

# ATLANTIS

## UPBRINGING pg. 67

Roll: Type:

## CHILDHOOD ENCOUNTER pg. 68

Roll: Type:

Roll: Type:

## FAMILY STATUS pg. 69

Roll: Type:

## PREVIOUS ADVENTURE 1 pg. 70

Roll: Type:

Skill

Roll: Type:

Time Taken

## PREVIOUS ADVENTURE 2

Roll: Type:

Skill

Roll: Type:

Time Taken

## PREVIOUS ADVENTURE 3

Roll: Type:

Skill

Roll: Type:

Time Taken

## PREVIOUS ADVENTURE 4

Roll: Type:

Skill

Roll: Type:

Time Taken

## PREVIOUS ADVENTURE 5

Roll: Type:

Skill

Roll: Type:

Time Taken

## GREAT WORKS pg. 94

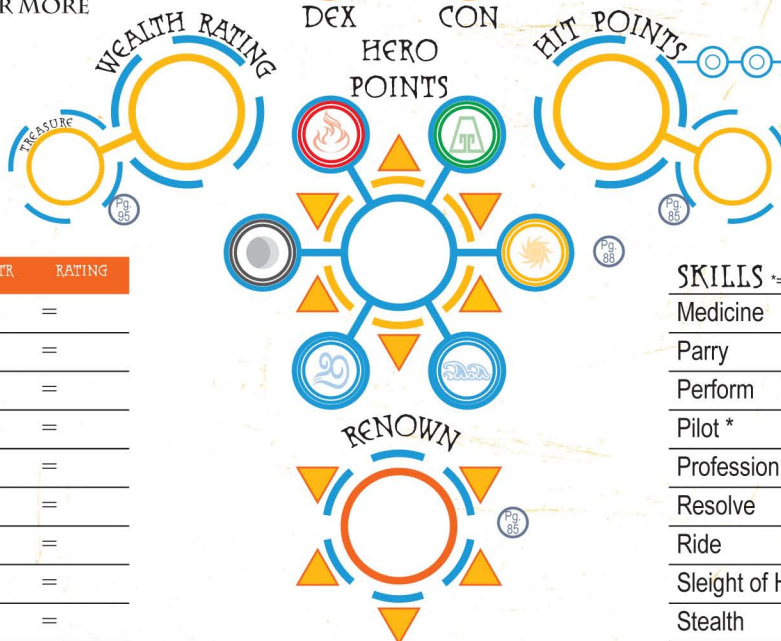
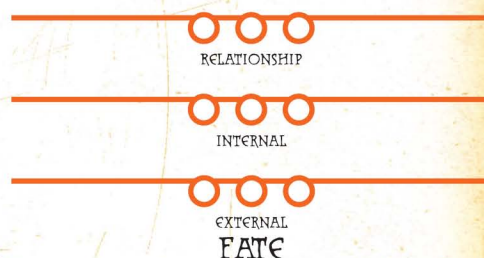
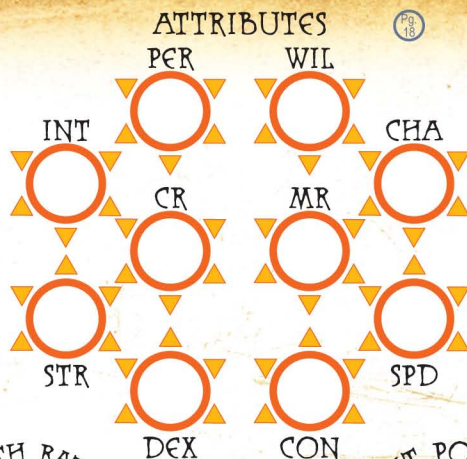
NAME: \_\_\_\_\_  
 RACE: pg.24 AGE: pg.24  
 CULTURE: pg.48  
 PROFESSION: pg.58  
 DESTINY: pg.92

## RESULT CHART

|                  |            |
|------------------|------------|
| CRITICAL FAILURE | 0 OR LESS  |
| FAILURE          | 1-5        |
| PARTIAL SUCCESS  | 6-10       |
| SUCCESS          | 11-19      |
| CRITICAL SUCCESS | 20 OR MORE |

# ATLANTIS

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 DISADVANTAGES Pg.90



## SKILLS \* = Specific Sub Skill

| LEVEL              | ATTR | RATING |
|--------------------|------|--------|
| Athletics          | +    | =      |
| Animal Handling    | +    | =      |
| Deception          | +    | =      |
| Disable Mechanism  | +    | =      |
| Evade              | +    | =      |
| Handicraft*        | +    | =      |
| Handicraft*        | +    | =      |
| Handicraft*        | +    | =      |
| Influence          | +    | =      |
| Instinct*          | +    | =      |
| Investigate/Search | +    | =      |
| Language*          | +    | =      |
| Language*          | +    | =      |
| Language*          | +    | =      |
| Literacy*          | +    | =      |
| Lore*              | +    | =      |
| Lore*              | +    | =      |
| Lore*              | +    | =      |

## SKILLS \* = Specific Sub Skill

| LEVEL              | ATTR | RATING |
|--------------------|------|--------|
| Medicine           | +    | =      |
| Parry              | +    | =      |
| Perform            | +    | =      |
| Pilot *            | +    | =      |
| Profession *       | +    | =      |
| Resolve            | +    | =      |
| Ride               | +    | =      |
| Sleight of Hand    | +    | =      |
| Stealth            | +    | =      |
| Tracking/Shadowing | +    | =      |
| Trading            | +    | =      |
| Unarmed Fighting   | +    | =      |
| Weapon Gun         | +    | =      |
| Weapon Hvy         | +    | =      |
| Weapon Melee       | +    | =      |
| Weapon Ranged      | +    | =      |
| Weapon Thrown      | +    | =      |
| Weapon Vehicle     | +    | =      |

## TALENTS

## EQUIPMENT

## ARMOR

° LT ° MED ° Hvy °  
 ° HALF ° FULL °



## SHIELD

° LT ° MED ° Hvy °



## WEAPON

TYPE: Ω \*\* b ✓ ‡ † ⚡ 2H



## WEAPON

TYPE: Ω \*\* b ✓ ‡ † ⚡ 2H



## WEAPON

TYPE: Ω \*\* b ✓ ‡ † ⚡ 2H



## WEAPON

TYPE: Ω \*\* b ✓ ‡ † ⚡ 2H



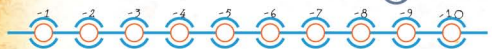
ACC = Accuracy || DR = Damage Rating || STR = Strength Minimum  
 RNG = Range || RoF = Rate of Fire || PR = Protection Rating  
 MD = Max Damage

Armor Piercing = Ω || Bleeding = \*\* || Bulky = b || Fast = ✓  
 Impaling = ‡ || Parry = † || Quick = ⚡ || Two-Handed = 2H

# ATLANTIS

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## MENTAL FATIGUE



| PG.130            | LVL | MR | TRAD | RATING |
|-------------------|-----|----|------|--------|
| TRADITION         |     |    |      |        |
| Attack PG.119     |     | +  | -2   | =      |
| Illusion PG.121   |     | +  | +1   | =      |
| Influence PG.123  |     | +  | +2   | =      |
| Manifest PG.125   |     | +  | -5   | =      |
| Manipulate PG.126 |     | +  | +3   | =      |
| Sensory PG.127    |     | +  | +3   | =      |
| Shield PG.128     |     | +  | -2   | =      |
| Summoning PG.130  |     | +  | +0   | =      |

| LVL               | MR | TRAD | RATING |
|-------------------|----|------|--------|
| TRADITION         |    |      |        |
| Attack PG.119     |    | +    | +1 =   |
| Illusion PG.121   |    | +    | +1 =   |
| Kinetic PG.124    |    | +    | -5 =   |
| Manifest PG.125   |    | +    | -2 =   |
| Manipulate PG.126 |    | +    | +1 =   |
| Sensory PG.127    |    | +    | +1 =   |
| Shield PG.128     |    | +    | +0 =   |
| Summoning PG.130  |    | +    | +4 =   |

| LVL               | MR | TRAD | RATING |
|-------------------|----|------|--------|
| TRADITION         |    |      |        |
| Attack PG.119     |    | +    | =      |
| Illusion PG.121   |    | +    | =      |
| Influence PG.123  |    | +    | =      |
| Kinetic PG.124    |    | +    | =      |
| Manifest PG.125   |    | +    | =      |
| Manipulate PG.126 |    | +    | =      |
| Sensory PG.127    |    | +    | =      |
| Shield PG.128     |    | +    | =      |
| Summoning PG.130  |    | +    | =      |

| LVL               | MR | TRAD | RATING |
|-------------------|----|------|--------|
| TRADITION         |    |      |        |
| Attack PG.119     |    | +    | -3 =   |
| Illusion PG.121   |    | +    | +0 =   |
| Influence PG.123  |    | +    | +4 =   |
| Kinetic PG.124    |    | +    | +0 =   |
| Manipulate PG.126 |    | +    | +1 =   |
| Sensory PG.127    |    | +    | +1 =   |
| Shield PG.128     |    | +    | +2 =   |
| Summoning PG.130  |    | +    | -5 =   |

## SPELL



SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## SPELL



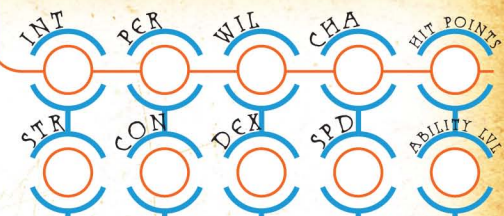
SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## ANIMAL/MOUNT



SPECIAL ABILITIES/COMMENTS

## GODS

NAME:

DOMINIONS:

1-

2-

3-

## PRECEPTS:

## GODS

NAME:

DOMINIONS:

1-

2-

3-

## PRECEPTS:

## GODS

NAME:

DOMINIONS:

1-

2-

3-

## PRECEPTS:

## UPBRINGING pg. 67

|       |       |
|-------|-------|
| Roll: | Type: |
|       |       |

|       |       |
|-------|-------|
| Roll: | Type: |
|       |       |

|       |       |
|-------|-------|
| Roll: | Type: |
|-------|-------|

|       |       |
|-------|-------|
| Roll: | Type: |
|       |       |

|       |       |
|-------|-------|
| Roll: | Type: |
| Skill |       |

|       |       |
|-------|-------|
| Roll: | Type: |
|       |       |

Time Taken

PREVIOUS ADVENTURE 2

|       |       |
|-------|-------|
| Roll: | Type: |
| Skill |       |

|       |       |
|-------|-------|
| Roll: | Type: |
|       |       |

Time Taken

PREVIOUS ADVENTURE 3

|       |       |
|-------|-------|
| Roll: | Type: |
| Skill |       |

|       |       |
|-------|-------|
| Roll: | Type: |
|       |       |

Time Taken

PREVIOUS ADVENTURE 4

|       |       |
|-------|-------|
| Roll: | Type: |
| Skill |       |

|       |       |
|-------|-------|
| Roll: | Type: |
|       |       |

Time Taken

PREVIOUS ADVENTURE 5

|       |       |
|-------|-------|
| Roll: | Type: |
| Skill |       |

|       |       |
|-------|-------|
| Roll: | Type: |
|       |       |

|            |
|------------|
| Time Taken |
|------------|

[illegible]

NAME:

RACE: pg.24

AGE: pg.24

CULTURE: pg.48

PROFESSION: pg.58

DESTINY: pg.92

| RESULT CHART     |            |
|------------------|------------|
| CRITICAL FAILURE | 0 OR LESS  |
| FAILURE          | 1-5        |
| PARTIAL SUCCESS  | 6-10       |
| SUCCESS          | 11-19      |
| CRITICAL SUCCESS | 20 OR MORE |

ATTRIBUTES

PERWIL

INTCHA

CRMR

STRSPD

DEXCON

HERO POINTS

WEALTH RATING

TREASURE

HIT POINTS

RENOWN

ATLANTIS

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DISADVANTAGES Pg. 80

RELATIONSHIP

INTERNAL

EXTERNAL FATE

Pg. 97

| SKILLS * = Specific Sub Skill | LEVEL | ATTR | RATING |
|-------------------------------|-------|------|--------|
| Athletics                     | +     | =    |        |
| Animal Handling               | +     | =    |        |
| Deception                     | +     | =    |        |
| Disable Mechanism             | +     | =    |        |
| Evade                         | +     | =    |        |
| Handicraft*                   | +     | =    |        |
| Handicraft*                   | +     | =    |        |
| Handicraft*                   | +     | =    |        |
| Influence                     | +     | =    |        |
| Instinct*                     | +     | =    |        |
| Investigate/Search            | +     | =    |        |
| Language*                     | +     | =    |        |
| Language*                     | +     | =    |        |
| Language*                     | +     | =    |        |
| Literacy*                     | +     | =    |        |
| Lore*                         | +     | =    |        |
| Lore*                         | +     | =    |        |
| Lore*                         | +     | =    |        |

TALENTS

EQUIPMENT

| SKILLS             | *Specific Sub Skill |  | LEVEL | ATTR | RATING |
|--------------------|---------------------|--|-------|------|--------|
| Medicine           |                     |  | +     |      | =      |
| Parry              |                     |  | +     |      | =      |
| Perform            |                     |  | +     |      | =      |
| Pilot *            |                     |  | +     |      | =      |
| Profession *       |                     |  | +     |      | =      |
| Resolve            |                     |  | +     |      | =      |
| Ride               |                     |  | +     |      | =      |
| Sleight of Hand    |                     |  | +     |      | =      |
| Stealth            |                     |  | +     |      | =      |
| Tracking/Shadowing |                     |  | +     |      | =      |
| Trading            |                     |  | +     |      | =      |
| Unarmed Fighting   |                     |  | +     |      | =      |
| Weapon Gun         |                     |  | +     |      | =      |
| Weapon Hvy         |                     |  | +     |      | =      |
| Weapon Melee       |                     |  | +     |      | =      |
| Weapon Ranged      |                     |  | +     |      | =      |
| Weapon Thrown      |                     |  | +     |      | =      |
| Weapon Vehicle     |                     |  | +     |      | =      |

WEAPON Pg. 219

TYPE: Ω \*\* b ✓ ‡ † ⚡ 2H

ACC DR STR RNG ROF

ARMOR

° LT ° MED ° HVY °

° HALF ° FULL °

PR

STR

WEAPON

TYPE: Ω \*\* b ✓ ‡ † ⚡ 2H

ACC DR STR RNG ROF

WEAPON

TYPE: Ω \*\* b ✓ ‡ † ⚡ 2H

ACC DR STR RNG ROF

SHIELD

° LT ° MED ° HVY °

DEFENSE

MD

STR

PARRY

WEAPON

TYPE: Ω \*\* b ✓ ‡ † ⚡ 2H

ACC DR STR RNG ROF

ACC = Accuracy || DR = Damage Rating || STR = Strength Minimum

RNG = Range || RoF = Rate of Fire || PR = Protection Rating

MD = Max Damage

Armor Piercing = Ω || Bleeding = \*\* || Bulky = b || Fast = ✓

Impaling = ‡ || Parry = † || Quick = ⚡ || Two-Handed = 2H

# ATLANTIS

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## MENTAL FATIGUE

PG.113



|            | LVL    | MR | TRAD | RATING |
|------------|--------|----|------|--------|
| TRADITION  |        |    |      | PG.132 |
| Attack     | PG.119 | +  | -2   | =      |
| Illusion   | PG.121 | +  | +1   | =      |
| Influence  | PG.123 | +  | +2   | =      |
| Manifest   | PG.125 | +  | -5   | =      |
| Manipulate | PG.126 | +  | +3   | =      |
| Sensory    | PG.127 | +  | +3   | =      |
| Shield     | PG.128 | +  | -2   | =      |
| Summoning  |        | +  | +0   | =      |

PG.130

|            | LVL    | MR | TRAD | RATING |
|------------|--------|----|------|--------|
| TRADITION  |        |    |      | PG.134 |
| Attack     | PG.119 | +  | +1   | =      |
| Illusion   | PG.121 | +  | +1   | =      |
| Kinetic    | PG.124 | +  | -5   | =      |
| Manifest   | PG.125 | +  | -2   | =      |
| Manipulate | PG.126 | +  | +1   | =      |
| Sensory    | PG.127 | +  | +1   | =      |
| Shield     | PG.128 | +  | +0   | =      |
| Summoning  |        | +  | +4   | =      |

PG.130

|            | LVL    | MR | TRAD | RATING |
|------------|--------|----|------|--------|
| TRADITION  |        |    |      | PG.136 |
| Attack     | PG.119 | +  | +    | =      |
| Illusion   | PG.121 | +  | +    | =      |
| Influence  | PG.123 | +  | +    | =      |
| Kinetic    | PG.124 | +  | +    | =      |
| Manifest   | PG.125 | +  | +    | =      |
| Manipulate | PG.126 | +  | +    | =      |
| Sensory    | PG.127 | +  | +    | =      |
| Shield     | PG.128 | +  | +    | =      |
| Summoning  |        | +  | +    | =      |

PG.130

|            | LVL    | MR | TRAD | RATING |
|------------|--------|----|------|--------|
| TRADITION  |        |    |      | PG.138 |
| Attack     | PG.119 | +  | -3   | =      |
| Illusion   | PG.121 | +  | +0   | =      |
| Influence  | PG.123 | +  | +4   | =      |
| Kinetic    | PG.124 | +  | +0   | =      |
| Manipulate | PG.126 | +  | +1   | =      |
| Sensory    | PG.127 | +  | +1   | =      |
| Shield     | PG.128 | +  | +2   | =      |
| Summoning  |        | +  | -5   | =      |

PG.130

## SPELL



SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## SPELL



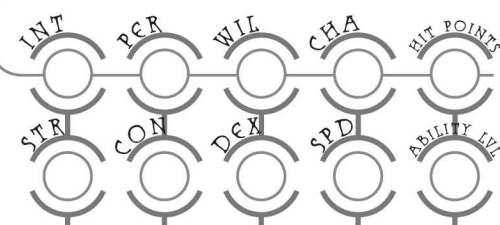
SPELL DESCRIPTION

## SPELL



SPELL DESCRIPTION

## ANIMAL/MOUNT



SPECIAL ABILITIES/COMMENTS

## GODS

NAME:

DOMINIONS: 1-

2-

3-

PRECEPTS:

## GODS

NAME:

DOMINIONS: 1-

2-

3-

PRECEPTS:

## GODS

NAME:

DOMINIONS: 1-

2-

3-

PRECEPTS: