

ARCHETYPE: PROTECTOR

Power Level: 3 (125pts)

Profession: Gyata

ATTRIBUTES

C00	KNO	PER	PHY	PRE	REF
3D	2D	3D	3D	4D	3D

AKAN RACIAL ABILITIES

Stronger When We Act as One

Rivalled by None

SKILLS

Athletics 2D, Evasion 3D, Fighting 3D (specialization- Shield Blade 1 lvl), Influence 2D, Intuition 1D, Investigation 1D, Know-How 1D, Movement 2D, Ranged Fighting 3D, Resistance 2D, Sneak 1D, Thievery 1D, Willpower 2D

SIGIL: ADINKRAHENE (Ahh-ding-Kra-Hen-ee)

The golden sigil of rulership, divinity, prosperity, and the spiritual glory of the undivided soul. The Adinkra of Adinkrahene is the sigil that inspires all others.

Enhancement 5, Presence 5D, Telepathy 5

ADVANTA	GES	F	REQUENCY		
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					123
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Ext: Loud A	ND OUTSE				
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SHIELD BLADE		-	10	F	PARRY
Armo	r	AV	Enc	Qu	ıalities
Besen	171	5			-











ARCHETYPE: WARRIOR

Power Level: 3 (125pts)

Profession: Sikaotu

C00	KN0	PER	PHY	PRE	REF
2D	2D	3D	4D	2D	4D

UMBARI RACIAL ABILITIES

Into the Void

Dark Sight

SKILLS

Athletics 2D, Evasion 3D (specialization- evading multiple opponents 1 lvl), Fighting 3D, Investigation 3D, Movement 3D, Ranged Fighting 3D, Resistance 1D, Sneak 3D (specialization - Moving in darkness 1 lvl), Thievery 2D, Willpower 1D

SIGIL: AKOBEN (Ahh-ko-ben)

The Adinkra of war blazes with the anger and rage of the universe. The Akoben sigil enhances the Hero's ability to make war on their enemies.

Fast reaction 5, Ranged Power Attack (Flame Jet) 5, Physique 5D, Body Armor 5

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Armoi		AV	Enc	Qu	alities
Besen.	JI	5	-		-



ARCHETYPE: ICON

Power Level: 3 (125pts)

Profession: Nyame Dua

ATTRIBUTES

C00	KNO	PER	PHY	PRE	REF
20	2D	OD	OD	3D	20

RIJAL-ALHAJAR RACIAL ABILITIES

Know Thy Self

Mineral Leech

SKILLS

Evasion 1D, Fighting 1D, Influence 2D, Intuition 3D, Investigation 1D, Know-How 1D, Languages 2D, Perform 2D, Resistance 1D, Scholar 2D, Willpower 3D

Nyame Dua Blessing

Luck 2 ranks (Blowing on Dice, Limitations-With Physical Gestures, Incantations, Extra Time)

SIGIL: ASASE YE DURU (Ahh-Saas Yah Duru)

This sigil harnesses the power of and the planet manifested. The bounty of this sigil provides healing, respite, and causes the blighted earth to grow once more. Plant Manipulation 3, Healing 5 (Transference Healing Limitation)

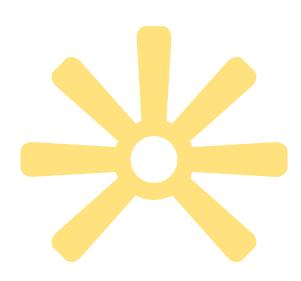
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Beser		5	/ _{//} / -		500	







KWENTO



ARCHETYPE: PROTECTOR

Power Level: 3 (125pts)

Profession: Alkimian

ATTRIBUTES

C00	KN0	PER	PHY	PRE	REF
2D	4D	4D	2D	2D	3D

TUNANNU RACIAL ABILITIES

Caustic Words

Weapons of a Reptile Warrior

SKILLS

Athletics 1D, Evasion 3D, Fighting 2D, Investigation 3D, Know-How 2D, Languages 2D, Movement 2D, Ranged Fighting 3D, Resistance 2D, Scholar 3D, Technical 3D

SIGIL: ANANSE NTONTAN (Ahh-Nancy Nwan-tan)

This sigil blazes with creativity, possibility, and the wisdom ages past. The Adinkra of Wisdom and Creativity grants the Hero the ability to see beyond the perceptions of ordinary people.

Cosmic Awareness 5, Luck 3)

Alkimian's Aduru Kotoku (Osebo Medicine Bag)

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Armor	•	AV	Enc	Qu	alities	
Besens	II	5	-		-	





ARCHETYPE: ICON

Power Level: 3 (125pts)

Profession: Alaase

ATTRIBUTES

C00	KNO	PER	PHY	PRE	REF
2D	2D	3D	2D	2D	2D

SOLARI RACIAL ABILITIES

Sun-Kissed

Enlighten

SKILLS

Athletics 2D, Evasion 2D, Fighting 3D, Influence 2D, Intuition 3D, Investigation 2D, Know-How 2D, Movement 1D, Ranged Fighting 2D, Resistance 3D, Scholar 2D, Sneak 1D, Thievery 1D, Willpower 3D

Alaase Ailities

ADVANITACEO

Cosmic Awareness 4, Mind Reading 3, Second Sight 3 (All powers have the Extra Time 1, and Activation Limitation)

SIGIL: BI NKA BI (Bye Nkwa Bey)

The Adinkra of Harmony is used by diplomats and those wishing to influence others in a positive manner.

EDECLIENCY

Empathy 5, Mind Control 5, Mind Reading 5

ADVANTA	GES			FREQUENCY		
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DISADVAN	ITAGES		DICE			
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Armo	or	AV	Enc	Qu	alities	
Beser	ال\ <i>ا</i>	5	-		-	

