty

The Scholar adds 2D to the Aggravation Pool when she fails to delve into the unknown or probe to uncover secrets.

### CULTURAL ADVANTAGE

#### WE LEAD, YOU FOLLOW

No matter what, Samraaji believe in keeping a stiff upper lip and maintaining a sense of dignity and order. There is never a good time to panic or lose one's cool in public.

Once per game, the hero may give their group a pool of bonus Wild Dice equal to the hero's PRE Attribute.

### PRANA TALENTS

#### ENHANCED PERCEPTION- LIFE SENSE

The Hero can sense the life force of others. Every living thing has a unique life force signature, and the Hero can key into their Kirlian Aura and identify specific people.

The Hero is completely immune to illusion powers that emulate living things since they have no life force.

When looking at a shape-changed being, the Hero can see their life force and has +1D per rank to determine who they really are.

The Hero can determine how many Stress and Hero Points an opponent has with a roll of the power rank in dice versus an opponent's Presence or Physique

#### ESP

ESP allows the Hero to sense things at a range not normally possible (100 kilometers per power rank). The Hero can use all five senses normally while using ESP but is completely oblivious to her immediate surroundings.

A roll is required using the Investigation skill level plus dice equal to the ESP power, with the Effect Value (EV) providing more information (See Information Effect Value Chart). The base DoD to use ESP is 1, modified by the circumstances on the chart below. The better the roll, the more information provided to the Hero.

Location	DoD
A place the Hero is deeply familiar with	0
A place the Hero has been once	+1
A place the Hero has seen in a book or on TV	+2
A place the Hero was told about briefly	+3
A completely unknown area	+4

Power's Range	Range Mod
Short Range	
Medium Range	+1
Long	+2
Extreme	+3

#### SECOND SIGHT

This ability allows the Hero to expand her sight and peer into the past or the unknown regions of the potential future. Once activated, she can see past events within her normal range of sight.

How far a Hero can see into the past or future determines the DoD of the roll. The Hero uses her Investigation skill level plus dice equal to the rank of the power versus a DoD equal to the distance into the past or future she would like to peer. The quality of the Investigation roll determines the amount of information received (See Information Effect Value Chart).

# OLYMPIA ZOTH

TEMPLATE: CONSUL

NATIONALITY: RINWALD

ARCHETYPE: AVENGER

POWER LEVEL 2 (100 PTS)

SP	HP	REN	PD	BDV	PDV	WR
30	10	-	1	3	1	2D

COO	KNO	PER
2D	2D	3D

PHY	PRE	REF
2D	5D	2D

### Skills

EVASIVE 2D, INFLUENCE 5D, INTUITION 2D, INVESTIGATION 4D, LANGUAGES 2D, PERFORM 5D, RANGE FIGHTING 2D, SCHOLAR 1D, THIEVERY 3D, WILLPOWER 1D

### Advantages

REASONING TONGUE LVL 1

### Disadvantages

REL: CPT ALANA ZOTH (DAUGHTER)	3
INT: MY WORD IS MY BOND	1
EXT: NEVER DRESSED DOWN	1

### Prana Talents

NONE

### Equipment

LILTER THROAT FLUKE, PERSONAL FLYER (SKIMMER), CLOTHING: HIGH QUALITY FORMAL WEAR, AND A MEDIUM PISTOL.



## OLYMPIA ZOTH

### ARCHETYPE CULTURAL ADVANTAGE

#### AVENGER

The Avenger is the character who fights the forces of evil with his rules, driven by some need to see justice being done, possibly on any terms. The character is consumed by the desire to wreak retribution on all villains, for some slight or tragedy that was committed against them in their past. To the Avenger's view, the streets are full of crime, and the local law enforcement is either on the take or completely ineffectual. To take back the streets, the Avenger, and every right-thinking citizen, should get their hands dirty, making the predators the prey. However, they may destroy a lot in the process of their vengeance, and certainly aren't likely to make more friends – in fact, they may drive some away.

#### CONCEPT BONUS:

##### **Dark Justice**

The Avenger is unrelenting in his quest for vengeance or what he believes to be just and adept at impressing his will upon others in pursuits. A number of times per game equal to the Heroes PER the Hero may double the Skill Level of any PRE+ Skill roll.

##### Concept Penalty

The Avenger adds 2D to the Aggravation Pool when she allows a grievous wrong to go unpunished.

#### SUPERIORITY

The Rinwaldi believe they are superior to the rest, and this confidence in their own abilities can give them an advantage even in situations where they are the underdog.

Once per game, the hero may succeed at a roll as long as they have a dice pool equal to or better than the DoD of the action

# TABITHA "TABI" SWAN

TEMPLATE: HANDLER

NATIONALITY: XXXX

ARCHETYPE: ADVENTURER

POWER LEVEL 2 (100 PTS)

SP	HP	REN	PD	BDV	PDV	WR
34	4	-	1	1	1	2D

COO	KNO	PER
2D	3D	2D

PHY	PRE	REF
3D	2D	3D

### Skills

INFLUENCE 2D (SPECIALIZATION LVL 1 FLUKE CREATURES), INVESTIGATION 1D, KNOW-HOW 2D, PILOTING 2D, TECHNICAL 3D (SPECIALIZATION LVL 1 PRANA TECH)

### Advantages

PRANA MECHANIC LVL 1

### Disadvantages

REL: DR. KING (LIKE A FATHER) 1

INT: KEEPS IT REAL 3

EXT: NEVER TOO TIDY 1

### Prana Talents

#### EMPATHY

VIOLET - ONENESS WITH EVERYTHING, UNIVERSAL COMPASSION

BEAST (FLUKE) CONTROL 6

COSMIC AWARENESS 5

EMPATHY 5

### Equipment

TECH SLUGS, PERSONAL FLYER (SKIMMER), AND A MEDIUM PISTOL.



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## TABITHA “TABI” SWAN

### ARCHETYPE

(See the chart on page 107 of the core MYTHIC D6 Book)

#### THE ADVENTURER

The Adventurer is an everyday kind of person who happens to have special abilities and the will to use them.

#### CONCEPT BONUS:

##### Helping Hand

The Adventurer has seen and experienced many things and is always ready with a solution to a problem. A number of times per game equal to the Hero's KNO they may augment theirs or another's skill roll by a number of dice equal to twice their PER attribute.

##### Concept Penalty

The Adventurer adds 2D to the Aggravation Pool when she refuses to, or through inaction, allows a person in need or dire situation go unattended.

## CULTURAL ADVANTAGE

#### STOICISM

Kilmitoki know how to endure pain and hardship without complaint. In fact, difficulty makes them thrive.

Once per game, the hero may change the result of a Wild Die roll from a 1 to a 6 and treat the Die roll as if it naturally rolled a 6 and roll again.

## PRANNA TALENTS

#### BEAST CONTROL

Your Hero can dominate the minds of beasts (animal or insect). Once the animals are within the Hero's thrall, they will follow her commands to the letter but will not follow actions that are plainly suicidal. The animals can follow simple commands given to them once each round. If the command is overly complicated or abstract, the animal may not perform.

The Hero adds dice equal to his Animal Control power to influence (animal handling) skill and rolls vs. a DoD determined by the chart below. If the roll is successful, the animals will remain willing servants for minutes equal to 10+EV times the rank of the power.

#### COSMIC AWARENESS

The Hero's perceptions go far beyond that of normal men; she can perceive on a cosmic scale. She can sense when the universe is being manipulated (Hero Points are being spent), or when something in her general area is being destroyed, releasing its stored energy. She can also see, just by looking at a person or thing, their Power Level, how many Hero Points they have total, but not the exact current amount. This allows her to judge how powerful someone is by rolling her Cosmic Awareness power in dice + her investigation skill level versus a DoD equal to the target's Willpower skill level.

Everything in the universe leaves a unique signature—everything. By rolling her PER +Cosmic Awareness power in dice + her Investigation skill level versus a DoD equal to the target's Mental Defense (Modified by range, see accompanying chart), the Hero can find anyone or anything anywhere in the universe by the unique signature their soul leaves on the universe. All the Hero needs is an item that once belonged to the target so she can get the “scent.”

If successful, the Hero will be able to feel the signature of that target, letting her know where the target is with only a 6-meter margin of error. (See the chart on page 108 of the core MYTHIC D6 Book)

#### EMPATHY

The Hero can sense and affect the emotions of others. She can magnify existing emotions or insert new ones.

To sense emotions, the Hero must make an Investigation roll using her skill level + dice equal to her Empathy power rank. The DoD of the roll is equal to the target's Mental Defense.

A Hero may impress upon a target an emotion of their choosing with a roll using Influence skill level + the power rank in dice versus a DoD equal to the target's Mental Defense. Victims of this power may try and break free once per minute with a DoD equal to the power rank. Groups of people may be affected by this power with an additional penalty of -2 per 10 people up to a maximum amount equal to 10 times the power rank.

# DARREN MIGUEZ

TEMPLATE: SOLDIER

NATIONALITY: SAMRAAJ

ARCHETYPE: WARRIOR

POWER LEVEL 2 (100 PTS)

SP	HP	REN	PD	BDV	PDV	WR
36	4	-	2	4	2	2D

COO	KNO	PER
3D	2D	2D

PHY	PRE	REF
4D	2D	4D

### Skills

ATHLETICS 3D, EVASION 4D, FIGHTING 5D, MOVEMENT 2D, PILOTING 1D, RANGED FIGHTING 5D, RESISTANCE 2D, WILLPOWER 1D

### Advantages

BATTLE BORNE LVL 1

### Disadvantages

REL: UNREQUITED LOVE FOR TABI 1

INT: UNSURE OF MY DECISIONS 2

EXT: LOOKS LIKE A FIGHT 2

### Prana Talents

NONE

### Equipment

MEDIUM RIFLE, MEDIUM PISTOL, FLUKE VEST ARMOR, AND PERSONAL FLYER (SKIMMER).



## DARREN MIGUEZ

## ARCHETYPE

## CULTURAL ADVANTAGE

**THE WARRIOR**

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Your character lives for the fight and little else. He lives the Spartan life, always honing his abilities. He may have a social life, but this is probably by pure accident. The Warrior is always completely obsessed with the fight – his goal is to be the best, and the only way to be the best is through battle.

**CONCEPT BONUS:****Signature Attack**

The Warrior has perfected a single attack maneuver that he is known and feared for. The move can be performed a number of times per game equal to the Hero's KNO attribute. When the attack is executed, the Hero may double their Skill Level in a Fighting or Ranged Fighting skill (picked at character creation).

**Concept Penalty**

The Warrior adds 2D to the Aggravation Pool when they refuse to settle a dispute with action rather than reason and words.

**WE LEAD, YOU FOLLOW**

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No matter what, Samraaji believe in keeping a stiff upper lip and maintaining a sense of dignity and order. There is never a good time to panic or lose one's cool in public.

Once per game, the hero may give their group a pool of bonus Wild Dice equal to the hero's PRE Attribute.

# RENEE MATYCICH

SP	HP	REN	PD	BDV	PDV	WR
36	4	-	1	3	1	2D

TEMPLATE: SPY

NATIONALITY: VIDJERA

ARCHETYPE: ROGUE

POWER LEVEL 2 (100 PTS)

COO	KNO	PER
-----	-----	-----

3D                      2D                      3D

PHY	PRE	REF
-----	-----	-----

3D                      3D                      3D

### Skills

EVASION 2D, FIGHTING 3D, INVESTIGATION 3D, LANGUAGES 2D, PERFORM 3D, RANGED FIGHTING 1D, SCHOLAR, SNEAK 4D, THIEVERY 4D, WILLPOWER 1D

### Advantages

INFO THIEF LVL 1

### Disadvantages

REL: CPT ALANA ZOTH (RIVAL)                      2

INT: OVERLY SURE OF MY DECISIONS                      2

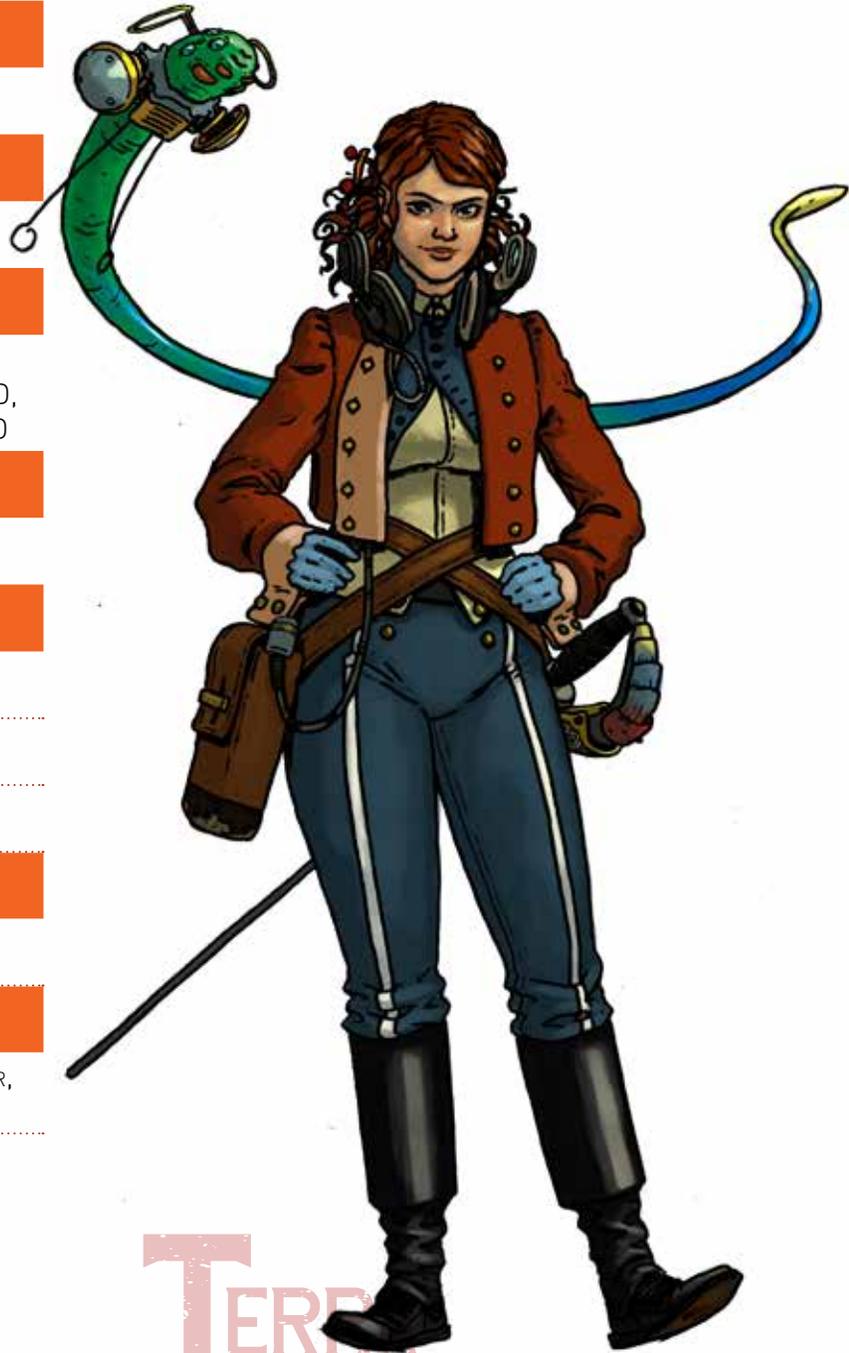
EXT: TOO SELF ASSURED                      1

### Prana Talents

NONE

### Equipment

MEDIUM RIFLE, MEDIUM PISTOL, FLUKE VEST ARMOR, AND PERSONAL FLYER (SKIMMER).



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## RENEE MATYCICH

### ARCHETYPE CULTURAL ADVANTAGE

#### THE ROGUE

No one has more secrets than the Rogue does. The Rogue runs the borderline of a criminal, barely Heroic character, and may have a shady past that he's trying to run away from or forget. The straight and narrow path is one littered with temptation, and he must stay strong and not falter... because sometimes the unsavory deeds of the past come back to haunt you. Often, he'll stumble on that path, looking for an angle that leads to personal gain. He's not above using his status to help himself. He has an absolute disdain for authority, and will always want to do things his way. Yet with all these personal drawbacks, he still has a sense of honor and will stick with a friend to the end.

#### **CONCEPT BONUS:**

##### **Slick**

The Hero is slippery and can usually find his way out of any problem. A number of times per game equal to his PER the Hero may add double his Skill Level in any COO + skill.

##### **Concept Penalty**

The Rogue adds 2D to the Aggravation Pool when she gives of herself without regard to personal gain or reward.

#### FAUX-NAÏF

Vidjeri are exceptionally talented at feigning innocence, ignorance, and naïveté to catch others off guard, making it almost into an art form.

The hero is always the last target in any combat, and once per game may succeed at an Influence roll as long as they have a dice pool equal to the DoD of the action.

# CLEA STOVALL

TEMPLATE: ACADEMIC

NATIONALITY: ALMENDI

ARCHETYPE: PROTECTOR

POWER LEVEL 2 (100 PTS)

SP	HP	REN	PD	BDV	PDV	WR
27	4	-	1	1	1	2D

COO	KNO	PER
-----	-----	-----

2D                      2D                      3D

PHY	PRE	REF
-----	-----	-----

2D                      2D                      2D

### Skills

ATHLETICS 3D, EVASION 4D, INTUITION 5D, INVESTIGATION 3D, KNOW-HOW 2D, LANGUAGES 2D, SCHOLAR 3D (SPECIALIZATION LVL 1 GNOSTIC PRANA ENERGY), TECHNICAL 3D

### Advantages

INTUNE WITH TERRA LVL 1

### Disadvantages

REL: DARREN MIGUEZ (LIKE A SON)                      2

INT: ALL LIFE IS SCARED                      2

EXT: ASCETIC APPEARANCE                      1

### Prana Talents

**CHARITY**

GREEN - GIVING, LOVE, RESPECT

ENHANCEMENT 4

HEALING 4

TRANSFER ATTRIBUTE 4

### Equipment

ENCEPHALIC ENHANCER FLUID, PRANA TABLET, PERSONAL FLYER (SKIMMER), AND A STAFF (LIGHT MELEE WEAPON).



## CLEA STOVALL

### ARCHETYPE

#### THE PROTECTOR

The Protector is the champion of an idea or place. She might be the defender of the environment on an island or a small community anywhere or might devote herself to ideals like “justice,” “purity,” etc. She fights with an almost religious fervor when protecting her charges, and takes her duties very seriously. She feels personal pain if, by her own inaction, she allows harm to come to that which she protects.

#### CONCEPT BONUS:

##### Aegis

The protector may shield others equal to his REF from any attack (physical, mental, or social). The Hero must spend an action defending others and rolls her PER + willpower; everyone under the protector’s defense reduces the number of successes of the attack directed at them by one (1) plus the Effect Value of the roll (for a single attack). The Hero may do this times equal to his PER attribute per game.

##### Concept Penalty

The Protector adds 2D to the Aggravation Pool when she refuses through action or the expressed action of those around them to protect someone/thing in his charge.

### CULTURAL ADVANTAGE

#### SELF-INTEREST

Almendi always put their own interests first, and find it easy even in complicated situations to choose the path that personally benefits them the most.

Once per game, the hero may switch the result of their dice roll with another (including the GM). The dice roll must benefit the hero in some way.

### PRANA TALENTS

#### ENHANCEMENT

The player may increase her (or another) Hero’s existing attributes, skills, or powers. The Hero decides what to enhance, and must be in physical contact for

the power to take effect.

The player rolls dice equal to the power rank versus the attribute, skill, or power. The better the roll, the more they enhance the target. For every success, the Hero may increase the ability by one rank up to a maximum level equal to the Enhancement power (a rank 4 Enhancement power could only enhance an ability by 4 ranks per use).

Stress Points are enhanced in the same way Stress Points are normally determined. The Hero rolls on the Stress Point chart in the Hero creation section and adds the result to the target’s Stress Points.

The enhancement lasts for minutes equal to twice the rank in this power.

The Hero can only add a maximum of twice his rank in the power to an attribute, skill, or power.

Once the Hero has reached this limit, he must wait until the other enhancements have worn off to enhance again.

#### HEALING

Your Hero can heal wounds, poisons, disease, or other ailments by her very touch, affecting others or herself. She heals 1D of damage per power rank. At rank 10 and higher, she can also reattach severed limbs or regenerate lost organs, and in the case of mental damage may be able to restore lost memories or heal brain damage.

Result	Stress Point Amount
Critical failure	Aid fails
Failure	0
Success	3
Critical success	6 + patient’s Physique attribute (and another roll)

#### TRANSFER ATTRIBUTE

Your Hero can transfer her attributes to others: one die of attributes per rank. The drawback is that the Hero loses the same amount for the equivalent amount of time the recipient gains it. After the time is up, the attributes return to normal.