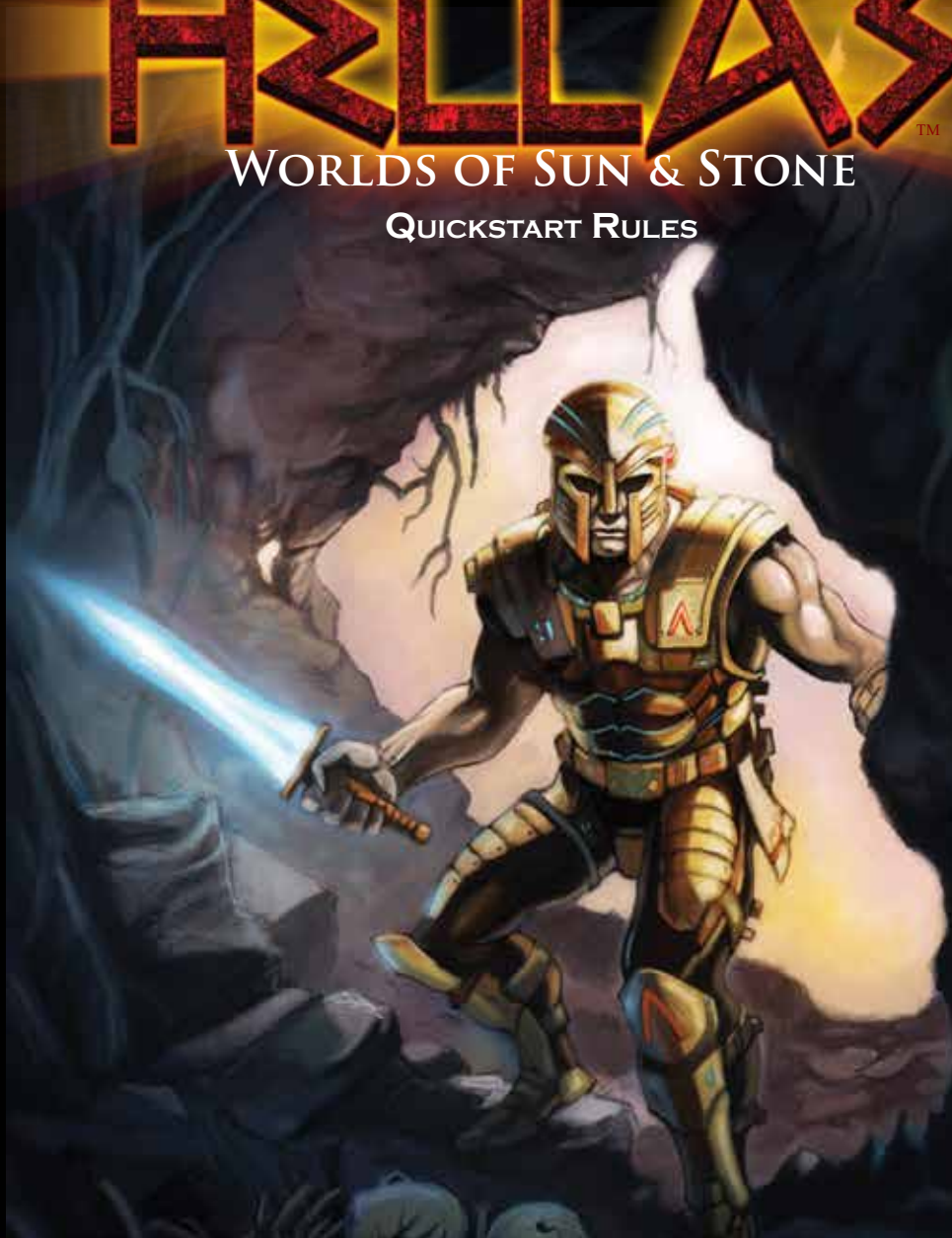


HELLAS™

WORLDS OF SUN & STONE

QUICKSTART RULES



AND SO THE STORM THREW US DOWN AT LAST UPON THAT WRETCHED SHORE, SOME BLASTED REMNANT OF WHO KNEW WHAT, PERHAPS A FRAGMENT OF SOME PLANET LONG FORGOT, NOW ADRIFT FOREVER IN THE PANTHALASSA, AS WE WERE NOW. THE SHIP WE MOORED UPON THE ROCKS, AND LEFT HER THERE WITH CREW TO ATTEND REPAIRS AS BEST THEY COULD, FOR OUR SLIPSAILS WERE TATTERED AND OUR DRIVE WAS NEAR AFIRE. AND WITH FOUR OTHERS I SET OUT TO EXPLORE OUR ROOSTING PLACE, THINKING TO SEEK OUT ANY INHABITANTS – AND, IF SO IT WERE TO BE, TO DISPATCH THEM HASTILY – LEST THEY DISCOVER US FIRST. BETTER IT WERE TO BE PREDATOR THAN PREY.

THUS WE LABORED ON, OVER THE ROUGH GROUND, FINDING NAUGHT THERE BUT SCATTERED ROCK, SHATTERED REMNANTS OF SHIPS LONG SINCE MOORED AND GONE BEFORE US, AND SCRUB, INEDIBLE AND HARSH. ONCE HAD I DINED ON SUCH FARE, PREVIOUS TO THIS TRIP, AND FOUND THE TASTE ASHEN AND COLD, AND NOT AFAR FROM EATING DEATH ITSELF, WERE SUCH POSSIBLE.

AND AFTER ONE LONG HOUR – SUCH AS TIME BE RECORDED ON ATHENOI, FOR TIME WOULD STAND STILL IN THIS SULLEN PLACE – WE CAME UPON A CAVE, A CAVERN FORM'D, BUBBLED UP AS IF FROM THE BLACK EARTH ITSELF, AND FROM WITHIN FLOWED CRYSTAL WATERS, AN OMEN IF EVER THERE WERE, OR SO WE THOUGHT. "A SIGN," I SAID. "LET US MAKE OFFERING TO HOSEIDON, HE HAS SHOWN US THAT HE IS WITH US, AND AMONG US, AND HAS GIVEN US TO DRINK, EVEN IN SLIPSPACE."

THUS SOLEMN RITES WERE PERFORMED TO HOSEIDON, AND MYSTIC SONG SUNG, AND OFFERINGS MADE, BUT ARE WE FINISHED A NOISE AROSE FROM WITHIN THE CAVE, A SCREECH AND CRY, AS IF A WOMAN IN PAIN, A HORRIBLE SOUND.

AND A COLD FEAR RAN SHIVERING RAN THROUGH OUR BLOOD...

WHAT IS HELLAS?

HELLAS is an epic, generational space opera that spans 100 years of the fourth and final age of the Hellenes, a spacefaring race that has warred for control of their galaxy for countless millennia. The player characters are Heroes who will set off to save their worlds from an ancient threat. They will live, triumph, suffer, and eventually die as Heroes, either achieving apotheosis and ascending into immortality, or succumbing to their fate.

HELLAS is greatly inspired by the heroic stories of ancient Greece and uses Greek-inspired language, themes, and tropes. However, HELLAS is not Greek, nor is its characters presumed to be living in some distant future or bygone past based on our own reality, any more than a fantasy RPG based on European mythology is based on a real medieval Europe.

The player characters are the central stars in the game. Nothing of importance happens without their characters' involvement. It is impressed upon the players that they are the movers and shakers in the game world, and that they have the potential to literally change the course of events as it unfolds. There are subsystems that allow the characters to manipulate and change the social well being of an entire planet. Furthermore, players are motivated by glory and destiny to move their character forward through their adventures. Proactive play is rewarded; the penalty for idleness is no glory and a forgotten life for their character.

IF YOU LIKE THESE, YOU'LL LOVE HELLAS!

300: The acclaimed Frank Miller comic

Agon by John Harper

Clash of the Titans: Need I say more?

Exalted by White Wolf

Hercules: The Legendary Journeys: A lighthearted adventure series

Jason and the Argonauts: Classic claymation.

Krull: A group of Heroes band together to fight impossible odds.

Mythic Greece by Iron Crown Entertainment

Nine Worlds by Matthew Snyder

Spirit of the Century: Evil Hat productions' grand game of pulp heroic action.

Troy: A visually stunning epic telling the story of Achilles

WHAT DO I NEED TO PLAY?

To play this game, you need the Hellas book, some paper, something to write with, some twenty-sided dice, a lot of imagination, and a group of people, one of whom is willing to be the guiding force in the game — the "Game Master." The rest of the group, simply called "the players," takes on roles of major characters in the stories that they and the Game Master create together. These stories are called "adventures," or "scenarios." Very short adventures, usually encompassing only one or two obstacles to a simple goal, are referred to as "encounters." A series of encounters can become an adventure, while a series of adventures can turn into a campaign. The Hellas book contains a chapter on how to

come up with adventures as well as a full-blown campaign spanning 25 years; these sample rules also include a sample adventure.

A SHORT GLOSSARY

Destiny: The glorious ending to a Hero's travels and adventure. The opposite of Fate.

Drachma (dm): The standard monetary unit of the HELLAS setting.

Dynamism: The ability to affect and manipulate the universe through force of will.

Hel: The Hellene word for Sun

Las: The Hellene word for Stone.

Metousia: The system used by players to allow their Heroes to change the universe.

Omni Table: The universal table used to determine success and failure at an action.

Panthalassa: A different dimension used for interstellar travel. Also called Slipspace.

HELLENIC NAMES

Hellenes generally do not identify themselves with distinct family or last names, they identify with a single name, often passed down through the generations but occasionally chosen by the Hellene him/herself. Feel free to pick a different name to use with one of the sample characters that follow.

Letter(s)	Sound		
Ae or Æ	Ay	Kai	Lelia
C	S (or K)	Kyros	Lonja
Ch	Kh	Korudon	Melania
-des	Dees	Lamachus	Monika
-les	Lees	Lycurgus	Niobe
-ope	Ah-pee	Lysander	Nora
-tes	Tees	Menelaus	Nyssa
		Mentor	Odele
		Milos	Ophelie
		Nicias	Phaedra
		Nikolos	Phoebe
		Orestes	Rhea
		Orion	Selena
		Parthenios	Sonia
		Pindar	Stephania
		Stamatios	Tessa
		Stavros	Thekla
		Stefanos	Thetis
		Thallo	Tiphane
		Thespis	Vania
		Titos	Varvara
		Todor	Xenia
		Vasilis	Zenobia
		Xenophanes	Zoe
		Xenophon	
		Zephyrus	
		Zorilos	

MALE NAMES

FEMALE NAMES

TWELVE REVELATIONS

1.) WHAT IS HELLAS ABOUT?

A generational space opera depicting Hellenistic Heroes overcoming fantastic odds to save their worlds and create a legacy for themselves, either by succumbing to fate or realizing their heroic destiny.

2.) WHAT DO THE CHARACTERS DO IN HELLAS?

The characters are Heroes who solve problems that affect them and their people. Through their actions, they might either save the universe or be tragically responsible for its doom.

3.) WHAT IS THE RESOLUTION MECHANIC OF HELLAS?

HELLAS incorporates the Omega System that uses a D20.

4.) HOW DOES CHARACTER CREATION IN HELLAS REINFORCE WHAT THE GAME IS ABOUT?

The game uses a lifepath system to construct a back story for the players to build on. All characters in the game are Heroes, and the lifepath helps reinforce this with unique but random story elements that flesh out the Hero. A lifepath also helps to determine a Hero's Fate and Destiny, giving the characters a built-in mythic quality.

5.) HOW DO PLAYERS CONTRIBUTE TO THE HELLAS STORY?

The players and Game Master collaboratively create extraordinary stories as they adventure through the universe of HELLAS. Using the rules within these pages, players are able to actively add to the story and just react to elements the GM throws at them.

6.) HOW DOES HELLAS' SETTING REINFORCE WHAT THE GAME IS ABOUT?

The setting models the time between the Greek heroic age and the time of Alexander as an inspiration. The myths and legends presented within that time period are the basis for the central theme of HELLAS.

7.) WHAT SHOULD HELLAS MAKE THE PLAYERS FEEL WHEN PLAYING?

Players should get a sense of accomplishment not found in many traditional games. Once their adventures are complete, the players should feel that they were the primary (and most important) element in the story. To support this, their characters actually have access to mechanics that allow for permanent change in the universe.

8.) WHAT TYPES OF BEHAVIORS/STYLES OF PLAY DOES HELLAS ENCOURAGE?

The player characters are made in the vein of Greek Heroes; there is a tragedy for every triumph. Players are encouraged to not only succeed at goals, but to bring their disadvantages into play. Glory is particularly important, and therefore makes players proactive rather than reactive. To attain glory the player characters must do things worthy of their peers and the Gods' attention.

9.) WHERE DOES HELLAS TAKE THE PLAYERS THAT OTHER GAMES DON'T?

HELLAS takes the players through several generations of the Hero's and his descendants' lifespans and eventually gives them the opportunity to save the universe. The character the players start the game with will almost certainly not be the one they end with; all characters are fated to die.

10.) WHAT DOES HELLAS DO TO ENGAGE THE PLAYERS' ATTENTION; WHY SHOULD THEY CARE?

The player characters are the central stars in the game. Nothing of importance happens without their characters' involvement. It is impressed upon the players that they are the movers and shakers in the game world, and that they have the potential to literally change the course of events as it unfolds. There are subsystems that allow the characters to manipulate and change the social well being of an entire planet. Furthermore, players are motivated by glory and destiny to move their character forward through their adventures. Proactive play is rewarded; the penalty for idleness is no glory and a forgotten life for their character.

11.) WHAT ARE THE PUBLISHING GOALS FOR HELLAS?

To produce a finite number of books that further detail and expand the universe and the beings that inhabit it. Free downloadable content will be available periodically to enhance your HELLAS game. By the end of the HELLAS line, the game will detail a span of 100 years and the eventual ascension of the races or their dark spiral into oblivion. Either way, the epic story comes to a definite end.

12.) WHO IS HELLAS' TARGET AUDIENCE?

Mature players, both men and women, who want an epic adventure beyond the standard tired science fiction game. The game features mature themes involving sex and violence so it is not recommended for very young or novice players. In HELLAS, Glory takes the place of gold and the Hero's deeds take the place of their loot.



IRON-ARMED IOLAUS

FAVORED OF					RACE				
HEUSON					HELLENE				
AGE					PROFESSION				
21					SPARTAN HOPLITE				
INT	PER	WIL	CHA	STR	DEX	CON	SPD	CR	DYN
+0	+1	+0	+0	+3	+2	+2	+0	+3	-1
HIT POINTS		33	HERO POINTS		10	GLORY		10	

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

ATHLETICS +2 [+4], COMMAND +2[+2], ETIQUETTE (HELLENE) +7[+7], EVADE +4 [+6], INSTINCT +2 [+3], INTIMIDATE +2 [+2], NAVIGATION +1 [+1], PANKRATION +3 [+6], PARRY +6 [+9], SPEAK LANGUAGE (HELLENE, NATIVE), SPEAK LANGUAGE (ZORAN)+3[+3], STEALTH +1 [+3], SURVIVAL (OF SLIPSPACE) +2 [+2], WEAPON (MELEE) +10 [+3], WEAPON (GUNS) +6 [+9], WEAPON (THROWN) +3 [+6], PROFESSION (WARRIOR, STR) +10 [+13]

Talents/Special Abilities

MAY RE-ROLL ONE FAILED ROLL PER GAME.
MAY ADD +2 TO ANY COMMAND ROLL

Equipment

HEAVY CUIRASS ARMOR (PR6), HEAVY HELMET (PR3), MED. HOPLON SHIELD, SPARTAN INFANTRY SPEAR(DR8+STR), SPARTAN STORM GUN (DR12, RoF 3), MILITARY CLOTHING

Destiny

DESTINED TO BRING DESTRUCTION UPON THE FOES OF THE HELLENES.

Fate

FATED TO DIE ALONE IN THE BOWELS OF SLIPSPACE.

Disadvantages

REL: UNREQUITED LOVE FROM AURA AND PHILOMENA	1
INT: YOUNG AND SOMETIMES FOOLISH	2
EXT: A SCAR RUNS THE LENGTH OF HIS FACE	2





BARUCH, BRINGER OF WOE

FAVORED OF		ATHENIA			RACE		GOREGON		
AGE		17			PROFESSION		GOREGON TERROR TROOP		
INT	PER	WIL	CHA	STR	DEX	CON	SPD	CR	DYN
+0	+0	+1	+1	+3	+0	+5	+0	+1	-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) +7[+8], EVADE +4[+4], INSTINCT +2[+2], INTIMIDATE +10[+11], PANKRATION +4[+5], PARRY +6[+7], SPEAK LANGUAGE (GOREGON, NATIVE), SPEAK LANGUAGE (HELLENE, BASIC) +3[+3], TRACKING/SHADOWING +1[+1], WEAPON (MELEE) +11[+12], WEAPON (RANGED) +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 CUIRASS 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 CRASS 2

EXT: BEARS A NUMBER OF VICIOUS LOOKING SCARS 1

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

ATHLETICS +4[+4], DECEPTION +2[+2], DEDUCE MOTIVE +2[+3], ETIQUETTE (NEPHELAI) +7[+7], EVADE +8[+8], INFLUENCE +5[+5], INVESTIGATE/SEARCH +2[+3], LORE (NOBLE FAMILIES) +2[+4], PANKRATION +2[+3], PARRY +2[+3], SPEAK LANGUAGE (NEPHELAI, NATIVE), SPEAK LANGUAGE (HELLENE, BASIC) +3[+5], 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 ÆTHER DAGGERS (DR8+STR), AMAZORAN BOW, AND 10 POISON ARROWS (DR9 PLUS POISON)

Destiny

FORTOLD BY THE MOIRAE TO TAKE BY HIS OWN HAND THE WEALTH OF GREAT KINGS 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 1

INT: OVERCONFIDENCE ABOUT HIS ABILITIES 1

EXT: NOWN TO BE A CRIMINAL AND A VAGABOND TO MANY 3





LEANDER THE BOLD

FAVORED OF		APOLLON			RACE			MYRMIDON		
AGE		14			PROFESSION			MYRMIDON HOPLITE		
INT	PER	WIL	CHA	STR	DEX	CON	SPD	CR	DYN	
+0	+0	+0	+0	+0	+5	+2	+2	+2	-3	
HIT POINTS		22	HERO POINTS		5	GLORY		25		

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

ATHLETICS +3[+8], COMMAND +2[+2], ETIQUETTE (MYRMIDON) +7[+7], EVADE +10[+15], INSTINCT +4[+4], INTIMIDATE +1[+1], PANKRATION +8[+10], PARRY +2[+4], SPEAK LANGUAGE (MYRMIDON, NATIVE), SPEAK LANGUAGE (HELLENE) +3[+3], STEALTH +2[+7], TRACKING/SHADOWING +3[+8], WEAPON (GUNS) +8[+10], WEAPON (MELEE) +8[+10], PROFESSION (HOPLITE, STR) +10[+10]

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

Equipment

MEDIUM CUIRASS ARMOR (HOPLITE MESH) (PR3), MED. HOPLON SHIELD, SPARTAN INFANTRY SPEAR (DR8+STR), HOPLITE ASSAULT GUN (DR10, RoF 3), MILITARY CLOTHING

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 KALYDON 2

INT: STRONG SENSE OF JUSTICE 2

EXT: NOTABLY POORER THAN OTHER LEGIONNAIRES 1

NIOBE SWIFT-SHOT

FAVORED OF			ARTESIA			RACE			AMAZORAN	
AGE			24			PROFESSION			SCOUT	
INT	PER	WIL	CHA	STR	DEX	CON	SPD	CR	DYN	
+0	+2	+1	+0	+0	+2	+0	+4	+0	-1	
HIT POINTS			21	HERO POINTS		5	GLORY		25	

Skills (numbers in brackets [] represent the skill rating with 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), SPEAK LANGUAGE (HELLENE) +3[+3], STEALTH
 +10[+10], SURVIVAL (FOREST) +4[+4], TRACKING/SHADOWING +2[+4], WEAPON (GUNS)
 +8[+8], PROFESSION (SCOUT, PER) +10[+12]

Talents/Special Abilities

MAY ADD +4 TO INITIATIVE ROLLS
 MAY ADD +2 TO ANY WILLPOWER ROLL

Equipment

2 HOPLITE PISTOLS (DR8, RoF2), LIGHTWEIGHT CUIRASS (PR1), ENVIRO SUIT, PERDIX
 ACTIVE VISION GOGGLES, BINOCULARS, COMLINK, FLASHLIGHT

Destiny

DESTINED TO BE THE GREATEST ROGUE-QUEEN IN THEMISCRYAN HISTORY.

Fate

FATED TO KILL HER FAMILY AND BECOME A PARIAH.

Disadvantages

REL: PRIS, SCORNFED LOVER DETERMINED TO SEE HER IN PRISON 2

INT: NARCISSISTIC AN SURE OF HERSELF 2

EXT: APPEARS YOUNGER THAN SHE TRULY IS 1





GOLDEN EYED PHILOMENA

FAVORED OF					RACE				
AMPHROSIA					NYMPHAS				
AGE					PROFESSION				
34					NYMPHAS THIEF				
INT	PER	WIL	CHA	STR	DEX	CON	SPD	CR	DYN
+0	+0	-1	+6	-1	+1	+0	+2	+1	+0
HIT POINTS		18	HERO POINTS		13	GLORY		25	

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

ATHLETICS +4[+5], DECEPTION +6[+12], DISABLE MECHANISM +4[+5], ETIQUETTE (NYMPHAS) +7[+7], EVADE +6[+7], INFLUENCE +5[+11], INVESTIGATE/SEARCH +7[+7], SLEIGHT OF HAND +10[+11], SPEAK LANGUAGE (NYMPHAS, NATIVE), SPEAK LANGUAGE (HELLENE) +3[+3], STEALTH +10[+11], WEAPONS (MELEE) +8[+9], PROFESSION (THIEF, DEX) +10[+11]

Talents/Special Abilities

MAY BLEND IN TO NATURAL WOODLAND SURROUNDING. GAINS A+2 TO HIDE OR STEALTH ROLLS
MAY CONTROL MEN'S MINDS WITH PHEROMONES. PHILOMENA MUST MAKE PHYSICAL CONTACT AND BEAT THE SUBJECT IN A WIL VS WIL ROLL.

Equipment

DORIC CHITON AND HITMATION OF HIGH FASHION QUALITY, STEALTH SUIT, NYMPHAS THORN BLADE (DR 8+STR) , LIGHTWEIGHT CUIRASS (PR 1)

Destiny

DESTINED TO GIVE BIRTH TO THE GREATEST SPARTAN HERO

Fate

FATED TO DIE IN CHILDBIRTH

Disadvantages

REL: SECRETLY LOVES IOLAUS BUT AFRAID SAY 1

INT: LOVE FOOD AND DRINK TO THE POINT OF RUIN 1

EXT: TOOTHY SMILE WHEN SHE LIE 3

NIMBLE HANDED XITHOS

FAVORED OF			HEPHASTON		RACE			ZINTAR	
AGE		27			PROFESSION			ZINTAR ENGINEER	
INT	PER	WIL	CHA	STR	DEX	CON	SPD	CR	DYN
+5	+2	+2	+0	-1	+1	+0	-1	+0	-1
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 (HELLENE, BASIC) +3[+8], PILOT +5[+6], WEAPON (GUN) +2[+2], PROFESSION (ENGINEER, INT) +10[+15]

Talents/Special Abilities

ALL ZINTARS MAY SEE IN THE DARK AS IF IT IS DAYLIGHT
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, DIADALOS HAND COMP, 2 HOVER PLATES, WELDING KIT, HOPLITE PISTOL (DR 8, RoF 2), 1 BLAST GRENADE (DR 18 3M RADIUS)

Standard carapace

HP	DEX	STR	SPD
25	USER	USER	+0
ACCESSORIES:		ARMOR PR 4	

Destiny

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 2

INT: SPEAKS HIS MIND HONESTLY 1

EXT: NOISY CARAPACE 2





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	+0	+1	+3
HIT POINTS		20	HERO POINTS		7	GLORY		25	

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

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[+2], LORE (TACTICS) +6[+6], MODE (SENSORY) +7[+10], NAVIGATION +5[+5], PILOT +8[+8], RESEARCH +3[+3], SCIENCE (PSYCHOLOGY) +2[+2], SPEAK LANGUAGE (KYKLOPES, NATIVE), SPEAK LANGUAGE (HELLENE)+3[+3], WEAPON (GUN) +2[+3], 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), DIADALOS HAND COMP, SECURITY MACHINA

Destiny

DESTINED TO CONTROL THE MANY AND VARIED FLEETS OF THE KYKLOPES AS THEIR NAVAL LEADER.

Fate

FATED BETRAY THE GODS AND SUFFER THEIR WRATH.

Disadvantages

REL: TERRIBLE AND INFAMOUS FAMILY 2

INT: NEVER WANTS TO BE INDEBTED TO ANOTHER 2

EXT: NEVER DRESSES APPROPRIATELY 1

CORE RULES

The game uses a straightforward ruleset that utilizes a single D20 roll to resolve actions. The following section explains how to apply the rules to combat and non-combat situations.

THE RESULTS TABLE

All actions in the game are resolved by the following procedure:

1. Determine the Degree of Difficulty (DoD). The DoD represents the relative ease or difficulty of an action. A positive DoD represents an easy action while a negative DoD represents a difficult action.
2. Add the character's Skill or Attribute Rating to the DoD.
3. Take the result (a positive number, a negative number, or zero) and add it to a D20 roll.
4. Consult the Results Table for the result.

That's all you really need to know. All the rules in this book are just variations of the above procedure. Players contribute by describing the **Intent** of their characters' actions to the GM. Then it is the GM's job to interpret the outcome of the Results Table and how it affects the particular scene the player characters are involved in. Guidelines and tips for interpreting these rolls are covered later.

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

RESULTS TABLE KEY

Critical Failure:	Not only does the attempted action fail, but it fails miserably and may have additional negative consequences, such as accidental damage to the character attempting the action, the opposite outcome of the intended effect, etc. It is the GM's job to determine the actual results of any Critical Failure, based on the circumstances surrounding the attempted action.
Failure:	The action fails to achieve the intended result. There is no further negative impact.
Partial Success:	The action is only moderately successful, achieving part but not all of the intended effect (such as half-damage from an attack or partial effect from Dynamism).
Full Success:	The action achieves the intended result.
Critical Success:	The action is even more successful than intended, achieving the player's stated intent and also yielding additional benefits of some sort (an attack causes a Critical Wound that disables the opponent, there is an increased effect from Dynamism, etc.). It is the GM's job to determine the actual results and extent of any Critical Success, based on prevailing circumstances.

ROUNDING NUMBERS

Sometimes a number will have to be divided because of a partial success or some other reason. When rounding numbers, always round UP to the next whole number.

ATTRIBUTES AND ATTRIBUTE ROLLS

Attributes represent natural abilities, such as strength, intelligence, and dexterity. Each has a numerical value, referred to as its Attribute Rating. The Attribute Rating for a Hellene of "average" ability is "0." An attribute rating of +1 or greater is above average, while a rating of -1 or lower is below average.

Attributes can be used as modifiers to specific Skills by adding the Attribute's numerical value to the level of the Skill (the total is referred to as the Skill Rating; see the section on Skills in the Character Creation chapter). Attributes can also be used to determine the result of actions for which there is no specific skill.

Example: Lifting a heavy object is a function of the Strength (STR) Attribute. Trying to locate a lost item is a function of the Perception (PER) Attribute.

SKILL RATING

Skill Rating = Skill Level + Attribute

Skills are abilities acquired through training and practice. There are two terms used to describe Skills: Level and Rating. Skill Level indicates the character's degree of training, with "+1" representing a basic level of proficiency.

Example: Dayn, with a DEX of +1 and an Evade skill of +5, would have a Skill Level of +5 and a Skill Rating of +6.

INTENT

Intent is a player's description of what his or her character hopes to accomplish by a particular action and the crux of the entire system. Players can help the Game Master by offering specific information on their character's Intent before rolling on the Results Table. This helps the Game Master determine the chance of success for the attempted action, as well as its actual outcome.

Example: A Hero with the Evade skill is trying to use the skill for more than just a dodge. His intent is to backflip toward an opponent, leading the archer's aim in that direction, and at the last minute move out of the way and cause the archer to shoot the unsuspecting opponent. The GM decides this is a tricky prospect and adds additional DoD to the Hero's roll. If the Hero fails, the GM determines the Hero will be hit by the arrow. If he gets a partial success he is nicked on the way past, and on a full success his clever use of Evade is rewarded with his intended result.

Example: A Hero wants to shoot a sandbag hanging from the rafters so that it falls on an opponent, making him collapse to the ground. His intent is not to do damage but to slow his enemy down.

DEGREE OF DIFFICULTY (DoD)

Degree of Difficulty (DoD) is a modifier determined by the Game Master. It is based on the GM's appraisal of how hard or easy it would be for an individual with an Attribute or Skill Rating of "0" to attempt a given action. The Degree of Difficulty modifier typically falls between +10 and -10, with easy actions given a bonus (+1, +2, etc.) on the Results Table die roll, and difficult actions given a penalty (-1, -2, etc.). The character's Intent and any extraordinary circumstances surrounding the proposed action are also factors in determining Degree of Difficulty.

Example: A Hero has a +3 to his roll but has a DoD-4 (penalty). He would have a net penalty of -1 to his roll.

A Hero has a +3 to his roll and a DoD+2 (bonus). He would have a net bonus of +5.

OPPOSED ACTIONS

Whenever a character attempts an action that is directly opposed by another individual or creature, the opponent's ability rating is used as the Degree of Difficulty. In such cases, the Degree of Difficulty will either be the opponent's Skill Rating or an Attribute Rating, whichever is most appropriate.

Example: Dayn the thief wants to use his stealth skill to sneak past a watchman. Because this is an Opposed Action, the Degree of Difficulty is the watchman's ability to detect the thief.

The watchman has a Perception of +3. Dayn's stealth skill rating is +9. Dayn's player rolls a D20 and adds +9 Versus a DoD of -3 (the watchman's Perception) as a penalty.

MULTIPLE ACTIONS

As a basic rule, each character is allowed to take one action per round. However, players can take more than one action per round but suffer a penalty in so doing. For each action already performed during the round, characters suffer a cumulative -5 Results Table penalty. Extra actions can be performed during a character's turn, or later in the round as responses to the actions of other characters.

TIME IN THE GAME

One Round = 6 seconds

Time is measured in discrete units, called rounds. A round is roughly six seconds long, enough time for a character to trade blows with an opponent, create a Dynamistic effect, or do anything else that can be accomplished in six seconds or less.

REACTION ROLLS

Reaction Roll = CHA Attribute + applicable skill

The first impression that a character makes on any new acquaintance is determined by making a Reaction roll on the Results Table. Normally a Reaction roll is based on the sum of a character's CHA + skill (influence) and modified by Glory. Failure indicates an unfavorable or even hostile reaction; success indicates acceptance (or at least ambivalence), while Critical Success will always yield the most favorable response possible under the prevailing circumstances.

PERCEPTION CHECKS

Perception Checks = PER attribute

When a Hero is called upon to see something interesting or important he makes a perception check using his PER attribute with a DoD determined by the GM.

RESISTANCE ROLLS

Physical Resistance = CON

Mental Resistance = WIL

Physical resistance rolls are used to defend against the effects of poison, disease, or other ailments that might affect a Hero physically.

Mental resistance rolls follow the same procedure and are used when defending against a mental assault or reaction roll.

MOVEMENT

Standard Movement = 30m (for Hellenes with SPD+0) per round

Individuals and creatures can move up to 30 meters in one round's time, or twice this if sprinting, triple this if running, or quadruple this if moving at an all-out pace.

COMBAT DAMAGE

Combat Damage = STR attribute

Damage totals for physical attacks employing natural or other melee weaponry are modified by adding the attacker's Strength Rating to the weapon's Damage Rating (DR).

Example: A Hero with a STR+2 and a sword (DR8) would do 10 points of damage on a successful hit (2+8=10).

COMBAT

Like all actions in the game, combat results are determined by rolling a D20 on the Results Table. However, the level of detail required to simulate combat in the game is significantly greater for combat than for Skills or Attributes.

As with all Skills, Combat Skills also have an Attribute Modifier, which is called a Combat Rating (CR, for short). The term, Combat Skill Rating, always refers to the combination of a Combat Skill's level plus the character's CR modifier.

Combat Rating (CR): The Hero's Attribute

Combat Skill Rating: The total of the Combat Skill and the Combat Rating

COMBAT ROUNDS AND TURNS

During combat, time is measured in rounds. A round is roughly six seconds long: enough time for combatants to draw weapons and exchange attacks or move up to the maximum allowable distance based on their movement. During a combat round, each character is given a chance to take action.

A single character's action within a round is called a turn, as in: "it's Dayn's turn to attack." Once all characters involved in the combat have taken their turn, the round is over.

DAMAGE & PROTECTION

Weapons and other forms of attack do a set amount of damage based on their Damage Rating (DR) and the Results Table die roll. Protection Rating (PR) describes the protective value of armor.

DAMAGE RATING (DR)

A weapon's Damage Rating (DR) is equivalent to the maximum number of Hit Points it is capable of doing in the hands of an individual or creature of "average" (0-rated) Strength.

Example: A long sword with a DR of 8 will do a maximum of eight HP damage.

When using handheld weapons, combatants add their Strength Rating (STR) to the Damage Rating total.

For example, a Hero with a STR of +2 will do a maximum of 10 HP damage with that same long sword (DR8 plus STR+2 = 10).

Miscellaneous Damage Ratings

Body Slam	DR3 + STR
Choke	DR2 + STR per round
Kick	DR2 + STR
Punch	DR1 + STR
Head Butt	DR1 + STR

PROTECTION RATING (PR)

Armor is rated according to its ability to absorb and reduce damage, which is referred to as its Protection Rating (PR). The PR of any type of armor is equivalent to the amount of damage it will absorb in Hit Points from each successful hit.

Example: Armor with a Protection Rating of +3 will reduce the damage of an attack by three Hit Points.

SHIELDS

Handheld shields provide additional protection by making the bearer harder to hit. Shields increase the DOD of the user to be hit in combat and also provide a bonus when used to parry. A shield increases the DoD to be hit by +1 for light and medium shields and +2 for heavy shields.

Example: A Hero has a DoD-10 to hit an opponent. If the opponent had a medium shield, the Hero would have a DoD-11 to hit the opponent.

When used to parry, the shield provides a bonus to the roll determined by the size of the shield.

Example: The Hero has a shield parry skill total of +10; with a medium shield his total is +12.

COMBAT IN DETAIL

1. COMBATANTS ROLL FOR INITIATIVE

At the beginning of any combat situation, each combatant makes an SPD Attribute roll. This is called rolling for Initiative. This roll is not judged on the Results table but is simply the sum of the D20 roll + the Hero's SPD.

Example: Dayn is fighting two opponents. The Hero has a SPD+2, the first opponent has a SPD+0, and the last opponent has a SPD+3. They all roll a D20 and add the result to their SPD Attribute. Dayn rolls a 7 and adds his SPD+2 for a total of 9. The first opponent rolls an 11 and adds his SPD+0 for a total of 11, and the last opponent rolls a 9 and adds his SPD of +3 for a total of 12.

The order of the combat round is second opponent, first opponent, and then Dayn.

2. PLAYER/GM STATES INTENT

Before rolling for a combat action, the player or GM must state his character's Intent. The GM states Intent for his NPCs. This is done by choosing a weapon or Combat Skill, and a Combat Tactic.

There are four categories of Combat Tactics: Attack, Defend, Movement, and Stunt.

Each has a number of variations, as described in the section on Combat.

Example: A character's Intent might be to throw a spear, parry with a shield, retreat, or try to trip or distract an opponent.

3. GM DETERMINES BONUSES OR PENALTIES

After the player/GM indicates the weapon and tactic being used and describes the character's Intent, the Game Master determines if any bonus or penalty will be applied before the player/GM rolls on the Results Table.

Apply a modifier based on the Degree of Difficulty. If the Combat tactic is being opposed by another individual or creature, the Degree of Difficulty is always based on the defender's abilities. Decide which ability is most appropriate, based on the following considerations:

- ☞ The DoD to hit an opponent in combat is usually equal to the target's DEX + Evade skill.

Example: Dayn has a melee weapon skill rating of +10. His opponent has an Evade skill rating of +6. Dayn has a DoD+4.

- ☞ If the opponent is actively parrying, the DoD is equal to the opponent's CR + Parry skill (See Defense Rules).

Example: Dayn has a Sword skill rating of +10. His opponent has an Axe skill of +12. The Hero has a DoD-2.

If the attack is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his or her stated Intent.

Example: If Dayn the Forgotten is trying to hit an unwary opponent with an arrow, the Degree of Difficulty would be based on such factors as the target's range and degree of cover, not the opponent's combat abilities.

Compare applicable bonuses and penalties, and use the total as the modifier that will be applied to the player's Results Table Combat roll.

4. PLAYER/GM ROLLS TO ATTEMPT THE ACTION

To determine whether the Combat action is successful or not, the player/GM adds his Combat Skill Rating to the DoD and rolls 1D20, adding it to the result.

Example: Dayn wants to shoot the unaware opponent. Dayn's player rolls the D20 and gets a result of 15, and modifies the roll with the DoD (Degree of Difficulty) of -3. The final number is 12 (15 - 3 = 12), a Success.

5. GM JUDGES RESULT

After the player/GM rolls, the GM interprets the Results Table result, taking into account the specific circumstances surrounding of the action, and other factors. Combat actions intended to cause damage will produce one of the following results:

Critical Failure: The attack fails due to a mishap of some sort; the attacker stumbles and falls, hits himself, hits an unintended target, breaks the weapon being used, etc. (GM's ruling)

Failure: The attack misses the intended target.

Partial Success: The attacker scores a glancing blow that only does half the attack form's total Damage Rating (rounded-up to the nearest whole number).

Full Success: The attack does its full Damage Rating.

Critical Success: The attack does full Damage Rating and achieves the attacker's stated Intent. If the Intent was to injure or kill, the victim suffers a Critical Wound, and must make a roll using his Constitution Rating to determine how badly he is hurt. Subtract the Damage Rating of the attack from this CON roll. Partial Success means the victim suffers a penalty of -5 on all further actions until healed of the Critical Wound. Failure or Critical Failure means the victim is incapacitated until healed. See the chapter on Combat for more information of Critical Wounds.

Example: Dayn gets a full success with his roll of 12 and does full damage with his arrow. If the roll had a DoD of -8 the final result would have been a 7 (15 - 8 = 7), a Partial success doing half-damage.

COMBAT TACTICS

ATTACK

An attack can be defined as any action intended to injure, restrain, stun, or otherwise hamper an opponent. There are four kinds of attacks: close attacks, ranged attacks, grappling attacks, and subdual attacks.

HITTING AN OPPONENT IN COMBAT

The difficulty to hit an opponent is-

The attacker's CR+ weapon skill – Target's Defense skill rating

A defense skill rating can be;

- DEX+Evade skill (usable versus all attacks.)
 - CR+Parry Skill (usable versus all attacks if a shield is used.)
 - CR+Parry Skill (usable versus hand to hand attacks if melee weapons are used.)
- If attacked by a range weapon default to Evade skill)

See defense for more detail.

CLOSE ATTACKS

Intent Example: Dayn will move in and stab his opponent with his dagger.

Most Common Roll Attacker's CR+ Skill vs. DoD = DEX + Evade

A Close Attack is a maneuver that attempts to cause damage to an opponent at close range. Any type of hand-to-hand combat, with or without weapons, is considered a Close Attack. Unless the intended target is unaware or incapable of defense, a Close Attack is considered an Opposed Action.

To simulate a Close Attack, the attacker rolls on the Results Table, adding the Skill Rating for the weapon or attack form being employed. The defender's Skill Rating is used as a negative modifier (see Defense, q.v.).

Example: Dayn the beggar stabs at a city guard who is attempting to evict him. Dayn has a Skill Rating of +17 with melee weapons (the appropriate attack skill in this case). The guard defends with his DEX + Evade of +9. The total attack roll modifier is +8 (17 - 9 = 8). Dayn's player rolls a 10 for a total of 18: Full Success. The GM describes how the knife cuts into the lightly armored abdomen of the guard.

RANGED ATTACKS

Intent Example: Dayn will take his dagger and throw it at the man escaping on foot.

Most Common Roll Attacker's CR+ Skill vs. DoD = DEX + Evade

A Ranged Attack is defined as any attempt to hit an opponent or target from a distance. Common Ranged Combat attacks include shooting with a projectile weapon, such as a bow or crossbow, firing a catapult or other siege weapon, using a firearm or laser

weapon, or using hand-hurled weapons like javelins, rocks, or knives.

If the intended target is unaware of the Ranged Attack or is immobile, the Degree of Difficulty is based on the target's range and availability (size, visibility, degree of cover, etc.). If the defender is actively trying to dodge or evade a Ranged Attack, the Degree of Difficulty is based on range and availability plus the defender's modified defensive Combat Skill or Attribute Rating. Penalties for range and availability are as follows:

- Target is within half the effective range: no penalty
- Target is one step beyond normal range: -4
- Target is two steps beyond normal range: -6
- Target is three steps beyond normal range: -10
- Target is moving at double movement rate: -1
- Target is moving at triple movement rate: -2
- Target is moving at quadruple movement rate: -4
- Target is protected by cover: -1 per 10% cover
- Target is smaller than man-sized: -1 to -10
- Target is larger than man-sized: bonus of +1 to +10

GRAPPLING ATTACKS

Intent Example: Since I threw my dagger into the fleeing man's back, I will grab the assassin in front of me and hold his weapon arm.

A Grappling Attack is any attempt to grab, restrain, or throw an opponent through the use of strength, leverage, or special grappling weapons. Grappling Attacks are handled as per Close Attacks. However, a defender who has been grabbed or restrained may take no further actions until he attempts to escape. If the defender's escape attempt is unsuccessful, on the next turn the attacker can either throw or choke the defender without the need for a second attack roll. A thrown defender can be hurled up to 2 meters away (+1 meter per +3 STR), and/or body slammed (DR 3 + STR). Choking causes STR+4 DR per round until the defender escapes or is rendered unconscious.

While engaged in a Grappling Attack, the attacker has a -5 penalty to his defensive Skill Rating and the victim has an effective defensive Skill Rating of zero.

Example: Dayn is having a few drinks in a bar and has had the misfortune of drawing the attention of the local tough, Skelos the Unclean. Dayn knows that Skelos, who is far larger and stronger than he, will try to get him in a hold and choke him. Dayn, who is faster, decides to be the first to try to get a hold. He jumps on the back of the brawny Skelos and attempts to apply a choke hold. Dayn's Pankration Rating is +14 while Skelos' is +8 (modifying Dayn's skill to +6).

The GM decides that since Dayn is attempting a very daring maneuver (tumbling through Skelos' defenses to get at his back) he receives a -3 to his Results Table roll (modifying the brawl skill further to +3). Dayn's player rolls a 7 and adds the modifier of +3 for a result of 10: Partial Success. The GM rules that Dayn has successfully

grappled Skelos but his chokehold causes no damage.

Because of their unusual nature and wide variety of effects, Grappling Attacks have different Results Table results than standard Close Attacks as follows:

WHEN MAKING A GRAPPLE ATTACK:

Critical Failure:	The attacker has twisted himself into an awkward position and failed to effectively hold his opponent. The opponent receives a +5 bonus on their next attack vs. the grappler.
Failure:	The attacker fails to grab the defender.
Partial Success:	The attacker gets a partial hold but has little leverage. No choke or throw attacks may follow this attack. The defender gets a +5 bonus to his or her attempt to escape this hold.
Full Success:	The attacker achieves the hold they were attempting. They may throw or choke the defender with their next action, or simply continue to hold.
Critical Success:	The hold is especially well placed and strong. The defender takes an additional -5 penalty to any escape attempts.

WHEN ESCAPING:

To escape the victim must make a CR + STR (or Pankration) versus a DoD equal to the grappler's CR + STR (or Pankration).

Critical Failure:	The defender twists himself into an even worse position. He takes an additional -5 penalty to any further escape attempts. Note that further Critical Failure results do not add to this penalty. The maximum is -5.
Failure:	The defender remains in the hold.
Partial Success:	The defender slips partway out of the hold. Add +5 to his next escape attempt.
Full Success:	The defender escapes the grapple.
Critical Success:	The defender performs a perfect reversal. The defender may make an immediate attack on his opponent at full skill, flee, or perform any other action.

SUBDUAL ATTACKS

Intent Example:	I want to keep the assassin for questioning so I will bludgeon him on the head with a bottle to try and knock him out.
------------------------	--

A Subdual Attack is an attempt to knock out an opponent by non-lethal means. This Tactic requires the use of a blunt weapon (such as a club, staff, mace, punch, kick, etc.), and can be used as part of any attack.

DODGE

Intent Example:	Dayn sees the last assassin approaching from behind and wants to move out of the way of the swinging blade.
------------------------	---

Most Common Roll	Defender's DEX + Skill vs. DoD = CR + Skill
-------------------------	---

Dodging is a defensive maneuver that moves the character out of harm's way. This may be as simple a maneuver as ducking, or as complex as a backflip.

Dodging is effective against close, ranged, and grappling attacks. Any of the following Skills or Attributes can be used for a dodge attempt:

- ☞ Evade Skill Rating
- ☞ Athletics Skill Rating at -5
- ☞ Pankration Skill Rating at -3
- ☞ Dexterity Rating or Combat Rating (as per rules for substituting Attributes for Skills)

Example: Dayn manages to disable all but one of the assassins before they reach the fleeing Senator. The last assassin leaps aboard the wagon that Dayn is in, tearing at him with his dirty knife. Not wanting to lower himself to fighting like an animal (or risk being dragged from the back of the wagon), Dayn elects to dodge the assassin's attack. Dayn's Evade Skill Rating is +10. The assassin's Small Blades skill rating is +9. Dayn rolls with a +1 bonus (10 - 9 = 1) and gets a final result of 8: Partial Success. The evasive maneuver doesn't entirely avoid the assassin's attack, so Dayn will take 1/2 damage if the assassin's attack roll succeeds.

PARRY

Intent Example:	Quickly pulling his dagger from the back of the foe he killed earlier, he parries the next sword blow.
------------------------	--

Most Common Roll	Defender's CR + Skill vs. DoD = CR + Skill
-------------------------	--

A Parry is a defensive maneuver that interrupts an attack by putting something in the attacker's path, such as a shield or weapon. Shields are designed expressly for this purpose, and give defenders who have a shield a +2 bonus when used for Parrying (or +1 for individuals who don't have Parry skill and are attempting this tactic). This maneuver is known as a Shield-Parry. Any of the following Skills or Attributes can be used as the modifier for a Parry attempt:

- ☞ Parry Skill Rating
- ☞ Weapon Skill Rating at -5
- ☞ Pankration (no penalty if parrying a Pankration attack; penalty of -5 if parrying a weapon attack)
- ☞ Combat Rating (substitution)

MOVEMENT

Movement is a tactic intended to increase or close the distance between attacker and defender. There are three variations: Retreat, Flee, and Advance. Note that in all three cases, rugged or difficult terrain can decrease the maximum distance that can be covered in a round, and may even require SPD or skill rolls to navigate safely.

ADVANCE

Intent Example:	Dayn moves with caution toward his opponent, assessing the situation as he advances.
Most Common Roll	Hero's SPD + Athletics

An Advance is an attempt to close with an opponent at his normal Movement Rate or less. This tactic allows the individual to attack or defend while moving without penalty. It is also possible to use this tactic to Advance under cover, making it more difficult for opponents to target the advancing individual with Ranged Attacks (q.v.).

CHARGE

Intent Example:	Dayn moves at twice his normal speed toward his opponent, hoping to use the added momentum to drive his blade home.
Most Common Roll	Hero's SPD + Athletics

A high-speed Advance is called a Charge (double normal movement). This tactic allows the individual to move up to double his SPD, though at the expense of any attempts at defense. Attacking while Charging is possible at a penalty of -4 for Close Attacks and -6 for Ranged Attacks. When making Close Attacks while Charging, add the character's Speed (minimum of +1) to the damage rating, as well as Strength. See the Combat Skill or Mounted Combat sections for additional modifiers.

Example: Dayn (STR +1) runs with abandon toward his opponent and uses his forward momentum to drive his sword deeper into his opponent's chest. His SPD of +2 is added to the DR of the weapon (sword DR8). If Dayn is successful in his attack, he will do 11 points of damage (DR8 of the weapon +1 for STR +2 for SPD).

FLEE

Intent Example:	In the kitchen, Dayn sees the back door open and decides to make a run for it before he is overwhelmed. He turns and makes haste past the incoming cook.
Most Common Roll	Hero's SPD+ Athletics

Fleeing is an attempt to disengage from an attack without regard for considerations of defense or attack. Instead, the main goal is to escape as quickly as possible. A Fleeing

opponent can move up to his full Movement Rate per round, but may not attack or defend while doing so. Attempting to Flee while engaged in Close Combat of any type exposes the fleeing opponent to one Unopposed attack from each opponent within range. A successful dodge or parry will allow an individual to Flee on the following round without being exposed to a Close Attack.

If a Fleeing character is being pursued, both the character and pursuer(s) must make Attribute Rolls vs. their respective SPD once for each round of pursuit. Compare Results Table die rolls and Speed Ratings to see if the Fleeing individual escapes or gets caught, using the following guidelines:

Critical Failure:	Stumble and fall; you're injured and cannot continue next round.
Failure:	Stumble and fall; you can get up and continue next round.
Partial Success:	Move up to half your maximum Movement Rate.
Full Success:	Move up to your maximum Movement Rate.
Critical Success:	Maximum Movement Rate plus you gain an additional 15m on opponent.

Note: for Mishaps and Failures that occur during aerial or aquatic pursuits, substitute stumbles for collisions, unfavorable wind/water currents, and/or crashes as applicable.

RETREAT

Intent Example:	Dayn sees that the tavern is becoming crowded with attackers and moves back through the kitchen door.
Most Common Roll	Hero's SPD + Athletics

A Retreat is an attempt to disengage from a melee attack in an orderly and measured manner. The retreating opponent can move up to half her normal Movement Rate per round while continuing to fight or defend against attack without penalty.

When fighting the Hero only receives half her normal bonus to hit since she is backpedaling to get away. The benefit of retreating is that the Hero receives a bonus of her SPD+3 to her defense rolls versus her opponent.

The Hero subtracts her SPD from her opponent's and the difference is the number of rounds she must retreat before being considered disengaged (minimum of 1 round).

Example: Dayn (SPD+1) is fighting a patron of the bar (SPD+3). To retreat without allowing a free unopposed attack, Dayn must retreat for two rounds (3 - 1 = 2). If the Opponent had a SPD+0 Dayn would only have to retreat for one round.

STUNTS

A Stunt can be defined as any type of unconventional maneuver attempted during the course of combat. This tactic includes such flamboyant maneuvers as leaping from high places, swinging from ropes or chandeliers, vaulting over opponents, and the kind of daredevil moves that are commonly seen in most action-adventure movies. It also covers

“dirty tricks,” like tripping, throwing dirt in an opponent’s eyes, and so on.

Since every stunt is different, we won’t provide you with an exhaustive list here. It’s always up to the GM to determine what the Degree of Difficulty is for any given stunt, based on the specific circumstances and how “cinematic” she wants the game to be. It’s usually a good idea for the GM to tell her players ahead of time just what sorts of stunts will be allowed.

Example: Dayn cuts a rope with a thrown knife, bringing down a bazaar stall on the heads of two guardsmen. (Weapons (Thrown): Difficulty -10 for a small target).

Alcmene the thief whirls her cloak in the rushing guardsmen’s faces as she jumps behind the bar. Hopefully, the cloak will momentarily stun and blind the guards, allowing Alcmene to seemingly vanish. (Acrobatics: Difficulty -15 to confuse all three guards).

AIMED SHOTS AND DISARMING

An aimed shot is an attack intended to hit a very specific target and/or cause a very specific effect. Almost any Combat Tactic can be used in conjunction with an Aimed Shot. A Ranged Attack intended to cut a ship’s sail, disable a moving vehicle, or knock a weapon from an opponent’s hand is an Aimed Shot. So is a Close Attack intended to disarm an opponent by striking his hand, or a Shield Parry used to deflect a missile in a specific direction. The ability to temporarily stun or subdue an opponent with a single blow, a staple of the action-adventure genre, can also be accomplished with an Aimed Shot.

Disarming a Weapon

Disarming an opponent has an additional penalty of -2 to -10 depending on the size of the weapon and how it is being handled.

Bypassing Armor

Aimed Shots can also be used to hit the small parts of an opponent that are not covered by their armor, and thus ignore its Protection Rating. The additional Degree of Difficulty penalty for this tactic is equal to the total base PR of the armor type worn. A light cuirass is -1, medium, -3, heavy -6, etc.

Example: Dayn is trying to strike through a seam of an opponent’s medium set of full plate. The opponent’s evade is 10 so normally Dayne would have a DoD-10 to hit him. When we add in the penalty for trying to bypass armor (full suit of medium armor base PR7) the final DoD is -17.

NOTE: Some armor PRs are further customized by racial modifiers. The added PR is not factored into the protection Rating, just the base PR of the armor type.

All Aimed Shots and Disarm attempts need a FULL success

A result of Success or Critical Success is required to achieve the intended effect; for Aimed Shots, a result of Partial Success is the same as Failure.

FIREARMS & AUTOMATIC WEAPONS

Although Hellenes prefer hand-to-hand combat, firearms will likely come into play at some point. High rate-of-fire guns and automatic weapons — whether they fire slugs, bullets or lasers — are handled a bit differently than single-shot ranged weapons such as bows, crossbows, and slings.

Firearms like handguns, sub-machine guns, and assault rifles can fire at a much higher rate of fire than muskets and bows. The Multiple Action rule is applied differently to rapid-fire firearms. Characters are able to fire a number of shots per round up to the listed Rate of Fire (RoF) of the weapon used, representing a single action. These shots must be fired at a single target. In the case of shotguns and similar area-effect weapons, shots must be fired into a single 10-foot target area. If a character changes targets, the Multiple Action rule applies.

RATE OF FIRE PENALTY

When shooting a weapon with a rate of fire, the Hero suffers an additional penalty to his attack roll equal to the rate of fire.

Example: When shooting a weapon with a RoF of 3 the Hero suffers a-3 to his attack roll.

DAMAGE DONE FROM RATE OF FIRE WEAPONS

The damage done is equal to the Damage Rating (DR) of the weapon multiplied by the Rate of Fire (RoF).

Example: a weapon with a DR of 8 and a RoF of 3 would do 24 points of damage on a successful attack.

AMMO USE

Automatic weapons can obviously fire more than 2, 3, or even 10 bullets in a single round; however, this is abstracted in that it is assumed a large number of bullets are being fired but only the number up to the RoF will possibly strike a target. For the purposes of tracking the amount of ammunition used, the actual number of bullets fired by an automatic weapon is equal to 3 times the RoF.

For the purposes of determining the amount of damage done, consult the Results Table

Critical Failure	The weapon jams. The Hero must spend 5-INT rounds (minimum of one) un-jamming the weapon.
Failure	The attack misses completely; uses 3x ROF ammo
Partial Success:	The attack does standard DR of weapon, uses 3x ROF ammo
Full Success	Multiply DR by the Rate of Fire; uses 3x ROF ammo
Critical Success	Multiply DR by the Rate of Fire; uses half as much ammo

SPRAYING AN AREA

Sometimes there may be a need to spray an area in the hopes of hitting multiple targets. The Hero determines the area in meters he wants to shoot into and takes that as a penalty to his roll. Everyone in the area has a DoD equal to his modified skill total to evade the attack. If the attack is successful, those who fail to evade are hit by a single round of ammo. Normal rate of fire rules apply for the expenditure of ammo.

Example: A soldier (Submachine Gun +9) is the rearguard of a retreating group. A troop of enemy soldiers are in pursuit, and he turns and fires his weapon at a 3-meter area, hoping to hit all five. The soldier has a penalty to his roll of -3, making his total modified skill +6. The advancing soldiers would have to evade as normal not to be hit. If they fail their roll and the soldier succeeds, then he would hit the pursuers for normal damage.



LIFE AND DEATH

HIT POINTS (HP)

This is a measure of how much injury a character can sustain before dying.

DEATH & DYING

Individuals or creatures reduced to zero or less Hit Points are rendered unconscious and on the verge of death. Should this happen the Game Master should immediately roll on the Results Table, using the victim's CON versus a DoD equal to the number of points he is below zero Hit Points. The total will yield one of the following results:

Critical Failure

The character is dead.

Failure

Things are looking grim. The victim is fading fast and will need to make another CON roll every minute at a cumulative penalty of -1 per minute. A result of failure or worse on any of these subsequent CON rolls results in death. A result of partial success or better, and the victim gets to live for another minute. At best, the victim will suffer a permanent injury of some kind (as per a result of Partial Success). The need for the CON roll can be negated if someone with the Heal or Medicine skill stabilizes the Hero with a roll versus a DoD equal to the number of Hit Points below zero. This roll will not restore Hit Points; only stop the need for further rolls.

Partial Success:

The victim will recover, but will suffer some sort of permanent injury. Possibilities include disfiguring scars, a 1-point reduction of one of the victim's Attributes, amnesia, or some other disability appropriate to the circumstances surrounding the victim's "near-death experience" (GM's ruling).

Full or Critical Success

The victim will recover completely, with or without medical attention, and suffer no permanent damage. These rules should be reserved only for PCs or important NPCs. Any other individual reduced to 0 HP or less can simply be considered dead at once.

Example: Dayn (CON+1) has taken damage that has reduced him to -5 Hit Points. His CON roll DoD is -4. He rolls the D20 and gets a Partial Success, meaning that he will eventually recover with some sort of scar or permanent wound.

CRITICAL WOUNDS

Any attack that is made with the intent to kill or injure that yields a Results Table result of Critical Success will cause a Critical Wound. Assuming the victim has not been reduced to zero or less Hit Points, he must make a roll vs. his CON Rating (minus the DR of the attack) to determine the extent of the injury, as follows:

Failure/Critical Failure

Victim is incapacitated and rendered incapable of movement, regardless of actual Hit Point total. No further actions can be taken until the Critical Wound damage is healed with a Medicine skill roll. In the case of minor NPCs, a critical hit can cause instant death or knockout (GM's ruling) without the need for a CON roll.

Partial Success:

Victim can continue, but suffers a penalty of -5 on all die rolls until the Critical Wound damage is healed (by Dynamist or non-Dynamist healing, or through rest and recuperation).

Full/Critical Success

Victim can continue without penalty.

Example: a Hero swings his sword and critically hits his opponent. The opponent takes 5 points of damage after armor reduction. The opponent must make a CON roll with a DoD-5 (the damage taken). The opponent rolls a 14 and gets a success to carry on fighting as normal, but with a particularly nasty wound.

Later that same battle, the Hero again scores a critical hit on his opponent who must again make a CON roll. This time the opponent gets only a partial and continues to fight, but now with a penalty of -5 to ALL his actions.

MOOKS' DEATH AND DYING, AND CRITICAL HITS

The critical hit rules are only used for Heroes and important NPCs. A mook or henchman (or any other character not central to the story) dies or is otherwise rendered unconscious and out of combat when they reach zero Hit Points and may not roll on the Death and Dying Chart

HEALING

Natural Healing = 5 Hit Points per day + CON Attribute

Healing occurs at the rate of 5 Hit Points per day, plus one additional point of healing per +1 Constitution Rating. Individuals with negative Constitution Ratings heal at the rate of 5 HP per day, minus one point of healing per -1 CON Rating (the minimum rate of healing is 1 HP per day).

HERO POINTS

Hero points represents the cosmic luck that all Heroes have in fiction—that little bit extra that gets him through the harrowing ordeal. There is always something different about a Hero that helps him stand apart from his more mundane counterpart. He is able to climb the mountain no sane person would, he can fight and best a lion, and he can take injury that would lay a normal person low. This is illustrated by the Hero spending Hero points.

Hero points are used through out the course of the adventure and only reset at the beginning of a new adventure.

Note: A hero may spend two points per action

Your character can use Hero points for a variety of things:

- Players may spend Hero points to increase a roll by +2. Hero points may be spent after the roll is made.
 - Hero points may be used to negate a mishap or critical failure.
 - One Hero point will add +4 to damage inflicted.
 - Hero points may be spent to negate 4 points of damage per point spent. The Hero can spend up to his maximum amount of Hero points in this way
- Example: Iolaus is fighting a giant machina construct on the asteroid archipelago in the Myrtoum solar sea expanse. At his disposal are three Hero points. The machina shoots a salvo of micro missiles at the nimble Hero, hitting him for 30 points of damage! Iolaus is in the pursuit of a Diomedean bridle (one of his Ambitions) and decides this would be a good time to use his Hero points to negate the damage. Iolaus' player spends all three Hero points and negates 12 points of damage.*
- Two points will give you one extra Action for one round of combat without any multi-action penalty.
 - Two points can be spent to negate the unconsciousness effects of a critical hit. This takes a full turn to complete.

THE PANTHALASSA

The Panthalassa (meaning the “cosmic all-sea”), or Slipspace as it is known by traders, is an extra-dimensional area that allows ships to travel quickly between the stars via Æthereal currents; traditionally, this Æther is believed to be the breath of the Gods themselves. Most mariners liken the Panthalassa to the open oceans or rivers of a planet with currents, waves, and tides, but unlike sailing on the surface of an ocean, the Panthalassa has different strata that allow for different types of movement.

Travel in Panthalassa is usually achieved with what is called a Slipsail, made from a special material that allows it to capture and accelerate the Æther, taking advantage of the Ætheric nature of Slipspace. A ship traveling in the Panthalassa primarily uses this Slipsail. The Æther blows into the sail and pushes against it, causing the vessel to move. Without the sail a ship would have to rely either solely on its Sub-Light drives or the actual Slip current and move at the slower “real space” rate.

Slipspace is a realm of rolling Ætheric clouds and sweeping Æthereal tides, but many things exist in Slipspace beyond the sloshing sound of Ætheric “wind.”

Many who aren't acquainted with the Panthalassa ask the same questions:

WHAT ARE SLIPSAILS?

When entering Slipspace, a ship fires large cables with small Ætheric force screen emitters. Once activated the screens light up with the charge of Ætheric energy and propel the ship forward. These sails are mere energy projections, and if the emitter is damaged it may no longer function properly. Ships without a Slipsail, or with a malfunctioning Slipsail, may travel on Slipspace drives alone; however, movement is decreased by half and maneuverability by 75%.

In combat, captains often target an enemy ship's Slipsails to disable their ability to flee. However, Slipspace sail emitters are fairly small (one meter in diameter) and difficult to

target with ship-board weapons. Most boarding parties will thus try to capture the engine room, bridge, and Slipspace sail projectors and arrays to quickly cripple the ship.

WHAT DOES THE PANTHALASSA LOOK LIKE?

The Panthalassa looks like a mass of dark-violet rolling clouds in an Æthereal planetary atmosphere. Every so often a crackle of lighting illuminates the area, but it is generally harmless (at least in the upper reaches of Slipspace). The “clouds” of Æther are in constant motion, moving in the direction of the current they happen to be in. The higher you are in Slipspace the more light there is to see (even though there is no actual sun) and the lower you go the more foreboding and darker it becomes. There is no sun to light the realm, and many scientists and scholars believe that the light comes from the starlight of real space above, in much the same way as real oceans are lit.

The Panthalassa is warm like a spring night, and is not a vacuum. A Hellene can stand outside unencumbered by a vacuum suit and breathe and behave normally on his ship (although some complain of a slightly musty odor and a heavy, humid feel in the air). Most cruise liners have open pool and recreation areas that are available for use when in Slipspace.

CAN YOU ENTER THE PANTHALASSA ON A PLANET?

Ætheric weapons (which are often fired planetside) and Slipspace drives work with the same basic technology, but on different scales. Ætheric weapons disrupt magnetic fields slightly as they inflict damage or shield a user from harm, and the gravity wave around the user is small and unnoticeable. However, a Slipspace engine creates tears in real space and causes a huge localized gravity distortion that can harm everything in the area including the ship and its occupants if it is fired while moored on a planet. Most ships do not activate their Slipspace drives until well outside the gravity well of planetary bodies, for fear of destroying themselves.

Ships that do activate their Slipspace engines on a planet do the Slipspace Drive rating x30 damage to everything within their Slipspace drive rating x 100 meters radius around the ship's drive area. Only items protected by Ætheric shields will be protected from the damage (this does not include the ship, even if it is so shielded).

WHAT IS THE WEATHER LIKE?

The breezes that blow in the Panthalassa are warm but become colder the lower you go until the air is like a howling arctic wind, freezing exposed skin.



ARE THERE WHIRLPOOLS?

In the rarest instances captains have encountered whirlpools in the Panthalassa. The whirlpools are violent aberrations that spit fire, lightning, and poisonous gas out while sucking a ship in. Ships sucked in are thrown into real space in a random location in the universe. Captains have reported being thrown 20 to 30 parsecs off course but longer journeys are possible depending on the size of the whirlpool. Ship captains say that the journey lasts only a few seconds and is incredibly violent.

ARE THERE PLANETS?

Debris from old wrecks and ruined planetoids litter Slipspace and it is not uncommon to see a drifting island of rock as one travels. On some of these planetoids twisted plant life can be seen, and even animals are sighted on some of the planetoids in the upper reaches. Scholars believe these to be the remnants of planets sunk in the far past.

ARE THERE FLORA AND FAUNA?

The animals are generally nothing more than shades, and the trees and other plant life found there neither grow nor die, locked in an eternal limbo. Those marooned in Slipspace have tried to survive on these planetoids, but the fruit is bland and tasteless, and the animal flesh is ashy and bitter. Such food can sustain a person indefinitely, but only barely, and prolonged indulgence leaves the imbiber with a sunken, ashen complexion.

Some scholars believe that large planetoids exist in Slipspace far below, and that these are home to the Harpy and the Lamia. Scholars suggest that deep in the nether regions of the Panthalassa lies one such dark island named Thule, a place where the air is thick and cold and the light from above never shines.



CAVE OF THE ATHODITE

ABOUT ADVENTURES

Each adventure begins with a brief synopsis that lays out the Who, What, and Where of the scenario (at times more specifically than others), as well as a series of rumors and gossip — some of these rumors are true and some are false. This is followed by a three-part breakdown of major events, presenting a hook to pull players in, a series of three-act conflicts and resolutions, and then any suggested rewards. Finally, each adventure closes with notes about NPCs and foes, general commentary, and optional plot threads.

SYNOPSIS

When: Æ 2100

Who: Lamia, Phasma, Harpies

Where: A planetoid in the Panthalassa

What: For several days now, the players have been aboard the Triumphant Icarus, a ship bound for Sparta. As is always the case with interstellar journeys, the ship has been traveling through Slipspace. A few hours ago, picking up a distress call, the captain made the decision to descend into lower Strata to find its source. There, the ship unfortunately ran straight into a major Slipspace storm, and was forced to make an emergency landing on a planetoid — perhaps unsurprisingly, the planetoid appears to be a sort of ship graveyard, with many ships having wrecked on the surface previously, no doubt because of the same storm.

GOSSIP AND RUMORS:

- ⌘ Athodite is a legendary growth rumored to be found in caves on planetoids that drift deep in Slipspace.
- ⌘ Athodite is very valuable and rare; a single specimen can fetch many thousands of drachmas.
- ⌘ Athodite is beautiful, and is said to have healing properties. Some say that it has life-giving powers.
- ⌘ Athodite does give eternal life, but it is an eternal life of agony and pain as a tormented shade.
- ⌘ Athodite is the name of a beautiful woman, whose kiss will cure any ill — but erase memories.
- ⌘ Athodite does not and cannot exist, because flowers cannot grow in Slipspace.

ADVICE:

Keep the Heroes moving, and keep them aware of the fact that they are Heroes, and expected to take risks and be Heroic. If things seem to lag, have more Harpies attack them along the way to spice things up; if they have an easy time of it, add more creatures. Challenge them. They are Heroes, after all!

ACT I

Hook:

The Heroes debark from the Triumphant Icarus to stretch their legs — repairs will take a while. Looking around, they notice that the landscape of this planetoid is overturned in places, in particular around the ship, where black roots have become exposed. In almost all directions, nothing can be seen but barren landscape, along with more of the black roots, and occasional pieces of crashed ships. Aft of the ship, however, can be seen a row of low crags jutting from the ground; the ship flew in low over this crag coming in, narrowly avoiding the same fate as another ship, which slammed into the hills on the far side. The air is — as everywhere in Slipspace — thin and breathable, but strangely musty and humid.

Captain Graesonis emerges from the ship and sighs. No doubt, this is where the distress beacon had come from, though he can't tell where now — the ship's sensors are out. He also mentions that the repairs will take a while, and adds a further bit of bad news — the ship is in need of Promethium, the fuel that powers the engines. While the ship could certainly limp along after some repairs, it will take twice as long to get to Sparta, unless more Promethium is located. He suggests looking in the crashed ship in the nearby hills — his crew must remain here, but surely the Heroes will be willing to venture forth, being the Heroes that they are.

If asked, the Captain says that he knows nothing of the black roots, but mentions that they appear to lead back towards the hill. He will also mention that if the Heroes find a cave in the hill, they should be on the lookout for Athodite, which is found in caves and looks like a flower (other crewmembers and Heroes might have heard other things about Athodite — see above). While looking there for Promethium anyway, the Heroes might also wish to find some of this Athodite, if they can.

CONFLICT:

It takes about an hour to reach the hills, and when they are about halfway there, the players come across a particularly dense tangle of black roots, knotted together overhead in what seems to be some sort of artificial manner. Particularly perceptive Heroes might say that it looks nestlike, and a closer look will verify that the weaving is definitely not natural — Hellene skin has been tied to the roots in places, bits of cast-off armor and weaponry woven together with bone, sinew and rope, to create an obvious aerie for some creature. The most perceptive Heroes will notice what appear to be several Hellene faces stitched into the nest.

Unless the group is being quiet for some reason, it is at this point that the Harpies will attack (see description on following pages). The four Harpies have a definite taste for living flesh, and in particular that of Hellenes, and will focus their efforts on any Hellenes nearby. They are semi-intelligent, but driven to the sort of stupid rage that can only emerge from creatures who are near starvation. Their tactics are simple — divebomb and repeatedly attack, focusing their efforts on one Hero at a time, until all are dead or driven off. The Harpies will cease their attacks if they make a kill — thereafter flocking around the

corpse to feast and flay its skin off, fluttering away thereafter if they are driven away – or if the entire party makes a run for the hills. When they grow within 100 meters of the cave they will find there (see below), the Harpies will give up the chase and return to their aerie.

Assuming all the Harpies are killed, Heroes who search the nest area will discover assorted weapons and armor (nothing more valuable than what they already carry) as well as several small, deep red plants on the ground below the nest. The plants have a sickly sweet smell, but if all the Harpy droppings are cleared away, the plant will smell better. If anyone tries to taste it, they will discover that it has a meaty, mushroom-like taste that is not at all unpleasant, and quite different from all other plant life normally found in Slipspace.

RESOLUTION:

Having either defeated the Harpies or run away (rather un-Heroically, losing 1 Glory each), the party will discover itself outside of a dark cave that runs straight into the hillside. The hills are rather steep, and climbing over them to get to the ship on the other side will likely prove difficult. The cave seems a better option, especially since the Heroes can see light at the end of the tunnel.

Assuming they enter the cave, go to Act II, A. If they skip the cave and try to climb, allow them to do so. When they are halfway up the side, the hillside will collapse, and they will find themselves in Act II regardless (albeit further along the tunnel – see Act II, B). If by some extraordinary chance they avoid falling, or think up some clever way to get over or around the impassable hills, do not railroad them – just put them in Act III.

ACT II

CONFLICT:

(A) The Heroes enter the tunnel, and just inside they encounter several desiccated corpses, buried up to their heads in loose soil. Some of the bodies are completely overgrown and covered with the roots, and more of the red plants. If exhumed and examined, the party will discover that a complex root network runs through the entire body of each corpse, with a large black taproot right where their heart would have been found.

The tunnel narrows as it goes along, although it slopes upward and light can definitely be seen at the far end, where it presumably comes out on the other side of the hill. Numerous corpses of former sailors can be found here, in the same condition as those seen near the cave mouth. Some appear to have died fighting; others seem to have set up camps here, with evidence of campfires if the Heroes look hard enough. Closer inspection reveals that the sailors have uniforms that predate the modern era, with some of them wearing tattered remnants of clothing worn centuries ago. Ships have been crashing on this planetoid for quite some time, it seems.

Assuming they press on, the Heroes enter a portion of the tunnel that widens out in all directions...

(B) The Heroes find themselves inside an obviously artificial cavern, which appears to have been dug from the soil long ago. Curious mineral formations cover the walls and ceiling, some of them resembling petrified flowers or creatures. Remnants of old Hellene ships brace the ceiling, and platforms underneath the soil below rattle and creak as the Heroes walk through the room. There are fewer corpses here; several lie in a corner, where black roots have erupted from a gap in the paneling, leaving them filled with black roots and entirely desiccated. One other body hangs limply from atop a small platform built into one side of the room, approximately three meters above the floor. Some of the black roots appear to have tried to reach the corpse, but have been unsuccessful. The corpse appears quite old.

If the players approach the pillar, the Phasma of the sailor whose corpse it is will appear (see description on following pages). If the players attack him, or attempt to defile or rummage through any of the bodies, he will attack in return. If spoken to, he will reveal that he was aboard a ship that crashed here a long time ago, and that he and some of the survivors attempted to build a sanctuary here; with ample food supplies, they could have lasted for months, and having found surprisingly fertile soil and a source of fresh water – both unheard of in Slipspace – they were convinced they could make a go at living here, until they were rescued.

Unfortunately, their digging disturbed the black root, which made short work of most of the crew. He, the lone survivor, opted to clamber up on a platform, where he died slowly and painfully of thirst and starvation. The roots can move, but not quickly, and as long as one keeps moving, they can avoid being exsanguinated. He recommends avoiding sleep.

He has been here so long that he has forgotten his name, and the name of his ship, and exactly what year it was that he arrived here. He does however remember that he had a daughter, and he will reveal the location of a locket that he wishes to give to her, if she still lives. The locket can be found in a corner of the room, inside a steel lockbox, along with 150 drachma, a small knife, a large chunk of stone (acting as a sort of paperweight for other items in the box), some journal entries on crumbling paper (impossible to read) and an old map (which would place the ship's launch at least four centuries ago). If confronted with this news, the Phasma will remain impassive; once the lockbox is found, his only concern is that the Heroes do what they can to give him a decent Hellene burial, somewhere other than on this foul planetoid. This will obviously require getting his body down from the pillar in some fashion.

RESOLUTION:

Assuming that they speak with the Phasma, and manage to get his lockbox and his body from the pillar, the Phasma will thank the Heroes, and warn them that his ship – which crashed on the other side of the hill – is overrun with the black root, as well as some other strange creatures; if Harpies are described to him, he will say that they might indeed be Harpies, but he is not sure. He will also indicate that his ship likely has some Promethium left. In fact, he believes that the heat from the engines might very well be keeping the strange black rooted plant alive. If asked, the Phasma does not know what Athodite is, and cannot say if the red plants or their black roots are related to it. He does confirm that the black roots steal blood from their victims, pumping it back towards the central bud of the flower, which is probably inside the engines of the ship, where it is warmest.

If attacked, the Phasma will fight until killed, and the Heroes will be on their own.

ACT III

CONFLICT:

On the far side of the ridge, at the narrow end of the tunnel, is a transport ship, having plowed a deep, miles-long furrow into the ground when it crashed here, nose and bridge flattened and crumpled against the hillside. Thick black roots snake along all sides of the ship and through its halls, with numerous blood-red flowers blooming here and there. There is nothing of value within or around the ship, everything having been used up long ago.

Digging into the shattered, flattened remnants of the bridge is difficult but possible. If they manage it, the Heroes will discover – perhaps unsurprisingly – that the distress beacon is indeed still active, although only sporadically. It is easily shut off or destroyed by anyone with some knowledge of Slipspace or ship travel. Promethium (assuming they remembered to look for it) will be found in the ship's engine room, at the back.

The corridors of the ship are passable, but overgrown with the thick black roots and red flowers. As the Heroes progress past them and reach the engine room, they will suddenly see the roots shift, and will psychically hear screams of pain and terror as fluid flows anew through the roots. Perceptive Heroes will realize that these screams are coming from the crew of the Triumphant Icarus. No doubt the roots have begun to burrow into the ship (or at least to pick off survivors). Inside the engine room is a thick black root, leading directly to a giant blood-red blossom dripping with fresh blood, which runs in rivulets down its petals. Its root system has wrapped around the engine, which is providing an immense amount of warmth and moisture, which has caused the plant to flourish.

To get the Promethium, the Heroes must destroy the plant. This seems simple enough – the plant does not defend itself, and it can be gradually hacked to pieces. However, as they slice through, blood spatters and drips everywhere – the blood of their crew. Horror! But this is the least horrible thing the Heroes will have to face. For once they start cutting, they will hear a terrible keening wail, as if a dozen small children were crying off-key. And then, in a frenzy, they will see a dozen Lamia skittering across the ceiling, attracted by the smell of blood (see description on following pages).

The Lamia will attack the Heroes immediately, using a swarming tactic where many of them attack a single target at once – they do not pair off, one-on-one. They will focus efforts on whoever is the bloodiest (from battle, or hacking away at the black root), and will not stop until every last one of them is dead. Throughout the battle, the black rooted plant will flail and thrash, not attacking but simply reacting to overstimulation. It is complete chaos.

RESOLUTION:

When (if) the Heroes kill the Lamia and hack the plant to bits, they will be able to safely harvest the remaining Promethium. Once taken, the engines will cool down and – presumably – the plant will die a quick death, withering and graying like all other plants in Slipspace. If the plant is killed quickly (GM discretion), the Heroes will return to their ship to discover that only a few stray crew members were killed, and that the captain was able to fight off the roots well enough. If the Heroes seem to dawdle, or try not to kill the plant for some reason, they will return to find the crew dead, and the ship missing. A few minutes later, they will see the ship swoop in low and land once again – the captain will have taken off to look for them, realizing that it is unsafe to roost here any longer.

In either case, the Promethium can be quickly added to the ship's stocks (even en route), and the

Heroes and the Triumphant Icarus can leave the hellish planet behind.

If they present the captain with any of the black root or red plants, or describe it more fully, the captain will say that it is not Athodite. Athodite is a mineral formation that looks like a flower, but it is not a flower itself. If the Heroes have the lockbox, they will discover that the rock inside – which is vaguely flower-shaped – is in fact a chunk of Athodite.

REWARDS:

GLORY: 10

METOUSIA: 5

EXPERIENCE POINTS: 10

GM INFORMATION

SKILL RATINGS FOR CREATURES

In HELLAS, creatures use a simplified system for determining their abilities. In place of the assortment of Skills that PCs and NPCs possess, creatures are rated according to the overall Ability Level, which is used as an Omni Table modifier for almost every situation. Additionally, Constitution Ratings have already been added to Hit Point totals, and Strength Ratings have been factored into Damage Ratings. Creatures do not have Combat Ratings or Dynamism Ratings, since all fighting or Dynamism abilities are based on Ability Level.

WEAKNESS

Some adversaries have noted weaknesses. These can be determined by the Heroes if they make a Lore roll. The DoD of knowing the information is listed as a number in parentheses.

NPCs:

CAPTAIN GRAESONIS

INT	+0	PER	+0
WILL	+0	CHA	+0
STR	+0	DEX	+0
CON	+0	SPD	+0

Ability Level: 2-7

Attacks/Damage: Per weapon employed

Armor: None

Hit Points: 20

Hero Points: 1

Skills of Note: Navigation+10, Pilot +10

Equipment: Dagger 5 DR, Torch Pistol 10 DR



LAMIA

Lamia are a race of blood-drinking, four-limbed creatures found in the nether regions of Slipspace, where they are bred and herded by Atlanteans in numbers ranging from one to several dozen per cluster. Approximately the same size as small cats, they resemble nothing so much as infant girls with long, fleshy-colored tentacles where their limbs would normally be. Their distorted faces are capable only of a keening wail, a noise they make from the instant they spot a foe until that foe is dead. Upon spotting a target,

they will converge in numbers and attack as one, clambering up onto their foe, latching on with the suckers on their tentacles, and biting with the large mouth that runs down the center of their chest, lapping up blood with multiple tongues. They keen and whine as they attack and latch on and bite with the mouth that runs down the center of their chest.

The lamia are quick and difficult to hit, and are able to climb walls and other surfaces. They have been known to enter ships and climb into the ventilation systems or other conduits, where they will hide and sleep until they are awakened by noise or hunger.

INT	+0	PER	+0
WILL	+4	CHA	-6
STR	+0	DEX	+6
CON	-3	SPD	+8

Ability Level: 2-8

Attacks/Damage: Rending bite 5DR

Armor: None

Hit Points: 16

Hero Points: 0

Special Abilities

Keening Cry: The cry of a lamia will drive men mad. Lamia can yell and affect everyone in the area. If successful in an opposed WIL roll, the opponent suffers a penalty of -2 from all actions. This is an automatic action and does not suffer a multi-action penalty

Fast Reaction: The lamia can react quickly. It may add a +2 bonus to any initiative

Festering Wound: The bite of the lamia will fester and rot if not seen to with proper medical care. Wounds need twice as much healing as a normal wound

Wall Climbing: The lamia can stick to almost any solid surface and moves at a normal rate, even when climbing straight up or upside-down

Weakness: (-3) Although lamia make a considerable amount of noise in combat they themselves hate loud noises. If they encounter loud noises the lamia must make a WIL roll versus the noisemaker's intimidation skill. If they fail the roll they lose an action each round and suffer a multi-action penalty because of the distraction

Glory 5

PHASMA

These are otherworldly spirits encountered in Slipspace when travelers stray too deep into the Æther. The phasma are believed to be the spirits of the lost who sailed too long or too deep into the swirling depths of the Panthalassa. Some phasma are benign and helpful but most want nothing more than to destroy anything living. Although most phasma are encountered in Slipspace some stow away aboard a passing ship and find their way into the normal space.

INT	+1	PER	+2
WILL	+4	CHA	+0
STR	+1	DEX	+0
CON	+0	SPD	+1

Ability Level: 5-20

Attacks/Damage: Drain DR 7 + Ability Level

Armor: None

Hit Points: 45

Hero Points: 1-10

Special Abilities

Drain: The phasma's touch drains DR7+ Ability level from any successful attack. Normal armor does not affect the attack and Æther shields only protect for half.

Panthalassa Freedom: The phasma travel in Slipspace at incredible speeds flying at SPD +20

Deathly Chill: The phasma emit a 2m radius of chilling cold around body. Those in the radius will feel the cold even if properly protected. The chill will reduce all dice actions by ability level if the Hero does not make a CON roll difficulty -3

Ghost Form: The phasma may become intangible and move through solid objects. The phasma may walk along any surface, allowing them to walk up walls and onto ceilings.

While in this form the phasma is immune to normal attacks except from Æther weapons and Dynamism powers. The phasma may only use the ghost form 4 times a day

Life Sense: A phasma may see the life force of a living being even through walls no thicker than half a meter

Prophecy: Non-aggressive phasma may tell a living being an aspect of his future. The phasma only asks for a sacrifice of blood in return for its services. If asked, the phasma will tell Heroes an aspect of their destiny and how to achieve it

Weakness: (-4) Natural wood fires or the fire created from pitch. The fire will do 20 DR if touched against the body of a phasma even if they are in ghost form

Glory 200

HARPY

The harpies were allies of the Atlanteans during the first Atlantean war. When the war ended, the harpies fled into the void of the Panthalassa looking for their masters' world.

The harpies have made the turbulent void of Slipspace their home, living among craggy rocks and subsisting on the wild Æther found in the fast-moving realm. Their bodies seem naturally adapted for a life in this inter-dimensional domain—they are short and stocky, with sturdy clawed legs for clutching debris, long humanoid arms with five-fingered hands for using tools and weapons, and feathery wings that they adorn with small bones and other trinkets from fallen foes.

Harpies live in clutches of between 5 and 20, each led by a dominant female. When threatened or hungry they will attack without fear, utilizing primitive but effective tactics based upon the concept of separating their foes from one another, surrounding them individually, and then swarming the weakest individuals. They are, however, intelligent creatures, and when led by an Erinyes or other Atlantean they are capable of more-advanced tactics.

Harpies have since been the bane of travelers in Slipspace and have rejoined their masters now that the Atlanteans have returned.

INT	+0	PER	+0
WILL	+4	CHA	-6
STR	+0	DEX	+6
CON	-3	SPD	+10(Fly) / +3

Ability Level: 2–10

Attacks/Damage: Per weapon employed, Claws DR5

Armor: As per Armor worn

Hit Points: 18

Hero Points: 2

Special Abilities

Claws: 5 DR

Dive Bomb: The Harpy may use a charging attack doing damage as per the charging rules

Glory 5

Equipment: War Club 10 DR or Javelin 8 DR, Net or Whip 4 DR



HELLAS

WRITTEN BY
MICHAEL L. FIEGEL
JERRY D. GRAYSON

ADVENTURE WRITING BY

Michael L. Fiegel

EDITING

Jennifer Schoonover

ART

Nathan Rosario, Chris Waller, Bradley Bleeker, David Arenas, Renee Grayson, Jerry D. Grayson, Daniel Garcia, Clea Grayson, Joe Slucher

LAYOUT

Jerry D. Grayson

INSPIRATION

Mr.T, Ice Pirates, Flash Gordon, and Galaxina

KHEPERA
PUBLISHING



æthereal
FORGETM
www.aetherealforge.com



CHECK US OUT ON THE WEB WWW.HELLASRPG.COM

The contents are TM and © 2020 Khepera Publishing. The Khepera Scarab and the HELLAS logo are ® Khepera publishing. No portion of this book may be reproduced by any means without written consent from the publisher, except for review purposes. Any resemblance to persons living or dead is purely coincidental or used for the expressed purpose of parody.