

ATLANTIS

THE SECOND AGE



SAMPLE HEROES

ATLANTIS

FATE



DEX	CON	STR	SPD	CR
+2	+1	+2	+1	+5
CHA	INT	PER	WIL	MR
+1	+0	+0	+0	+0

DONOBEY

Culture	Race	Profession
NUBIAN	HUMAN	SOLDIER
Hit Points	Hero Points	Renown
21	6	-
WR	+1	

Skills

Athletics +5, Evade +8, Influence +4, Instinct (initiative)+5, Language (Atlantean) +3, Language (Khem) +10, Parry +14, Profession (Soldier) +10, Ride +7, Unarmed Fighting 10, Weapon (Melee) +15, Weapon (thrown) +12, Weapon (Ranged) +7

Disadvantages

Lvl

Rel: Sworn Enemy of Devils	1
Int: Never Back Down	2
Ext: Loves to Carouse	2

Talents

Advanced Militia Training

Gear

Light half suit of armor, Bow, Spear, Pinga, Medium shield, Horse, and Traveler's Gear

Spear

Melee Weapon	Acc	DR	WT	STR
SPEAR	-	12#	2.7KG	+1
PINGA	-	8Ω	1	+1

Ranged Weapon	Acc	DR	WT	STR	RoF	AMMO	Rng
SPEAR	-	12#	2.7KG	+1	1	1	6M
PINGA	-	8Ω	1	+1	1	1	12M
SHORT BOW	+1	8#✓	2.7KG	+0	1	1	40M

Worn Armor	PR	STR
MEDIUM FULL SUIT	5	+1

Shield	DEF	MD	Par	STR
MEDIUM SHIELD	+1	25	+2	+1



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

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

DONOBEY

HUMAN RACIAL ABILITIES

Inheritors of the Earth

Some say that the humans will eventually inherit the earth. To represent this, human Heroes may allot their 5 points in Attributes anywhere they see fit. They may also reduce an Attribute to negative numbers and add the points to another Attribute as a positive number (up to a maximum of -2). Once this is done the human receive an additional +2 to add to any Attribute as a gift from the gods. This gives humans a total of +7 to add to Attributes or a +9 if negative Attributes are taken.

Zeal

All humans are born with a fire in their belly and a drive to succeed where others would fail The Hero may add double his WIL (minimum of +2) to a number or rolls per adventure equal to his CON (minimum of once).

Tyche

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

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

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

ATLANTIS

FATE



DEX	CON	STR	SPD	CR
+2	+2	+3	+3	+2
CHA	INT	PER	WIL	MR
+0	-1	+1	+0	-2

OGUH

Culture	Race	Profession
CYMBRIAN	NETHERMAN	THUG
Hit Points	Hero Points	Renown
27	5	-
WR	+1	

Skills

Athletics +12, Deception +6, Disable Mechanisms +3, Evade +12, Influence +2, Language (Atlantean) +5, Language (Alban) +9, Profession (Criminal) +10, Stealth +12, Unarmed Fighting +8, Weapon (Melee) +12

Disadvantages

Lvl

Rel: Syll the red- Enemy Pirate	1
Int: gentle Heart	2
Ext: Messy Eater	2

Talents

Amazing Dodge

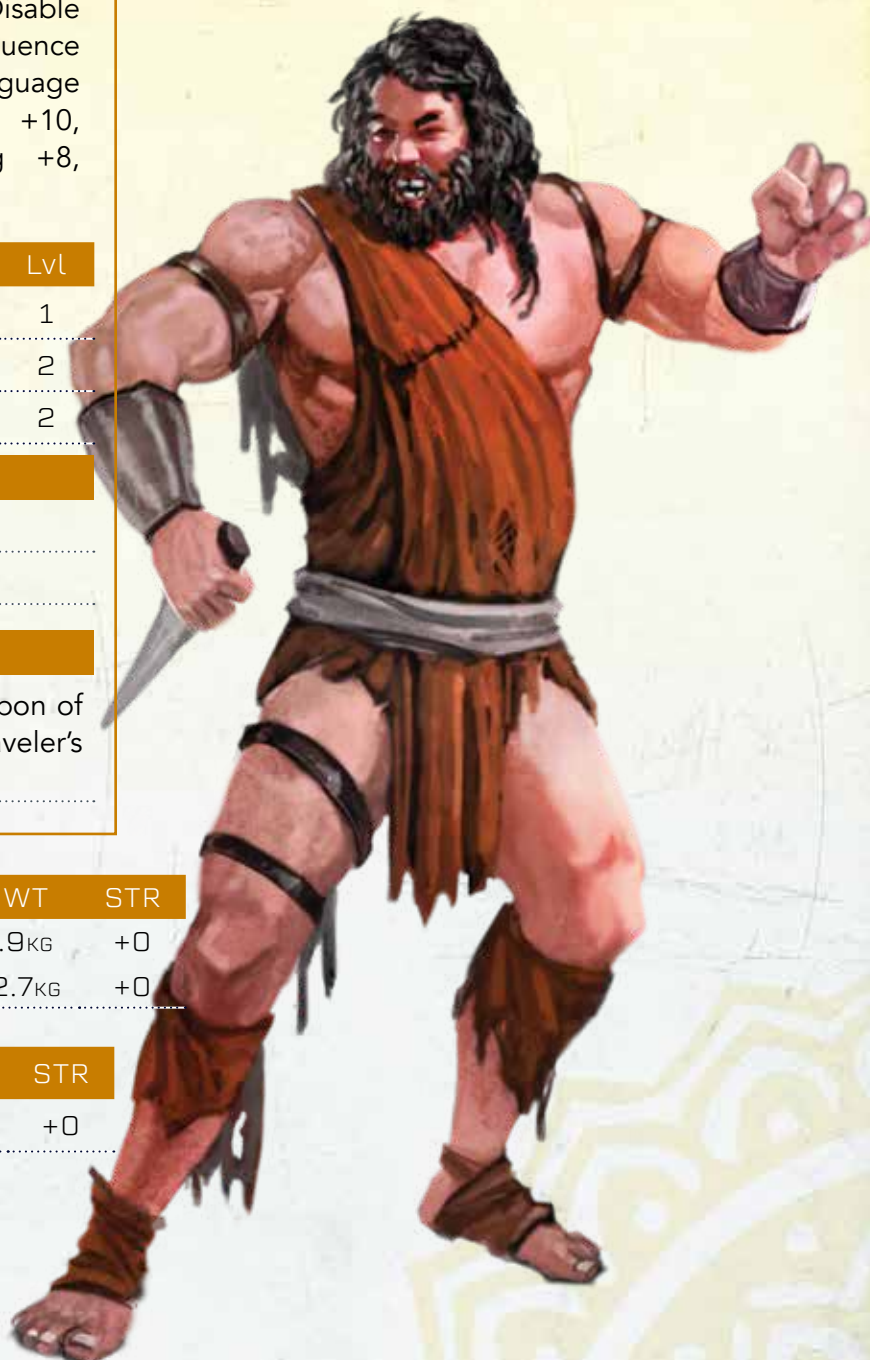
Gear

Lightweight half suit of armor, Weapon of choice, Dagger, Club, Horse, and Traveler's Gear

Spear

Melee Weapon	Acc	DR	WT	STR
DAGGER	+2	9✓⚔	.9KG	+0
GLADIUS	-	9	2.7KG	+0

Worn Armor	PR	STR
LITE HALF	2	+0



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

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

OGUH

NETHERMAN RACIAL ABILITIES

Magic Immunity

Because of the alchemical process used to make the Nethermen, they have a slight immunity to magic effects. A Netherman may add double his CON to any resistance roll pertaining to magical effects, and damage done by magic (and magic weapons) is reduced by twice the CON of the Netherman Hero (only the magical enhancement of the weapon and not the base DR of the weapon).

Eaters of the Dead

Nethermen may eat the heart of the dead and gain an aspect or ability possessed by them. The being must have been dead for no longer than a few hours, but once the heart is eaten, the Netherman may gain one of their innate abilities at a level equal to their CON. It usually take 5 minutes per point of Con of the victim to eat completely.

The Hero may use the ability a number of times equal to his CON before it is expended from his system. Any vice, physical malady, or physical/mental disadvantage that the dead may have had is also transferred.

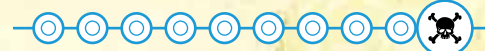
Example: A Netherman (CON+2) eats the heart of a dead Atlantean and gains the ability of Vril Master at +2 but since the Atlantean was a drunk the Netherman gains that vice as well. On another occasion, he eats a Triton's heart and gains the ability to breathe underwater but on land he suffocates without the special apparatus. In both cases the Hero would have access to the ability for 2 uses.

Too Dumb to Die

The brutish Nethermen blaze with life when their ire is up, fighting beyond the point of death if need be. A Hero may automatically succeed at all Death Saves and ignore critical hit penalties for a number of rounds equal to three times his CON. The Hero must still make the initial rolls but may ignore the results for the allotted amount of time. The Hero may use this ability once per adventure for every -1 he has in INT (minimum of once per adventure).

ATLANTIS

FATE



DEX	CON	STR	SPD	CR
+1	+0	+3	+0	+0
CHA	INT	PER	WIL	MR
+0	+5	+0	+0	-2

CAERWYN

Culture	Race	Profession
LEMURIAN	LEMURIAN	SCHOLAR
Hit Points	Hero Points	Renown
21	7	-
WR	+1	

Skills

Athletics +1, Handicraft (alchemy)+9, Influence +4, Instinct (Danger Sense) +4, Investigate/Search +7, Language (Atlantean) +13, , Language (Lemurian) +15 Literacy (Lemurian) +9, Lore (Medicinal plants)+8, Lore (Alchemical Formulas) +11, Medicine +10, Perform +5, Profession (Scholar) +10, Weapon (Ranged)+2

Disadvantages

Lvl

Rel: Sogru- Renegade Scholar	1
Int: Must Know the Truth	2
Ext: Menacing Demeanor	2

Talents

Alchemical Scientist

Gear

Several tomes of scholarly work, Ancient trinkets or collectables (worth +4 Treasure), Dagger, Horse, and Traveler's Gear



Spear

Melee Weapon	Acc	DR	WT	STR
DAGGER	+2	6✓✂	.9KG	+0

Ranged Weapon	Acc	DR	WT	STR	RoF	AMMO	Rng
LAW GIVER PISTOL	-	9	3KG	+0	1	6	20M

Worn Armor	PR	STR
LITE HALF	2	+0

CAERWYN

LEMURIAN RACIAL ABILITIES

Primordial Might

The Hero can perform great feats of strength. This allows the Hero to make a roll involving Strength with a bonus equal to five times their WIL (minimum of +5). The Hero may perform a number of such feats per game session equal to his CON (minimum of once).

Masters of the Natural World

The Lemurians are in complete balance with the natural world. They do not have a supernatural advantage, but an exact understanding of how the natural world works and the harmony between earth, air, fire, and water. To this end, when in a natural setting, Lemurians have an advantage and excel at their chosen vocation. At character creation, Lemurians choose an Attribute (CR and MR included) that is attuned to the world. When in a natural environment of his choosing, the Attribute may be doubled. This can only be used once a day and requires the Hero to focus and concentrate for one round. Once the Lemurian has centered himself, the Attribute is doubled for the entire scene. The environment is chosen at character creation and is usually the area or locale the Lemurian was raised in. Desert, ocean, forest, savannah, tundra are all acceptable locations.

As an added bonus, the Hero understands how plants grow and may grow them twice as fast and four times as large (or small). The Hero may add double his INT (minimum of +2) to any Lore (agriculture) roll.

When crafting or working with wood, the Hero may add double his INT (minimum of +2).

When climbing, jumping, running, or evading in the Lemurian's chosen environment, the Hero gains a bonus equal to his INT (minimum of +2).

The Flow of Heavenly Water

Lemurians may redirect or change the flow of Vril energy along what they call "Heavenly Water." They may redirect a ley line by a number of meters equal to 100x their INT. It takes 5 hours per 100m moved and requires nothing more than the movement of rocks, pruning of trees, and damming or releasing the flow of springs and rivers. Once done the ley line will be moved where the Hero sees fit.

Logic of the Lawgiver

Precepts handed down from the Lawgiver are ingrained into the thinking of every Lemurian. The laws of science and the natural world allow the Lemurian to use his prodigious intellect to overcome any type of problem. The Hero may add double his INT to a number of rolls per adventure equal to his WIL (minimum of once per game).

Elixirs on hand

Panacea (x2)

Panacea is a healing elixir that restores 10 HP when swallowed. Pain is dampened and wounds begin to knit closed within ten minutes. Skilled healers quickly learn that the individual to be healed first needs their body relatively still and hopefully patched up before the elixir is consumed in order to avoid poorly set bones. Scars are a common result, unless the individual is tended to prior by someone with the Heal Skill. When used to treat disease, the Panacea gives the imbiber a new resistance roll with a bonus +10 to the roll.

Potions on hand

Ruwa liqueur (1)

This thick, syrupy, brown liquid has the harsh taste of aniseed and bestows the strength of the earth, giving him STR +4 and skin as hard as ebony wood (PR4).

The effects last for MR +4 rounds (minimum of one round).

Posions on hand

Dragon's Breath (1)

When concocted, yields a very strong, noxious gas that fills an area of 4m per dose (doses can be combined to increase the area). The gas will burn exposed skin, causing blisters and rashes and burning the eyes. Those in the area will suffer CON -10 points of damage, plus a penalty to all physical actions equal to their DEX -5. The cloud last for 2 rounds and then settles on the ground as an inert red crystal powder. The damage effects are immediate, but the penalty last for CON -5 rounds.

Powders on hand

Muhraq (1)

This powder ignites upon contact with air. When poured out, or exposed by more violent means, it creates fire (DR 10) and dense smoke (3m radius). Normally stored in amberglass vials or spheres for safety, it can instead be placed inside much more fragile glass containers and used as a volatile projectile.

ATLANTIS

FATE



DEX	CON	STR	SPD	CR
+4	+0	+0	+1	+2
CHA	INT	PER	WIL	MR
+2	+0	+0	+0	+0

TYYAWDI

Culture	Race	Profession
THARSHESI	HUMAN	BURGLAR
Hit Points	Hero Points	Renown
20	7	-
WR	+1	

Skills

Athletics +8, Deception +6, Disable Mechanisms +9, Evade +14, Influence +10, Investigate/Search +5, Language (Atlantean) +5, Language (Tharshesh) +10, Lore (European geography) +2, Profession (Criminal) +10, Stealth +14, Tracking/Shadowing +10, Weapon (Melee) +9

Disadvantages

Lvl

Rel: Ex-Lover in Every Port	3
Int: Blurts the Obvious	1
Ext: Wanted in Several Countries	1

Talents

Great Escape

Gear

Lightweight half suit of armor, Dagger, Gladius Sword, Thieves tools, Horse, and Traveler's Gear

Spear

Melee Weapon	Acc	DR	WT	STR
DAGGER	+2	6✓	.9KG	+0
GLADIUS	-	8✓	1.8KG	+0

Worn Armor

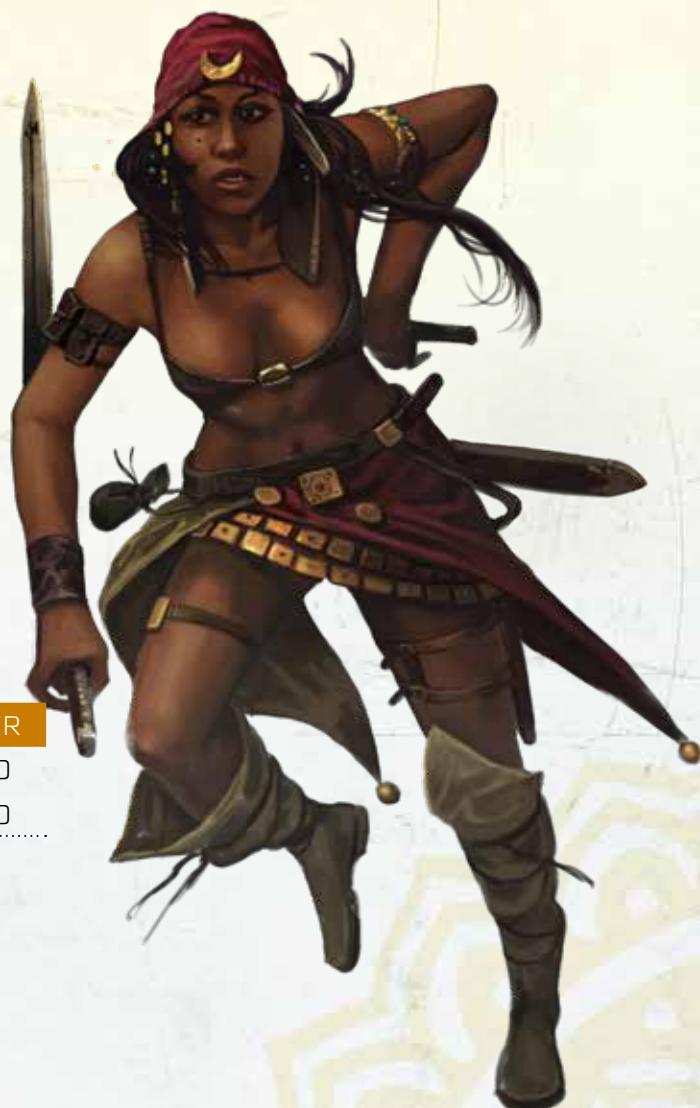
PR

STR

LITE HALF

2

+0



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TYYAWDI

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Inheritors of the Earth

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Zeal

All humans are born with a fire in their belly and a drive to succeed where others would fail The Hero may add double his WIL (minimum of +2) to a number or rolls per adventure equal to his CON (minimum of once).

Tyche

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ATLANTIS

FATE



AGATHON

DEX	CON	STR	SPD	CR
+0	+0	+0	+0	+0
CHA	INT	PER	WIL	MR
+2	+2	+2	+3	+0

Culture	Race	Profession
ATLANTEAN	HUMAN	SAINT
Hit Points	Hero Points	Renown
20	7	-
WR	+1	

Skills

Deception +3, Evade +5, Handicraft (artisan)+3, Influence +12, Instinct +4, Language (Atlantean) +15, Literacy (Atlantean) +6, Lore (Ancient History) +8, Lore (Theology) +12, Lore (Etiquette) +3, Medicine +12, Perform +7, Profession (Holy Man) +10, Resolve +13, Unarmed Fighting +3, Weapon (Melee)+3

Disadvantages

Lvl

Rel: Defers to Atlantean Wisdom	1
Int: Must Do Whats Right	3
Ext: Old and Weak	1

Talents

Dominion Access

Righteous Words

Gear

A symbol of your faith, Holy relic (worth +4 Treasure), Staff, Dagger, and Traveler's Gear

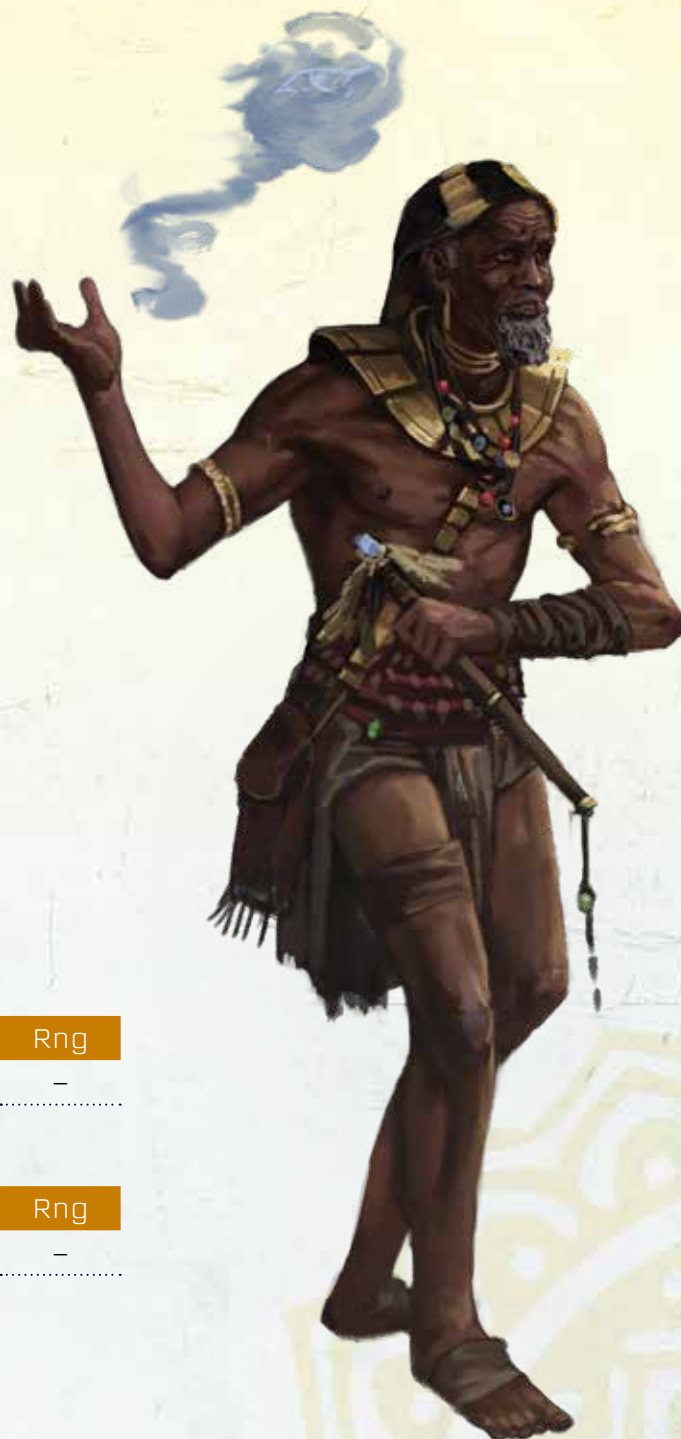
Dagger

ACC	DR	WT	STR	RoF	AMMO	Rng
+2	6✓†	.9KG	+0	-	-	-

Quarterstaff

ACC	DR	WT	STR	RoF	AMMO	Rng
-	5✓†	1.8KG	+0	-	-	-

Armor	PR	STR
LITE HALF	2	+0



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AGATHON

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GODS

Name:

Obatala

DOMINIONS:

1-

SUN

2-

LAW

3-

LOVE

Precepts:

HELP THOSE IN NEED. ALL WITH SOULS ARE CONNECTED
AND BROTHERS

UPHOLD THE LAW OF THE LAND, EVEN FOR THOSE YOU
DEEM UNJUST. OBATALA IS THE FINAL ARBITER.

THE TRUTH IS PURITY. IMPURITY OF BODY, MIND, AND
SOUL ARE A SIN

PROSTRATE YOURSELF BEFORE THE RISING AND SETTING
SUN

NEVER TOUCH BLOOD, AS IT IS UNCLEAN AND BURY ANY
DEAD WITHIN A DAY OF DEATH.

GODS

Name:

Anansi

DOMINIONS:

1-

TRICKSTER

2-

STORYTELLING

3-

ANIMALS

Precepts:

NEVER TELL WHAT YOU CAN SHOW.

ALL STORIES HAVE A BEGINNING, MIDDLE, AND END.

NEVER LEAVE A STORY UNFINISHED, NEVER BEGIN A
TASK THAT YOU WILL NOT COMPLETE.

NEVER DISREGARD A STORY

GODS

Name:

Ochosi

DOMINIONS:

1-

ANIMAL

2-

LAW

3-

AIR

Precepts:

NEVER START A PILGRIMAGE AT MIDDAY

NEVER HIDE THE TRUTH

HELP BRING THOSE DESERVING TO JUSTICE

RESPECT ALL ANIMALS THAT CRAWL, WALK, OR FLY.

REVERE THEM BEFORE TAKING THEIR FLESH.

ATLANTIS

FATE



DEX	CON	STR	SPD	CR
+1	+0	+0	+3	+0
CHA	INT	PER	WIL	MR
+0	+2	+0	+1	+3

THALMIA

Culture	Race	Profession
ANTILLAN	TRITON	SORCERER
Hit Points	Hero Points	Renown
20	5	-
WR	+2	

Skills

Athletics +3, Evade +5, Handicraft (artificer) +4, Influence +3, Language (Atlantean) +15, Literacy (Atlantean) +7, Lore (Arcan Magic) +6, Mode (Kentic) +13, Mode (Attack) +11, Mode (Manipulate) +8, Mode (Sensory) +7, Profession (Sorcerer) +10, Weapon (melee)+6

Disadvantages

Lvl

Rel: Wijica, Atlantean Noble	1
Int: Too Sure of Self	2
Ext: Horrible belly Scar	2

Talents

The Gift
Fast Cast

Gear

Lightweight half suit of armor, Dagger, Noble quality robes (two sets), Horse, and Traveler's Gear

Dagger

ACC	DR	WT	STR	RoF	AMMO	Rng
+2	6✓✂	.9KG	+0	-	-	-
Armor			PR	STR		
LITE HALF			2	+0		



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

THALMIA

TRITON RACIAL ABILITIES

Blood of the Andaman

The blood of an Andaman is potent with the magics that first lifted them from all fours to walk like men. When the blood is mixed in sufficient quantities with milk and fed to animals, it gives the Andaman a bond with the beast. This makes the animal loyal to the Andaman and pliable to taming and training. The blood will only work to make the beast loyal to the giver of the blood, and only beasts that are of the same ilk as the Andaman may be enthralled so. An Owlman could never tame a lion and a wolf could never be tamed by a Triton.

Enough blood must be administered (5 hp a day) for a week to tame the beast (giving a bonus of +10 to animal handling roles). Once the animal is tamed the beast will consider the Andaman its friend.

Silver Allergy

Because of their alchemical nature all Andamen suffer from an allergy to silver. Handling silver items will cause irritation and discomfort resulting in a -5 penalty to all actions while in prolonged contact (more than 2 rounds). Silver weapons cause double damage and leave blistering injuries that take twice as long to heal. Tritons

Aquatic

The Tritons are born of the water and are at home in the crushing and cold depths of the sea. In water, the Triton may move at triple his SPD (minimum of +3) and may breathe freely. When on dry land, the Triton is awkward and unaccustomed to land movement, acting as if her SPD is -1 (only for distance moved and not initiative).

Tritons may only survive outside of water for CON + 1 hours (minimum of 1 hour) before suffocating. To counter this all Tritons are given a small water bladder apparatus that fits to their neck. The device must be refilled every 4 hours to work properly and with it a Triton may stay out of water indefinitely.

Beast Language

Tritons have the ability to communicate with aquatic life to a limited degree. This gives them a bonus equal to the CHA +3 (minimum of +3) to Animal Handling Skill rolls involving sea life.

Night Vision

The Hero has the ability to amplify existing ambient light allowing him to see. Normal penalties for darkness are halved and the Hero receives a bonus to Perception rolls equal to triple

MENTAL FATIGUE



	LVL	MR	TRAD	RATING
Tradition				
ATTACK PG.119	10	+5	+3	=18
ILLUSION PG.121		+	-5	=
INFLUENCE PG.123		+	+	=
KINETIC PG.124	10	+5	+	=15
MANIFEST PG.125		+	+	=
MANIPULATE PG.126	8	+5	+1	=14
SENSORY PG.127	7	+5	+	=12
SHIELD PG.128		+	+1	=
SUMMONING PG.130		+	+	=

Attack Spells

Ice Shards

An attack on a single opponent for 10DR. range 20m
 DoD-10

Sea Tick Sting

Attacks a single target for DR10 for 3 rounds
 DoD-19

Thunder Blossom

Attacks an area for 8 DR. affect everyone in a 3m radius
 DoD-17

Manipulate Spell

Strength of Grom

Adds +5 to the targets STR. Last for 1 minute
 DoD-15

Skin Shifting

The targets skin shifts on his body changing his appearance, lasting for 5 minutes.
 DoD-10

Empyrean Fire

The target of this spell is enlightened by the heavenly flames of god. Increases the level of a skill by +5 for 5 minutes
 DoD-10

Shield Spells

Wind of protection

The user is enveloped in a whipping wind that protects the hero for 20 points of damage.

Ward

The elemental fires of haven encircle an area allowing no harm to come to the hero. Anyone inside the are of the ward is protected and may add +10 to the DoD to affect them. Area of effect is 2m radius
 DoD-11

ATLANTIS

FATE



DEX	CON	STR	SPD	CR
+0	+0	-1	+0	+0
CHA	INT	PER	WIL	MR
+0	+0	+1	+2	+5

Skills

Athletics +2, Deception +2, Evade +5, Handicraft (artisan) +6, Language (Atlantean) +3, Language (Quechaun) +10, Literacy (Quechaun) +3, Lore (Folklore) +3, Lore (Agriculture) +3, Lore (Jungle Survival) +3, Mode (Attack) +15, Mode (Shield) +15, Mode (Manipulate) +15, Profession (Mage) +10, Weapon (Melee) +5, Weapon (Thrown) +5

Disadvantages

Lvl

Rel: Nyny, Ex-Slave Master	2
Int: Never Turns Down A Drink	2
Ext: Speaks in Mumbles	1

Talents

Fast Cast

Gear

Medium half suit of armor, Weapon - Maquahutle, Dagger, Noble quality robes, Horse, and Traveler's Gear

Dagger

ACC	DR	WT	STR	RoF	AMMO	Rng
+2	5✓†	.9KG	+0	-	-	-

Quarterstaff

ACC	DR	WT	STR	RoF	AMMO	Rng
-	4✓†	1.8KG	+0	-	-	-

Armor	PR	STR
LITE HALF	2	+0

IZTA

Culture	Race	Profession
AWOKIAN	JINN	MARTIAL WIZARD
Hit Points	Hero Points	Renown
20	5	-
WR	+1	



IZTA

JINN RACIAL ABILITIES

Child of Fire and Ash

The Jinn are ever-changing creatures of fire, smoke, and possibility. The Hero builds a large fire and lays in it telling the story of the new person that she will become. The fire will not burn her, and as she dozes off to sleep, she slowly changes into the person she dreams of. The metamorphosis takes a month. During that time, the Hero may rearrange her Attribute points into a new configuration. At the end of the month, the fire will die down; from the ashes, the new Hero will emerge. The Hero still looks the same, physically, but her Attributes will change and, sometimes, her personality.

The Hero may do this three times during her lifetime. After the third change her Attributes are set forever. When changing Attributes, the Hero simply switches the numbers between the Attributes. The numbers may only be moved or switched, but the total may never change.

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Metal Allergy

Because of their Mercurial Nature, the Jinni's body is disrupted by orichalcum and iron metals. The touch of these metals will stop Jinni from changing shape or revert them back if they are already in another form, and weapons made of the substance will do additional damage as if it was a Strength 5 poison.

Soul Names

As the eldest of races, the Jinn were given secret names at the world's beginning. These names hold power over their personal reality. Because of this, the Jinn hide their true names and take personal monikers or epithets that describe them but give away nothing.

A person who knows the personal name of a Jinni can manipulate them in ways that no other being can. The speaker of the name can lower one Attribute by 5 points for a number of rounds equal to their WIL (minimum of one round). The Jinni must hear his name being said and, once he does, he is vulnerable. This may be done once a week.

Because the name is tied to the magic of the world the Jinni may use it to alter reality in his favor. Once per week, the Jinni may call his name and do the impossible. When this is done the Jinni adds 2D20 + WIL to any one roll or to a damage rating (DR). This is very taxing and once done the Jinni must rest for 7 days – CON (minimum of one day). If the Hero resists the slumber he takes a -2 penalty to all actions for each day he has not rested.

Once his name is invoked, the world around the Jinni becomes overly saturated with colors, making the mundane more vivid and sounds exceptionally clear and precise, allowing everyone to see the world the way the Jinn do. During his time of rest, the Jinni will become cold and lifeless, his skin becoming the color of gray ash.

Chaos Speech

The Jinn speak with other Jinn in a "speech" that is incomprehensible to others. The Jinn can communicate complex ideas and have whole conversations that seem chaotic and nonsensical. By using a combination of words, the colors of the environment around them, smells wafting through the air, and the sounds in the background, a Jinni can illustrate and convey ideas. No other race can understand the language unless they are suffering from dementia, inebriated, or at the climax of ecstasy. The speech takes as long as normal conversation to convey an idea but cannot be understood and sounds like gibberish accompanied with senseless movements.

Mercurial Nature

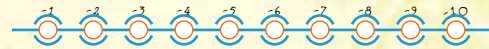
The Jinn, Children of Chaos, are in a constant state of flux. They may shape-change once per day into any living creature as small as a mouse up to their normal size. They may keep the form until the rising or setting of the sun (This is not a set 12-hour period, but a literal setting or rising of the sun. If a Jinni takes a new shape an hour before dawn he may hold that shape for an hour, conversely if he waits an hour and takes a new shape after the sunrise he may hold that shape until the sun sets). The Jinni may shift back to his natural state at will. The only tell that the new shape will have is that its eyes will always be green. The Jinni will have only the most basic natural abilities of the animal and all are subject to the GM's approval.

As a drawback of their mercurial natures, the Jinn are susceptible to strong magics and magical fields. Magic directed at the Jinni, such as an attack with a total effect of 13 (the DoD of the spell being cast) or greater, may activate the effect.

randomly.

NOTE: Magics shaped by a Jinni and used on his own body do not have the same effect. She may freely use magic without the side effects, since it is she who is enforcing her will on

MENTAL FATIGUE



	LVL	MR	TRAD	RATING
Tradition				
ATTACK PG.119	10	+5	-2	=13
ILLUSION PG.121		+	+1	=
INFLUENCE PG.123		+	+2	=
KINETIC PG.124		+	-5	=
MANIFEST PG.125	10	+5	+3	=18
MANIPULATE PG.126		+	+3	=
SENSORY PG.127	10	+5	-2	=13
SHIELD PG.128		+	+0	=
SUMMONING PG.130		+	+	=

Attack Spells

Ice Shards

An attack on a single opponent for 10DR. range 20m
 DoD-10

Sea Tick Sting

Attacks a single target for DR10 for 3 rounds
 DoD-19

Thunder Blossom

Attacks an area for 8 DR. affect everyone in a 3m radius
 DoD-17

Manipulate Spell

Strength of Grom

Adds +5 to the targets STR. Last for 1 minute
 DoD-15

Skin Shifting

The targets skin shifts on his body changing his appearance, lasting for 5 minutes.
 DoD-10

Empyrean Fire

The target of this spell is enlightened by the heavenly flames of god. Increases the level of a skill by +5 for 5 minutes
 DoD-10

Shield Spells

Wind of protection

The user is enveloped in a whipping wind that protects the hero for 20 points of damage.

Ward

The elemental fires of haven encircle an area allowing no harm to come to the hero. Anyone inside the are of the ward is protected and may add +10 to the DoD to affect them. Area of effect is 2m radius
 DoD-11

ATLANTIS

FATE



DEX	CON	STR	SPD	CR
+0	+0	+1	+0	+4
CHA	INT	PER	WIL	MR
+2	+0	+0	+1	-2

RYGAR

Culture	Race	Profession
SCITHIAN	NEMEAN	WARRIOR
Hit Points	Hero Points	Renown
21	7	-
WR	+1	

Skills

Athletics +3, Evade +8, Instinct +4, Language (Atlantean) +3, Language (Hellene) +10, Lore (Scythian plains)+1, Lore (Survival Savannahs)+4, Parry +4, Parry +8, Profession (Slayer) +10, Unarmed Fighting +12, Weapon (melee) +14, Weapon (Ranged) +8

Disadvantages

Lvl

Rel: Disdains Atlanteans	1
Int: Easily Irritated	2
Ext: Overly Loud	2

Talents

Cleave

Gear

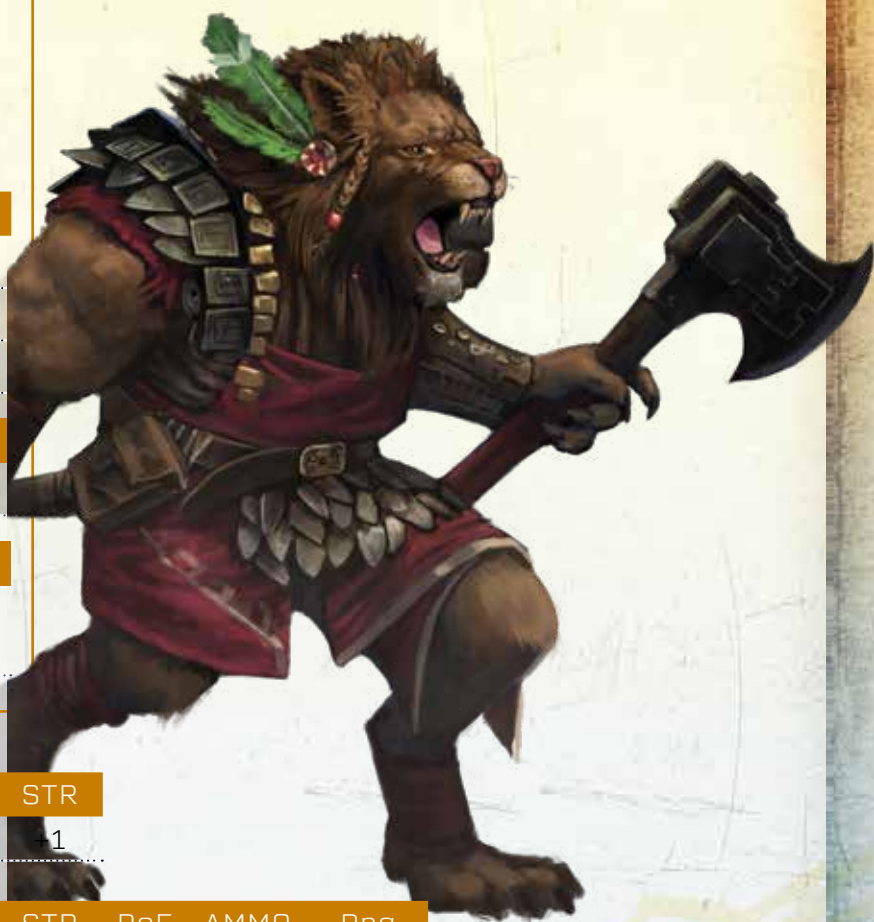
Medium full suit of armor, Axe, bow, Horse, and Traveler's Gear

Spear

Melee Weapon	Acc	DR	WT	STR
BATTLE AXE	-	11	4.5KG	1

Ranged Weapon	Acc	DR	WT	STR	RoF	AMMO	Rng
SHORT BOW	+1	8 + ✓	2.7KG	+0	1	1	40M

Worn Armor	PR	STR
MEDIUM FULL SUIT	5	+1



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

Armor Piercing = Ω || Bleeding = \star || Bulky = b || Fast = \checkmark
Impaling = \ddagger || Parry = \dagger || Quick = ζ || Two-Handed = 2H

RYGAR

NEMEAN RACIAL ABILITIES

Blood of the Andaman

The blood of an Andaman is potent with the magics that first lifted them from all fours to walk like men. When the blood is mixed in sufficient quantities with milk and fed to animals, it gives the Andaman a bond with the beast. This makes the animal loyal to the Andaman and pliable to taming and training. The blood will only work to make the beast loyal to the giver of the blood, and only beasts that are of the same ilk as the Andaman may be enthralled so. An Owlman could never tame a lion and a wolf could never be tamed by a Triton.

Enough blood must be administered (5 hp a day) for a week to tame the beast (giving a bonus of +10 to animal handling roles). Once the animal is tamed the beast will consider the Andaman its friend.

Silver Allergy

Because of their alchemical nature all Andamen suffer from an allergy to silver. Handling silver items will cause irritation and discomfort resulting in a -5 penalty to all actions while in prolonged contact (more than 2 rounds). Silver weapons cause double damage and leave blistering injuries that take twice as long to heal.

Nemean Weapons

(If it's the Hero's first attack in the round, the Andaman may use his claws to attack twice without a multiple action penalty)

Nemean are born with fearsome fangs and claws. Bite DR 4, Claws DR3 (armor piercing)

Lord of the Beast-men

Among the Andamen the Nemean are kings. All social interactions with other Beast-men has a bonus of triple the Hero's CHA (minimum of +3).

Beast Language

Nemean have the ability to communicate with any canine, feline, aquatic, or avian life to a limited degree. This gives them a bonus equal to the CHA (minimum of +1) to Animal Handling Skill rolls involving many creatures.

Lion's Roar

The roar of a Nemean is used both to inspire allies and strike fear into enemies. When used to inspire the roar gives the Hero's allies a bonus to one dice roll (designated by the Hero) equal to twice his CHA (minimum of +2).

When used to instill fear, those opposed to the Hero must make a WIL roll with a DoD