

DARK AEONS

THE ATLANTEAN CHRONICLES

STARDUST PUBLICATIONS

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INTRODUCTION

WELCOME!

Welcome to Stardust Publications **CENTER STAGE GAME SYSTEM**. Assuming that you are already familiar with the concept of role-playing games and know how they are played, you can skip ahead to Chapter 2: The Setting. If not, then stick around and we will attempt to explain things to you. Over the following pages, we will cover some of the most basic points in role-playing games, such as; the game system, the history of role-playing, the role of the Actors, the role of the Director, the reason why these games are played, and ways of making Episodes more enjoyable for everyone involved.

Within this book, you the Actor (player) and you, the Director (game master) will find all of the rules and systems that are needed to run a successful Episode (a game session), or entire Season (multiple game sessions).

THE HISTORY OF ROLE-PLAYING

A role-playing game is a game in which all of the participants assume of the roles of fictional personas and collectively participate in the creation of stories of their own design. The Actors (players) determine the actions and reactions for their personas, basing their success or failure according to the guidelines as presented by the game system. Within the rules, the Actors can improvise freely how they believe their personas would act, and their choices end up shaping the outcome of the games.

In role-playing games, there are no winners and losers. All of the participants play out their personas in an attempt to tell a satisfying story for all of the involved Actors. These games are more about social interaction rather than the competitive board or card games. Through a role-playing game, all of the participants tend to become united by a single goal or series of goals into what is known as a "Cast", that plays as a group. Just like a TV series or a series of Novels, these episodic games are often played in weekly sessions; which are called Episodes, over a period of month to even years, although some gamers prefer playing one Episode games (One-Shots).

Role-playing games are a form of interactive and collaborative storytelling. Just as novels and films appeal to the imagination of their reader or viewer, role-playing games allow the Actor the interactivity that is the crucial difference between role-playing games and traditional fiction. When watching a movie or television show, the viewer is a passive observer. In the case of role-playing games, the Actor (player) takes on the role of a fictional persona and through the decisions of the Actor; through their Persona, the story is told. Role-playing games extend the older tradition of storytelling games where a small group of friends gather to collectively create a story through each Actor's addition to the telling of the story.

Some forms of role-playing exist in traditional children's games such as "cops and robbers" or when children play "cowboys and Indians", or even when little girls are "playing house"; role-playing games add a degree of sophistication, structure and elegance to this basic concept. Instead, the participants in a role-playing game generate their own fictional personas and they are the ones that determine the ongoing plotlines.

But this tradition is much older; in actuality it is a revival of Greek Drama. In ancient times, there were neither radios nor televisions or a great many books for that matter; the way people would entertain themselves and others was through the telling of stories. Through their stories, the legends of Greek mythology were brought to life in the famous Greek Theaters. Throughout the centuries, this tradition was continued on by the great Bards and Scalds that could be found in the Inns and Pubs telling their tales of great heroes and their adventures. Even now we have turned back to this tradition of storytelling, this time in the form of role-playing games, just like the one that you are reading right now. In a sense, the torch of responsibility has been passed on to you, the reader, to help uphold this ancient and time honored tradition.

THE GAME SYSTEM

Unlike most role-playing games that are out in the game market, the **CENTER STAGE GAME SYSTEM** is totally diceless. We do have a small conversion for the dice fanatics, just in case the thought of going without rolling some dice will leave you a nervous wreck or gain you disdain from the dice gods (but we highly suggest that you use this system as it was meant to be played). This game system, instead of dice, uses a regular deck of playing cards (leave in the Face Cards and the Jokers... Yes, even they have a place in this system).

In basics, an Actor adds their Attribute plus their Skill together and then draws a card from their deck. Some actions require a specific difficulty value to be reached through the Attribute + Skill + Card, if the Actor meets or beats the target number, then the Actor's Persona has succeeded in the action that they are attempting to perform. Against another Actor, the Actor pits their Persona's Attribute + Skill + Card versus their opponent's Attribute + Skill + Card; the Actor with the higher total value in the contest succeeds. That is how simple this game system is. There will be instances where there are complications that raise the difficulty to perform Checks (static actions against a set target number) and Contests (dynamic actions against a Non-Actor Persona (NPC) or another Actor's Persona where the attributes and skills of the opponent can easily equal that of the Actor), but overall this is how the system works.

RESPONSIBILITIES OF THE ACTORS

As an Actor, it is your responsibility to role-play your persona in a way that is consistent with the limits of his or her personality and skills. No Persona knows everything from the very start, so assume that only those Skills and Advantages that you have taken are what your Persona has experienced of the world. Through the Director, you will be able to explore this fictional world of his and your creation. In earning Study Points (experience points), your Persona will grow and expand from the base person that they were when the game started.

The rules are there to aid you and the Director in defining the limits of your persona, but never let them get in the way of telling your persona's story. That is a mistake that many gamers have made in the past, they get so set on the numbers on their persona's statistics sheet (aka Character Sheet), that they forget the reasons why they started playing the persona in the first place. If you need help, don't hesitate to ask for the Director's help. Remember, it is the Directors responsibility to help you with your questions about the system and to assist you in telling the story of your persona.

RESPONSIBILITIES OF THE DIRECTOR

As the Director, you will have the hardest, yet most fulfilling of all responsibilities; that of portraying the world to your cast of Actors. It is the Director that narrates the game universe and interacts with the Cast's Personas, through storytelling and use of system mechanics; it will be you that determines what opposition that the Personas encounter; whether they are smart or stupid, mean or friendly.

In the end, it is the Director that determines the success or failure of the actions of the Cast's Personas via use of the **CENTER STAGE GAME SYSTEM**.

It is your job to keep things interesting for your cast of Actors, giving their Personas challenges that push them to their limits. Always remember that the Actors' Personas are the true protagonists of your stories. Whenever Actors believe that the Non-Actor Personas portrayed by the Director are receiving more of the spotlight than their own Personas, that they will grow bored or downright angry, after all, this game is about their Personas, not those that the Director portrays as a foil to the Personas. But in that same spirit, every Director has the right to have just as much fun as his or her Actors. So don't feel shy or bashful about presenting scenes that make sense and help to bring life to what would otherwise be a boring scene. Every Non-Actor Persona that enters the "Stage" do so for a purpose, either to help or hinder the efforts of the Personas, or to provide a background for a scene that is occurring around the Actors' Personas. The Director during Episodes is always "on-stage" through their use of descriptions of scenes to their portrayals of the friends and enemies of the Actors' Personas.

To be a Director of the **CENTER STAGE GAME SYSTEM**, it is your responsibility to learn the rules so that if an Actor comes to you with questions, you will be able to answer every question that any given Actor might have. We ask that you at least attempt to familiarize yourself with the general rules, combat system and powers, but don't feel bad if you have to reference it from the book; everyone needs to at one point or another.

REASONS TO PLAY

In the end, role-playing games have one purpose, and that is the entertainment of the Actors and the Directors of the games. Everyone that plays these games delights in dealing with the dangers that are not truly life-threatening, dealing with threats that appear one moment only to vanish the next, and to deal with the horrors that man was never meant to know. By playing this game, your and your friends will enter the dark and fantastic world of *Dark Aeons: The Atlantean Chronicles*. Through allying to one another, the Actors' Personas will find the strength to confront these threats and perhaps know the sweet taste of victory. In confronting these unknown threats, the Actors' Personas will usher in a sense of accomplishment in the hearts and minds of their Actors, and in they end, hopefully telling a story that all of the participants will remember for years to come.

HOW LONG DOES IT TAKE TO START, AND WHAT DO I NEED TO PLAY THIS GAME?

This is the big question that just about every gamer has when picking up a new game book. It all depends on the group of gamers. Some people pick these games up very quickly, while others have difficulties understanding the new system. Most difficulties tend to arise when a gamer tries to compare the Persona Creation of this system with every other system that is out there. Our advice is; don't. The **CENTER STAGE GAME SYSTEM** was written with simplicity in mind. So on average it should only take a new Actor about 20 to 30 minutes to create their Persona, 10 to 15 minutes for those that have made up Personas under this system before.

The **CENTER STAGE GAME SYSTEM** was designed to be a completely diceless game system, all a Gamer needs is a regular deck of playing cards. You will need all of the cards in the deck for this game, as even the Face Cards have a effect on Action and Combat Resolutions.

Most Episodes of *Dark Aeons: The Atlantean Chronicles* tend to last between three to six hours, every cast is different, so don't quote us on that. Long term collections of Episodes under the *Center Stage Game System* are called Seasons. And a collection of Seasons are referred to as a Series.

You may be thinking to yourself that many of the terms that are used sound a lot like those used in regards to television shows and movies, if you thought that, then you are right. We chose those terms specifically to get the Actors and Directors to think of the Episodes that they play on par with their favorite television shows and movies. The whole point so to get the gamer to start thinking about this simple question "What would I like to see if I was watching my Persona on TV or in a Movie". When you start thinking this way, then you will be ready to start a really fun Season of Episodes. Good Luck!

WHAT ABOUT LIVE ACTION?

Live-Action role-playing (LARP), is played more like improvisational theatre; instead of the Actor describing what their Persona is doing, such as; "I walk over to shake Lord Draco's hand", or "I'm dressed in a fine suit".

The Actor actually walks up to the other Actor, Stage Manager, or the Director that is portraying the Persona and they really shake their hand, instead of simply saying "I'm dressed in a nice suit" the Actor dresses as close to how they think their Persona would dress. Costuming within Live-Action role-playing is very common, as it encourages all of the participants to get In-Persona and stay In-Persona for the duration of the Episode. The Director or Stage Manager (an Assistant Director) are the ones that still describe the environment to the Actors, but in many cases it is also the Actors that work with the Stage Crew (The Director and Stage Managers) to establish locations and scenes within the confines of the game universe. Live-Action is very much a collaborative effort between the Stage Crew and the Cast, all with the purpose of creating a believable gaming environment for all participants.

Live-Action role-playing de-emphasizes the need to Card Draws and constant rulebook referencing. When a confrontation is eminent, only then is it necessary to pull out the Deck of Cards to deal with a Check or Contest. Minor things such as driving to a location or speaking with another Actor's Persona are done through the consent of all participants. Why draw a card from you deck when you can always try to Role-Play your way through the encounter with the Chief of Police or the Patriarch of another Atlantean House. The most common rule of thumb is to attempt talking your way through a situation before relying on the game system to resolve the confrontation.

One of the biggest elements about Live-Action role-playing is that time is handled in the here and now. If it has been two weeks since the last Episode, then in the context of the game universe, it really has been two weeks. In handling time this way, it really gives the Actors a feel for the scale of the Episodes and how they relate to the Season they are playing out.

RULES OF THE STAGE FOR LIVE-ACTION & TABLETOP

Rule #1: This is only a game, the purpose of this game is to have fun and tell a compelling story with your fellow Actors. Always remember to keep it fun for everyone involved; including the Director and Stage Managers (because they seek to enjoy the game too).

Rule #2: Keep it Safe. Never attempt to perform any stunts in the course of telling your stories. Just because your Persona has the ability to jump off of a second or third story building safely does not mean you, the Actor, can do it as well. Always remember; Safety First.

Rule #3: Create a Safe Word that the Cast will use to halt scenes where some aspect of the scene has become uncomfortable or unsettling for a member of the Cast. Whenever the Safe Word is used by an Actor, step away from them and inquire about their well being. Do not attempt to resume play until all Actors are sure that the incident that instigated the used of the Safe Word has concluded. We recommend using the word “Omega” as your Safe Word, the reason for this is because the word Omega is rarely used in the course of normal conversation and when it is used; its use is always noticeable.

Rule #4: No Weapons Allowed. Just because your Persona carries a handgun or a sword does not mean that you, the Actor, should ever bring a real sword or gun or weapon with you on to the Stage (game site). On that note, we advise against even using any props that look similar to real weapons as they could be mistaken by an observer of the Episode as a real weapon (and the police could be called). The only time we believe that any props should be used are in taking Cast photos for your Company’s website, and that should always be done at a private location that is away from the general public.

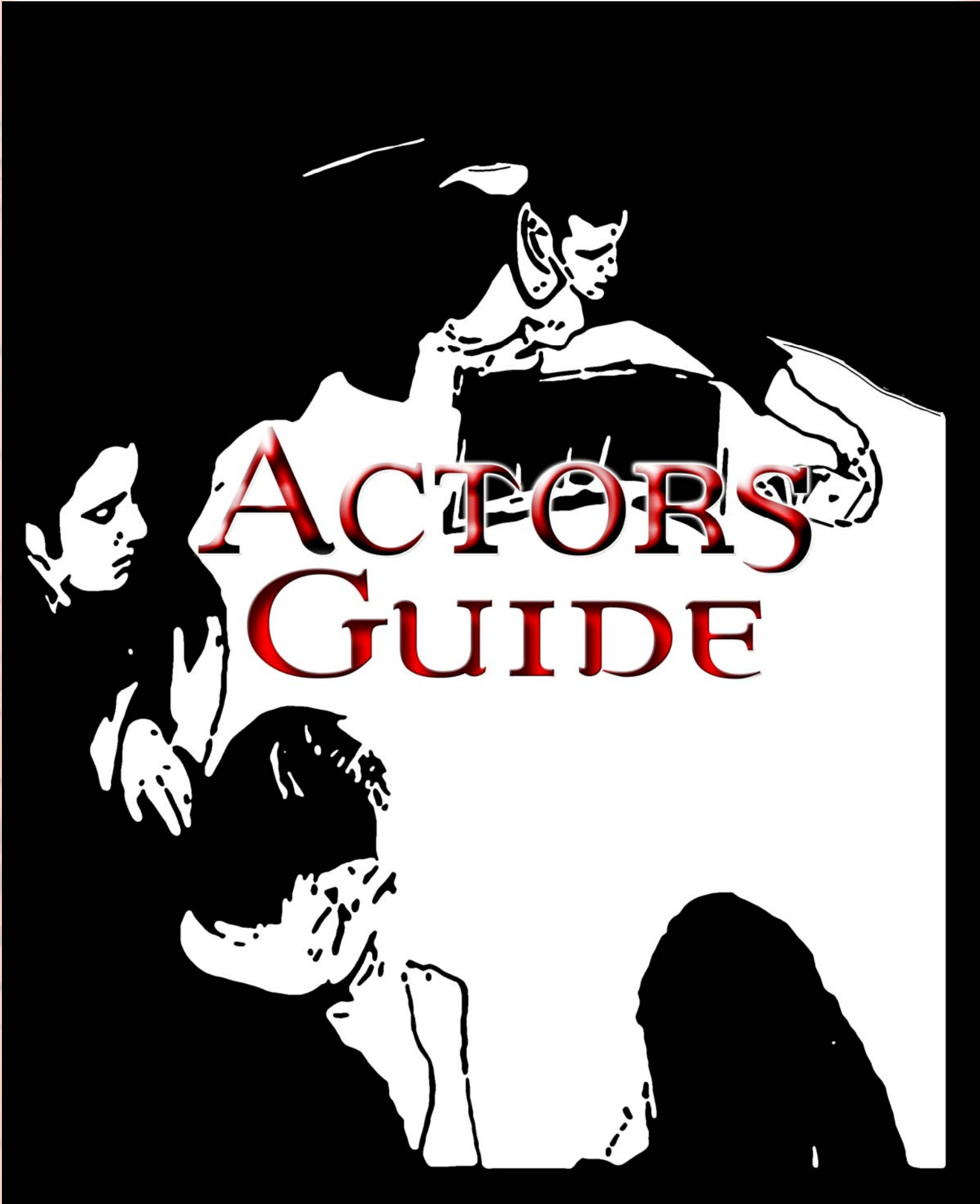
Rule #5: Never Argue with the Director or a Stage Manager in front of other Actors. If you as an Actor disagree with the decision of the Director or a Stage Manager, always wait until the end of the Episode to bring the issue to them, and when you do so; we advise that you do it privately. Handling Cast issues in this manner helps to avoid hostile situations during Episodes. Remember this, Praise in Public, Punish in Private.

Rule #6: Avoid the use of Cursed Knowledge. Cursed Knowledge is any bit of information that an Actor learns while not portraying their Persona that could effect the decisions that they make while role-playing their Persona during the course of an Episode. When in doubt about whether or not your Persona knows some specific bit of information, always consult the Director or a Stage Manager before attempting to use said information. Keeping with this policy helps to avoid situations that could damage the course of a day or evenings Episode.

Rule #7: Have Fun!

So without further adieu, welcome to the world of *Dark Aeons: The Atlantean Chronicles...*





ACTORS GUIDE



CHAPTER 1:

THE SETTING

"Of all tyrannies, a tyranny exercised for the good of its victims may be the most oppressive. It may be better to live under robber barons than under omnipotent moral busybodies. The robber baron's cruelty may sometimes sleep, his cupidity may at some point be satiated; but those who torment us for our own good will torment us without end, for they do so with the approval of their own conscience."

-- CS Lewis

PANDORA'S BOX

MY DEAREST PATRICIA,

I WISH I HAD EXPLAINED TO YOU ALL OF MY REASONS FOR LEAVING IT ALL BEHIND. LOOK AT ME, THE GREAT HISTORIAN OF OUR PEOPLE, AND I'M AT A LOSS FOR WORDS TO TELL YOU HOW I FEEL.

I KNOW IN THE EARLY YEARS, IT ALL BEGAN WITH THE GREATEST OF INTENTIONS. TO RELIVE THE GLORIES OF THE FIRST EMPIRE, TO REGAIN OUR FOOTHOLD IN A WORLD THAT HAD FORGOTTEN ABOUT US. BUT IT'S NOT AS SIMPLE AS THAT, IS IT?

I THINK IN OUR QUEST TO BECOME THE SECRET MASTERS OF THE WORLD, WE LOST THAT NOBLE SPARK THAT MADE US BETTER THAN THE COMMON MEN THAT WE SECRETLY LIVED WITH. WE FORGOT THAT REASON THAT THERE ARE NO MONUMENTS TO OUR PAST GLORIES IS BECAUSE IN OUR QUEST TO BE BETTER THAN THEM, IN OUR QUEST TO BE THEIR RULERS, WE LOST WHAT IT WAS TO BE HUMAN, OR AT LEAST A SUPERIOR BREED OF HUMAN.

RECENTLY I LEARNED THAT YOU JOINED THE ANTIQUARIANS GUILD. PLEASE BE CAREFUL, FOR IN IT AND IT'S WAYS, ARE THE VERY REASONS THAT I HAVE LEFT OUR OWN PEOPLE TO PURSUE THEIR OWN ENDS. WHEN THERE WAS SIMPLY THE SENATE, THERE WAS HOPE THAT ALL ATLANTEANS COULD LIVE AS EQUALS. AT LEAST THAT WAS MY HOPE.

BUT THAT IS NOT THE WAY IT IS, THE LILANS NOW HOLD ALL OF THE POWER, OR AS HUMANITY SAYS "THEY HOLD ALL OF THE CARDS". YOU MUST THINK ME A HYPOCRITE FOR SAYING THIS, AS I MYSELF AM A LILAN. PLEASE UNDERSTAND THAT THESE WORDS THAT I WRITE TO YOU ARE MEANT TO ADVISE YOU AND PROTECT YOU, FOR I KNOW WHAT TRIALS LAY AHEAD OF YOU.

THE FIVE HOUSES NO LONGER CARE ABOUT THE OLD WAYS, AT LEAST THE LILAN PRINCES THAT RULE THE FIVE HOUSES NO LONGER CARE ABOUT MAINTAINING THE OLD WAYS. ANOTHER REASON WHY I LEFT.

THE WORLD HAS CHANGED SO MUCH SINCE MY DAYS AS A MORTAL; IMMORTALITY HAS A WAY OF CHANGING OUR PERCEPTIONS OF THE WORLD; OF THE REASONS WHY THINGS ARE DONE. I WILL NOT TELL YOU THAT IT WILL BE EASY, AND I KNOW YOUR

IDEAS MIRROR THOSE THAT I HAD WHEN I WAS ACTIVE WITHIN OUR SOCIETY.

THE SIMPLE FACT IS WE ARE HEADING TOWARDS OUR OWN DESTRUCTION. EMPEROR PRIAM MADE THAT POINT VERY CLEAR SO MANY YEARS AGO WHEN HE ORDERED THE RECLAMATION OF THE EMERALD ISLE FROM THE FORCES OF THE RENEGADE HOUSES, AND LOOK HOW THAT ENDED. WE LOST ENGLAND AND SCOTLAND, AND BARELY HAVE A FOOTHOLD IN NORTHERN IRELAND.

LOOK AT THE FORMER EMPRESS; ANDREA, SHE GAVE THOSE INFERNAL SORCERERS OF THE FAMILY DRACUL STATUS AS A HOUSE, AND FROM WHAT ALL I HAVE HEARD AND LEARNED, IT WAS FOR THE SECRETS OF THEIR DARK SORCERY.

LOOK AT HOUSE DRACONIS AND ITS QUEST TO DESTROY THE DRACUL, OR THEIR RIVALRY WITH HOUSES RAMIUS AND THALUS. IT IS AN ENDLESS CYCLE OF HATRED AND VIOLENCE AND PAIN THAT CAN ONLY END WITH THE LAST OF THE CHILDREN OF ATLANTIS BEING PUT INTO A GRAVE.

AND OUR LEGACY, WHO WILL BE LEFT TO TELL OUR TALE AFTER ALL OF US ARE GONE? WHO WILL BE LEFT TO TELL OF THE STRUGGLES AND TRIALS OF OUR PEOPLE, OF THE NOBILITY OF SPIRIT THAT WE HAD IN PERSEVERING AFTER ATLANTIS SANK BENEATH THE WAVES.

NO ONE WILL BE LEFT IF WE DO NOT CHANGE OUR WAYS. THE TIME OF RULING OVER HUMANITY IS OVER, BUT THE HARSH FACT IS THAT THOSE RULING OVER OUR PEOPLE DON'T SEEM TO UNDERSTAND THAT OUR TIME AS GLANTS HAS ENDED. IT IS TIME TO LIVE AMONG THE HUMANS AS EQUALS...

IF THE PRAETORIAN ORDER OR THE SCARLET BROTHERHOOD EVER FIND THIS LETTER, I'M SURE THAT PRIAM WOULD HAVE HIS ASSASSINS SEEK ME OUT TO SILENCE MY VOICE ONCE AND FOR ALL. DEAR PATRICIA, I'M AT A POINT THAT I THINK I NO LONGER CARE WHAT THEY THINK OF ME. YOU ARE ONE OF THE FEW GOOD THINGS THAT EVER STUMBLED INTO MY MISERABLE EXISTENCE, AND I HONESTLY WISH I HAD NEVER BROUGHT YOU ACROSS. BECAUSE IN BECOMING LILAN, I THINK PART OF THAT AMAZING SPARK THAT DREW ME TO YOU DIED IN YOUR BEAUTIFUL EYES THE NIGHT I BROUGHT YOU ACROSS INTO MY WORLD.

IF EVER YOU NEED ME, DO NOT HESITATE TO CALL UPON ME. MY CARE FOR YOU KNOWS NO BOUNDS AND I WOULD DO ANYTHING FOR YOU. TAKE CARE OF OUR FAMILY, FOR YOU ARE THEIR GUARDIAN NOW.

With Deepest Respect,

Lord Lucien the Chronicler

House Lionnes

ATLANTEAN TERMINOLOGY

Ancients, The: This is the modern name given to the Ephors, the Ancients are held in reverence.

Antiquarians Guild: The governing body of the Second Atlantean Empire.

Assassins Guild: A Vulgar reference to the much feared and despised Scarlet Brotherhood.

Bela/ Belas: A derogatory term used in reference to the members of both Houses; Draconis and Dracul.

Bloodline: Archaic term for an Atlantean Family.

Cadre: This term is used in reference to a group of Atlanteans, possibly from multiple Houses that work together towards some common goal.

Children of Atlantis: A reference to all of the survivors of Atlantis, and their descendents

Children of Lemuria: A reference to all of the survivors of Lemuria, and their descendents.

Children of Lilith: A reference to Lilans.

Children: A reference to Humanity.

Codex Imperialis: Archaic name for the "Code of the Empire".

Council of Houses: The leaders of the Houses within an Imperium city.

Dark Rebirth: The act of becoming a Lilan.

Dark Lady: Lilith

Domina: This is the title that is used to refer to an Atlantean woman that holds dominance within an Atlantean Family or House within an Imperium City.

Dominus: This is the title that is used to refer to an Atlantean man that holds dominance within an Atlantean Family or House within an Imperium City.

Elysian Fields: The place where Atlanteans believe that those who have redeemed themselves in the eyes of the Gods go. It is the final place of peace that they go to as a reward for living a virtuous life.

Emperor: The ruler of the Second Atlantean Empire.

Empress of the Night: Lilith

Ephors, The: These are the oldest of the Lilans, from the days before the fall of Atlantis, among Atlanteans, the Ephors are feared for the ancient power that they wield. The word of the Ephors is held in reverence and they are never questioned when issues of authority appear. There are only a handful of these creatures left in the world.

Exarch: The Atlantean governor of an Exarchate, commonly known as a Province; these governors are extended more decreatory authority in regards to making provincial policies and in the use of the Imperium legions. Part of the reason behind this increased authority is due to the massive land holdings of each of the Exarchates. Exarchs have full authority to deploy the full force of the Imperium military assets that are under their command.

Exarchate: The land holdings of an Exarch; Exarchates are typically established in areas of the Imperium that have proven difficult to govern through the tradition means. These holdings always have a significant legion presence.

Family: A bloodline of Atlanteans within a House.

Faux Blooded: The Faux Blooded are Atlanteans that through generations of inter-marriages with humanity, their blood has become diluted. The greater portion of Atlantean Society falls within this category. The Faux Blooded Atlanteans are consistently at odds with the elitist True Blooded Atlanteans.

First Citizen: The modern age honorific for the Governor of an Imperium city. During the Roman Republic and Roman Empire, the title was "Princeps", meaning "First Citizen". Princeps has largely been discarded in favor of the modern honorific.

Fortress, The: The ultra-secure network server that the Houses of the Second Atlantean Empire use to communicate with each other on in the 21st Century. It is said that this server is housed at the Darkstar Corporation's corporate Headquarters in New York City.

Founder, The: A reference to Emperor Ramius, the Atlantean who founded the Second Atlantean Empire.

Imperium, The: The common name for the Second Atlantean Empire.

House: A group of families who share certain genetic and ideological similarities.

House of Secrets: Nickname for House Draconis.

Imperium Ex Atlantia: Ancient name for the Second Atlantean Empire.

Khentar (Keen-Tar): The Atlantean long dagger that was the primary self-defense weapon during the First Atlantean Empire, during the Atlantean Dark Ages, and the early centuries of the Second Atlantean Empire. It is still the preferred method of intra-house warfare.

Lex Andreae: The Laws of Andrea.

Lex Dominicus: The Laws of Dominic.

Lex Piaae: The Laws of Priam.

Lex Ramii: The Laws of Ramius.

Lilans: A Lilan is any True Blooded or Faux Blooded that has turned to vampirism; the stealing the Life Force of humans to become immortal and to fuel their psychic and supernatural abilities. Many of the Faux Blooded become Lilans simply to extend their decreased life spans. The True Blooded see these Faux Blooded with scorn and contempt.

Lilith: The First Immortal; Lilith is the creator of the Ritual of Rebirth that created the Lilan caste of immortals within Atlantean society. Lilith is one of the first Ephors and her name is spoken in reverence.

Matriarch: The female leader of a House within an Imperium city.

Midnight's Children: A reference to Lilans as a whole. But it has also been mistakenly used in reference to Revenants.

Mt. Olympus: Any stable place where Atlanteans regularly gather to discuss politics.

Nephilim: Ancient warriors from the time of the First Atlantean Empire, thought to be extinct at this point. The name is more commonly used by the Christian and Judaic Religions for the children of Angel and man.

Pariah: An Atlantean; True Blooded, Faux Blooded or Lilan that has either abandoned or been cast out of Atlantean society. Also a reference to an Atlantean that has no House or Family to claim them.

Pater Familias: This is the title that is used to refer to an Atlantean man that holds dominance within an Atlantean Family within an Imperium City.

Patriarch: The male leader of a House within an Imperium city.

Pontifice: These are the business leaders of the Atlantean Houses of a city.

Prince/Princess: The Antiquarian leader of a House within the Imperium.

Principes: The ancient Roman title that the Imperium Ex Atlantia adopted for the governor of an Imperium city. It's meaning being "First Citizen", in the modern age, the Roman Latin has largely been discarded in favor of its common meaning.

Reavers: These are True Blooded, Faux Blooded and Lilans that refuse to acknowledge the order of things within Atlantean Society. They rebel against the powers that be in an attempt to topple them and the very system that has forced them into becoming Reavers. The Reavers are Pariah, one and all, and because of this, the Reavers have built their own subculture within Atlantean Society in an attempt to deny the powers that be, power over them.

Regency: The right of a First Citizen to govern over a city within the Second Atlantean Empire.

Regent: Archaic term for the ruler of an Imperium city, in modern times known as the First Citizen. This term came from Medieval times.

Rending the Veil: The discovery of Atlanteans and or Atlantean society by the human world.

Sanctuary: The home of an Atlantean or Lilan, or any dwelling that an Atlantean or Lilan inhabits.

Senate, The: The Atlantean Senate was the original ruling body that helped to guide and direct the surviving Atlanteans in the world, at least those that were part of the Second Atlantean Empire. It was disbanded and reformed into the Antiquarians Guild.

Servitor: A human who serves an Atlantean master, also used in reference to any servant that serves a master.

Tribune: The military leader of an Imperium City, the station of Tribune is generally only reserved to cities that are on the outer territories of the Second Atlantean Empire. Tribunes are of equal standing and renown to the traditional First Citizens that govern the average Imperium city.

True Blooded: The True Blooded are Atlanteans that can trace their lineages back to the days before the fall of the First Atlantean Empire. These are the Nobles, the Elite of Atlantean Society. Their blood is the purest of all the descendents of Atlantis.

Veil, The: The effort made after the Inquisition Years to hide the existence of Atlanteans from the human world.

Vendetta: The unspoken law taught within Atlantean Society dealing with the avenging of crimes against oneself, their Family, or House; against the one or ones behind the crime.



DARK AEONS TERMINOLOGY

Abyss: It is believed that the Abyss is a fragment of the Universe that existed before our own Universe, but this fragment existed in a place beyond space and time.

Children of the Black Sun: A Revenant House that makes its home in Cairo, Egypt. Its Founder is believed to be an ancient Revenant by the name of Menchor. This House is currently ruled by a Revenant by the name of Samir.

Coven: A Coven is a group of Sorcerers that gather and work together towards some common idealogies and goals.

Dhampir: The children of the union between a mortal woman and a Revenant man. These creatures have all of the physical prowess and regenerative powers of their Revenant parent, but almost none of its weaknesses.

Element: There are five elements; Air, Earth, Fire, Water, and Spirit. Sorcerers must be able to atune themselves to these elements in order to cast their spells and rituals.

House of Deveaux: A Revenant House based in New Orleans. Its Founder is a Revenant named Angelique Deveaux.

House of Montigue: A Revenant House that has members in both Boston and London. Its Founder is a Revenant by the name of Roland Montigue. Most of its members make their home in Boston in New England.

Leylines: The name for energetic paths of energy on which the ancient Christians and pagan people built their sanctuaries on. Places such as; Stone Henge, the Serpent Mounds, the Great Pyramid of Giza, etc.

Leyline Nexus: This is the point at which two or more Leylines intersect at the same location. These Leyline Nexuses are places of incredible power and it is not unheard for Sorcerers to build temples and monuments on these locations specifically so that they may be used for the purpose of casting magics of incredible power.

Life Force: The life energy that all living creatures have within them.

Order of Saint Lazarus, The: A fanatical group of Vampire Slayers who are supposedly directly linked to and funded by the Roman Catholic Church.

Revenants: These are the vampires of legend, undead creatures that feed on the Blood and Life Force of the living.

Ritual: A magical rite that can take short to long periods of time to cast. Some rituals require the use of specific implements such as Athames (ritual dagger), wands (a focus for magical power), etc. Some Rituals require more than one participant in order for its supernatural effect to be completed.

Sorcerer: These are the Wizards and Witches of legend and popular fiction. Sorcerers wield the raw power of the Elements in an attempt to manipulate the nature and supernatural worlds.

Spell: An incantation that only takes a short amount of time to cast and that a Sorcerer casts singly. It can bring about any number of supernatural effects.

Thralls: These are quasi-undead creatures that have most of the basic strengths and weaknesses of Revenants, but Thralls are still alive and at the mercy of their Revenant masters. They are created through a Revenant giving a human being a portion of their Blood and Life Force.

Werewolves: These are human beings that have contracted the Curse of the Werewolf; mostly from surviving an attack by a Werewolf. These poor creatures are immortal, most looking for a way to end their pain and suffering.

A TIMELINE OF DARK AEONS

4.5 billion years ago: The planet Earth forms.

3.8 billion years ago: The Old Ones; Nyarlathotep and Tiamat tear a whole in the membrane that separates the Physical World from the Abyss and enter the Physical World.

1 billion years ago: The Elder Things arrive on Earth. They land in the Antarctic Ocean and found their first city there. The Elder Things create the proto-shoggoth which in turn produces other creatures that act as servitors and food. ("At the Mountains of Madness," Lovecraft.

900,000,000 BC: By this time, Elder Thing cities have spread across the oceans of Earth. ("At the Mountains of Madness," Lovecraft.

800,000,000 BC: The Elder Things adapt to land. Many remain in the oceans, however. ("At the Mountains of Madness," Lovecraft.

750,000,000 BC: The Flying Polyps arrive on Earth, and build their basalt towers on the land. They try to expand into the oceans, sparking a bitter war with the Elder Things. Eventually, the Elder Things are victorious. ("The Shadow Out of Time," Lovecraft.

450,000,000 BC: Elder Thing experiments lead to the first vertebrates, fish, which they permit to evolve. ("At the Mountains of Madness," Lovecraft.

350,000,000 BC: A cataclysm raises numerous new land masses, such as Ponape and R'lyeh. The disaster also destroys several marine Elder Thing cities. Cthulhu and his kin arrive from the Abyssinian star Xoth, and settle on the newly-risen landmasses. The Elder Things war with Cthulhu, but they eventually make peace. Cthulhu is permitted to keep his current surface territories, and the Elder Things keep the rest of the planet. ("At the Mountains of Madness," Lovecraft.

300,000,000 BC: A cosmic cataclysm (possibly a certain configuration of the stars, possibly a war with the Elder Gods) occurs, resulting in R'lyeh sinking beneath the waves. Cthulhu is imprisoned within the city. In all likelihood, the other Great Old Ones are imprisoned around the same time. ("At the Mountains of Madness," Lovecraft. Reptiles arise on Earth.

250,000,000 BC: The shoggoths rebel against the Elder Things, but are defeated. ("At the Mountains of Madness," Lovecraft.

225,000,000 BC: The Rise of the Dinosaurs.

100,000,000 BC: Height of the Elder Thing civilization. ("At the Mountains of Madness," Lovecraft)

50,000,000 BC: Another cataclysm strikes Earth. Many Elder Thing cities are destroyed, including their original settlement in Antarctica. To replace it, a new Antarctic city is constructed. ("At the Mountains of Madness," Lovecraft)

2,000,000 BC: As Elder Thing civilization continues to decline, they retreat to their cities on the southernmost tip of South America and the Antarctic regions. ("At the Mountains of Madness," Lovecraft)

40,000 BC: The Atlanteans make the journey to the island continent that becomes know as Atlantis.

40,000 to 39,000 BC: The Atlanteans begin developing the psychic talents of Mesmerism and Telepathy.

39,000 BC: The Old One; Lilith comes to Atlantis and begins teaching the Atlantean Priesthood the secrets of Sorcery. The Atlanteans discover the power of the native crystals and the rare golden-brown metal ore of Orichalcum. The Atlanteans begin using crystals and Orichalcum to heighten their magical abilities.

38,000 BC: The Fae make their bargain with the Atlanteans and the early human tribes.

37,000 to 14,000 BC: The Golden Age of First Atlantean Empire; Atlantean culture flourishes on every continent that they have established colonies.

36,981 BC: The Senate of the First Atlantean Empire is formed.

14,000 BC: The Scientists and Sorcerers of the First Atlantean Empire create the first Nephilim.

14,000-12,000 BC: The Atlantean-Lemurian War

10,490 to 10,390 BC: The Great Pyramid of Giza in the lands of Egypt is constructed, designed by the Atlantean Priest; Ra-Ta.

9000-8000 BC: Lilith of Atlantis creates the Ritual of Rebirth; to the Lilans the Ritual of Rebirth becomes known as the Dark Gift. Lilith begins gathering a Cult together known as the Children of Lilith within the First Atlantean Empire. Agriculture develops in the Middle East.

7900 BC: Lord Draco of the House of Draconis journeys into the eastern provinces of the First Atlantean Empire and settles in the lands of Dacia. Here in Dacia, Lord Draco and his followers are able to pursue their experiments in Sorcery without interference by the Atlantean Senate or the Emperor.

7860 BC: Lilith of Atlantis takes Marduk of Mesopotamia and begins instructing him in the ways of Sorcery.

7840 BC: Marduk and Lilith journey to Mesopotamia; Marduk confronts the Old One; Tiamat at the steps of her temple in the city of Ur. Tiamat's avatar is slain by Marduk with Lilith's assistance, but Marduk is left near death. Lilith performs the ritual of the Immortal Soul on Marduk, turning him into the first of the human immortals that will become known as the Guardians.

6558 BC: Lord Podarces (later known as Priam) is born to the House of Dardanus.

6,512 BC: The Demon Pharaoh, Menkuhor appears leading an army of well over 100,000 soldiers and conquers Egypt. After installing himself as Pharaoh, he resurrects the Cult of the Black Pharaoh and begins sacrificing thousands of Egyptians to his dark god, Nyarlathotep.

6,500 BC: The Black Pyramid of Menkuhor "The Demon Pharaoh" is constructed in a man-made cavern beneath the Giza Plateau. Also erected is the Black Obelisk of Menkuhor "The Nightbringer", and the Temple of the Night dedicated to the Black Pharaoh; Nyarlathotep. . It was only through the combined might of the First Atlantean Empire that Menkuhor was put down. And even then, we could not destroy him. The dark ritual that had created him had created a monster that defied death itself. There was no true death for Menkuhor, it was only through a long forgotten ritual that the Atlantean Sorcerers of the time were able to seal him in a massive crystal. From that point on, the Atlantean Senate knew the end was in sight. The Egyptians, after the fall of their Demon Pharaoh, set about to destroy any record of his existence. And so that dark time was forgotten by the Egyptians within three generations.

6481 BC: Lord Podarces of the House of Dardanus joins the Cult of Lilith. Six months after joining Podarces undergoes the Ritual of Rebirth.

6480 BC: The Atlantean Lords; Romulus and Ramius are born to the House of Italus.

6411 BC: Lord Podarces of the House of Dardanus journeys to the lands that become known as Ancient Greece and Asia Minor (Modern Day Greece and Turkey) and settles there to establish his own Atlantean House.

6390 BC: Lady Vanessa of the House of Lionnes journeys to the lands that become known as Gaul and Germania (Modern Day France and Germany) and settles there to establish her know Atlantean House.

6377 BC: Lord Ramius becomes a general within the Atlantean Legions. He is given command of the Phoenix Legion that is standing watch over mainland Atlantis.

6372-6371 BC: The Atlantean Lords; Romulus and Ramius join the Cult of Lilith, within a year both have undergone the Ritual of Rebirth.

6225 BC: Lord Romulus is granted the vassal Kingdom of Italia by the Atlantean Senate, to rule over in the name of the First Atlantean Empire.

6224 BC: Lord Ramius and the Phoenix Legion are reassigned to protect the vassal Kingdom of Italia.

6220 BC: A group of Atlanteans leave the island-continent and journey to the British Isles in the hopes of finding a simpler life, away from the intrigues and politics of Atlantis. These Atlanteans settle across the British Isles, one of these groups eventually becoming the clan of Atlanteans known in later years as Clan MacKlintoc.

4608 BC: The destruction of the island-continent of Atlantis and the fall of the First Atlantean Empire.

4607 BC: The Atlantean Dark Ages begins as the world sinks into an age of barbaric in-fighting among the surviving Atlantean Lords and the humans begin destroying all of the Atlantean Monuments in an attempt to remove all mention of the Atlanteans from their cultures histories.

2697 BC: Huang-ti, the 'Yellow Emperor', comes to the throne in China. Jade Xao is given the Dark Gift.

2500 BC: Indus valley civilization in India. Khadesh is given the Dark Gift by Saul.

2321 BC: Saul gives the Dark Gift to Eshan.

2250 BC: Eshan gives the Dark Gift to Xoltlan.

2100 BC: The Empire of Ur (to 2000). Rameses is given the Dark Gift.

1750 BC: Rameses of Egypt declares himself Pharaoh over all Atlanteans and humans residing within the lands of Lower Egypt and Upper Egypt.

1379 BC: Accession of Amenhotep IV in Egypt; he introduces Sun worship, abolishes all old gods, and takes name Akhenaton after Aton, the Sun-god; period of bad government.

1362 BC: Boy-king Tutankhamun succeeds Akhenaton; his advisors restore the worship of the old Egyptian gods. Akhenaton is slain by Servitor Priests loyal to Pharaoh Rameses of the Lilans. The reason for this is because in Akhenaton's religious zeal, he endangered the lives of all Lilans dwelling within Upper and Lower Egypt.

1193 BC: City of Troy is destroyed by Greek armies after a prolonged siege. Helena of Troy given the Dark Gift by King Priam.

1020 BC: Saul, King of Israel.

994 BC: David captures Jerusalem.

990 BC: Israel is given the Dark Gift by Saul.

753 BC: The traditional date of the foundation of Rome by Romulus & Remus. King Romulus abdicates his throne in order to allow a human successor to replace him.

725 BC: Xoltlan crosses the Atlantic Ocean to South America. Once there he proceeds to establish a blood cult.

600 BC: Cyrus of Persia is given the Dark Gift.

586 BC: Nebuchadnezzar II of Babylon sacks Jerusalem and takes the people of Judah into captivity in Babylon. This is brought about by Cyrus in an attempt to force Israel into teaching him the Qabalistic Magic that he knew, in return for the freeing of the people of Judah. This attempt fails.

580 BC: Nebuchadnezzar begins building the Hanging Gardens of Babylon; one of the Wonders of the World.

561 BC: Cyrus becomes the King of all Atlanteans dwelling within Persia. Sheila of Judah given the Dark Gift by Israel. Xerxes of Persia is given the Dark Gift by Cyrus.

509 BC: The traditional date for the foundation of the Roman Republic.

400 BC: Atlanteans under the rule of King Priam of Greece make war upon the Atlanteans of Dacia who are under the rule of Draco. This period of conflict will last for the next 300 years with no clear victor in the end.

70 BC: Gaius Marius given the Dark Gift by Lord Ramius.

124 AD: The Pantheon in Rome is completed. Lord Ramius, one of the great leaders of the Atlanteans of Italy begins a war campaign against all of the feuding Atlanteans of Italy and the surrounding region. All of this is done under the banner of uniting the Atlanteans race.

130 AD: Hadrian visits Egypt: new capital city is begun at Antinopolis. No less than 17 Atlantean Families are extinguished in Lord Ramius' attempt to bring peace to the feuding Atlanteans of Southern Italy. The Family Ramius becomes a dominant power within Atlantean society due to this war.

151 AD: Lord Ramius of House Ramius founds the Second Atlantean Empire, with the Atlanteans of House Ramius forming the first house of the empire. Lord Ramius assumes the mantle of Atlantean Emperor.

156 AD: Lord Draco and the Atlanteans of House Draconis, of Dacia; found the second of the great houses of the Second Atlantean Empire.

160 AD: The Senate of the Second Atlantean Empire is formed. The oldest and wisest Atlanteans of the Second Atlantean Empire form its core. The Senate is the one group that has the power to mandate regional laws within the Second Atlantean Empire, although its primary purpose is the search for knowledge on the beginnings of the Atlantean race.

166 AD: The Atlanteans of Greece come together under the leadership of a Atlantean Ephor named Priam to form House Thalys. Many suspect the Thalys Bloodline to be the primary bloodline of Atlanteans in Greece.

168 AD: Theodocius Scavario is given the Dark Gift by Romulus.

170 AD: Emperor Ramius writes the Lex Ramii - the Laws of Ramius. Emperor Ramius gives the Dark Gift to Justarius.

171 AD: Emperor Ramius with the consent of the Senate forms the Praetorian Order. The Praetors are to be the personal guard of the Emperor. He also forms the Imperial Order of Centurians, they will become the enforcers of the Laws of the Second Atlantean Empire.

178 AD: The Praetorians with the assistance of House Draconis create a ritual with which to create a mystical gladius that is capable of killing a Lilan within but a few blows. Shortly after the creation of the Praetorian Gladius ritual, Emperor Ramius order that all documentation be turned over to himself, which he in turn gave to the Grand Master of the Praetorian Order. All other copies of the documentation were ordered to be destroyed. This one action made the Praetorian Order a force to be feared by all Atlanteans and Lilans of the Second Atlantean Empire.

185 AD: A group of Atlanteans from Northern Italy form House Scavario.

192 AD: House Scavario begins to bring pressure on the Emperor to begin expanding the borders of the Imperium. Valorian given the Dark Gift by Justarius of House Ramius.

193 AD: An Atlantean expedition led by a member of House Scavario ventures into the wilds of Southern Gaul. It is there that they run into the local Atlantean population. All but two members of the expedition are killed due to some disagreement.

199 AD: An Atlantean expedition to Ireland makes contact with a group of Atlanteans living in the interior of the island named Clan McCullen. They will become the 5th House of the Second Atlantean Empire in 200 AD.

200 AD: House McCullen officially joins the Second Atlantean Empire. Casius is given the Dark Gift by Valorian of House Ramius.

210 AD: Emperor Ramius commissions another Expedition to go into Gaul in an attempt to bring those Atlanteans into the Imperium. This time the expedition is led by a member of his own house. Once into the interior of Southern Gaul, the expedition is yet again attacked by the inhabitants of the area. All but one member of the expedition is able to escape with their lives.

211 AD: Emperor Ramius commissions yet another expedition into the interior of Southern Gaul, this time the expedition is accompanied by a host of 20 Centurions. There is another battle, but this time the Centurions are able to drive back their attackers. Within two weeks of this perceived defeat on the part of the Gaelic Atlanteans, those very same Atlanteans send a peace envoy and a formal treaty of agreed upon. Peace at last.

235 AD: The Battle of Ravenna. The Atlanteans of House Scavario attempt to usurp the power of Emperor Ramius. House Scavario proclaims Theodocius Scavario as the rightful Emperor of the Second Atlantean Empire. Within 6 months of his installment as Emperor, he and his entire line are destroyed by order of Emperor Ramius with the full support of the Senate.

236 AD: Council of Exarchs is founded to govern the Provinces of the Second Atlantean Empire. Priam of House Thalys becomes Exarch of Greece. Draco of House Draconis becomes Exarch of Dacia. Vaneesa of House Lionnes becomes Exarch of Gaul. Justarius of House Ramius becomes Exarch of Italia. Dominic of House McCullen becomes Exarch of Ireland.

240 AD: The Houses of the Second Atlantean Empire begin to slowly expand in numbers and solidify their territorial boundaries in Western Europe and the Mediterranean.

284 AD: Emperor Diocletian comes to power in Rome. Marcus Aurelius Caius is given the Dark Gift by Casius of House Ramius.

324 AD: Constantine reunites the Roman Empire. Claudius Lucinius Serrentus is given the Dark Gift by Marcus Aurelius Caius of House Ramius.

410 AD: The Goths under Alaric sack Rome. The Capital of the Second Atlantean Empire is moved to Constantinople.

564 AD: The Brotherhood of Fate is formed. Its goal is to chronicle the history of the Atlantean people from a human perspective. One of its secondary goals is to protect the world from the destructive influence of the supernatural within it, primarily the Old Ones and their Servitors. The first meeting of the august group of men is held in London.

623 AD: It is believed that Vanessa of House Lionnes gave the Dark Gift to Jeremiah MacKlintoc of the Scottish Clan MacKlintoc.

624 AD: Jeremiah gives the Dark Gift to Loric MacKlintoc.

625-732 AD: Jeremiah & Loric MacKlintoc gives five of their kinsmen the Dark Gift, bringing them across into the immortality of the Lilan Condition.

671 AD: Demetrius of House Draconis is inducted into the Atlantean Senate.

726 AD: Byzantine Emperor Leo III begins the Iconoclast Movement - opposition to images; Pope Gregory II opposes him. Part of the reason behind the Iconoclast Movement was the influence of Emperor Ramius, due to the threat of Holy Relics and Artifacts being used against the Lilans of the Second Atlantean Empire, Ramius ignites the flame that ends up destroying a great many of those deadly relics.

745 AD: Angus MacKlintoc, a Lilan of Clan MacKlintoc journeys to Ireland where he comes across the Atlanteans of House McCullen. An informal peace is agreed upon due to their same Celtic backgrounds. Angus will remain in Ireland until the year of 936 AD.

751 AD: Pepin the Short is crowned King of the Franks, founding the Carolingian Dynasty. Atlanteans from House Lionnes begin slowly drawing themselves back into the confines of France and Western Germany.

782 AD: Charlemagne summons the monk and scholar Alcuin of York to head the palace school at Aachen: revival of learning in Europe. House Lionnes uses this revival of learning as a chance to begin collecting information about all of the Atlanteans of the Second Atlantean Empire. It is during this time that House Lionnes holds the most power in the Second Atlantean Empire that it ever has or will hold. This stranglehold on information will last for the next 800 years.

785 AD: Alexi Dragosee is given the Dark Gift by Draco himself, for the next milleninia Alexi is groomed for the task of becoming the first Draconis Emperor of the Second Atlantean Empire.

832 AD: Alcuin of York is given the Dark Gift.

936 AD: Angus MacKlintoc returns home to Scotland after his long stay in Ireland.

937 AD: Horishi Osaka of the Japanese Islands is given the Dark Gift.

941 AD: Maximilian Hektor is given the Dark Gift by Aeneas of House Thalus.

1096 AD: The Atlantean Senate is reorganized and officially becomes known as the Antiquarians' Guild. First Crusade begins, following an appeal by Pope Urban II to free the Holy Places.

1162 AD: Alexi Dragosee of House Draconis gives Stefan the Dark Gift. Buchaest is established as the seat of power for House Draconis.

1165 AD: Emperor Dominic of House McCullen comes to power when Emperor Ramius mysteriously disappears. Many suspect he has been destroyed by a rival house. Others suspect that he has abandoned the Second Atlantean Empire due to the corruption and abuse of power that had been becoming apparent in the Senate.

1173 AD: Lady Catherine D'Aquitaine is given the Dark Gift by Alcuin of York.

1180 AD: The Scarlet Brotherhood is formed by order of Emperor Dominic. In the beginning the identities of all members of the Order are kept a closely guarded secret.

1305 AD: The English capture and execute William Wallace. Telceon Trevors of House Draconis is inducted into the Antiquarians' Guild.

1325 AD: Aztecs, under the influence of Xoltlan found Tenochtitlan in what will come to be called Mexico and begin expanding their borders through a series of conquests of their neighbors. The blood gained through the sacrifice of their enemies is used to empower the already large Lilan population in the region, which at this point is nearly over 150 strong. Xoltlan at this point proclaims himself King-Priest of the Toltec Empire, its borders extending into Central and South America. This 'Empire' of Xoltlan's will endure into modern times.

1336 AD: Emperor Dominic writes the Lex Dominicus.

1337 AD: Edward III of England, provoked by French attacks on his territories in France declares himself king of France. Beginning of 'The Hundred Years War' between England and France (ends 1453). Atlanteans of House Lionnes attempt to strip landholds of House Ramius in England. Members of both houses begin discreetly feuding for the next one hundred years. Most of this feud is kept to Servitors fighting Servitors due to the Codex Imperialis, there are actually very few Atlantean casualties suffered during this brief conflict.

1453 AD: The Capital of the Second Atlantean Empire in Constantinople falls to the Ottoman Turks when the city is overrun by the Turkish Army. End of the Byzantine Empire and of the Middle Ages.

1454 AD: The Capital of the Second Atlantean Empire is moved to Cork, Ireland.

1455 AD: The War of the Roses - civil wars in England between royal houses of York and Lancaster (until 1485). Houses Ramius and McCullen face off when Emperor Dominic decides to strip away a sizeable portion of House Ramius' territories in England.

1456 AD: Prince Vlad the Impaler takes the throne of Wallachia when he 'slays' his brother Radu while taking the Wallachian throne. Vlad is put into power while Radu is given the Dark Gift by Draco of House Draconis.

1485 AD: Emperor Dominic sends of Expedition into India in an attempt to make contact with the Atlanteans dwelling in that region. All members of the expedition are slaughtered by the Atlanteans of Prince Khadesh. A message is sent to Constantinople from Prince Khadesh, it simply states "Proceed no further, or all those who you send into my lands shall be sacrificed to Kali in all her dark glory." No further expeditions will be sent into this region until the 1800s.

1502 AD: House Ramius openly rebels against Emperor Dominic's rule of the Second Atlantean Empire. With the assistance of Houses Draconis and Thalys, Lord Marcus Aurellius Caius of House Ramius expells all Atlanteans of House McCullen from England.

1504 AD: Emperor Dominic mobilizes his Centurians and invades England.

1520 AD: Imperium Centurians clash with Atlanteans of Houses Draconis, Ramius and Thalys in Birmingham. It is during this battle that Centurians of House Ramius are forced to fight members of their own house, when then happens, many of them disengage from battle and begin attacking their those Centurians still loyal to Emperor Dominic.

1588 AD: Emperor Dominic and the rest of his House are destroyed by the the other Houses of the Empirium due to his draconian rule. Emperor Dominic was by no means a kind ruler, his laws and reign was cruel and despotic. As rumor has it, it was his own Centurions that put an end to him and his House.

1588 AD: Empress Andrea of House Lionnes is elevated to the station of Emperor. Alcuin of York becomes Exarch of France & Germany.

1607 AD: Atlanteans of Clan MacKilintoc flood into Ireland and slaughter all of the Imperium loyal Atlanteans remaining on the island. Captain John Smith founds the first permanent English settlement at Jamestown, Va.

1608 AD: The Order of the Black Rose is founded by Jeremiah MacKlintoc to honor all those MacKlintoc Atlanteans that fought and died in the battle to take Ireland from the Imperium.

1588 AD: Alcuin of York is inducted into the Antiquarians' Guild.

1590 AD: Empress Andrea writes the Lex Andreae.

1610 AD: Castle Csejthe is raided after one of Countess Erzsebet Bathory's intended victims escapes and goes to the local authorities. All of Countess Bathory's attendants who took part in her insane blood rituals are put to death by beheadings. Erzsebet Bathory is walled up in her own bedroom where she supposedly dies in 1640. Little did those same authorities realize that the woman whom they had walled up in Erzsebet's bedroom was but only a servant whom Erzsebet had used sorcery to make her into the exact likeness of the Blood Countess...The Countess had been ferried away the night of the raid by Servitors of House Draconis.

1611 AD: Countess Erzsebet Bathory is given the Dark Gift from Lord Draco of House Draconis.

1613 AD: Stefan Dragosee, the son of Alexi Dragosee, of House Draconis is inducted into the Antiquarians' Guild. Stefan also becomes Prefect of Romania.

1621 AD: Lord Radu Dracula sends a servitor to Draco detailing his intent to leave House Draconis behind and petition the Empress Andrea DeLyones for the right to become a House. Lord Radu Dracula and all members of the Family Dracul go into hiding from the rest of House Draconis.

1624 AD: Uri Dracul is given the Dark Gift by Radu of the Family Dracul. House Draconis begins its war against the Family Dracul, its end goal to exterminate the entire bloodline for their betrayal of House Draconis. This conflict will not end until 1836 when Empress Andrea DeLyones formally recognizes the Family Dracul and allows it to become to new 5th House of the Empirium.

1734 AD: France invades Lorraine. House Lionnes begins increasing its holds in Western Europe, this begins an Expansionist Period for House Lionnes that will last until the end of the reign of Napoleon I.

1776 AD: British troops evacuate Boston. Declaration of Independence drawn up by American colonies in Philadelphia adopted by Continental Congress. Younger Atlanteans of Houses Lionnes, Ramius, and Thalus leave behind their holdings in England and Western Europe and journey across the Atlantic to North America in the hopes of leaving behind the constant battles of their elders. These same groups will eventually fall to warring among themselves for the new territories in North America.

1777 AD: Claudius Lucinius Serrentus becomes Exarch of the newly formed United States of America. Battle of Saratoga: British army under General John Burgoyne surrenders to American General Horatio Gates.

1778 AD: France enters American War of Independence in support of the colonies. War of Bavarian Succession (until 1779): bloodless war between Prussia and Austria. Death of French philosopher Voltaire. European Atlanteans of House Lionnes decide to send support across the Atlantic to their American cousins in an attempt to make peace with those that left Europe.

1785 AD: The Court of Roses is founded by Lady Camila DelaRosa of House Lionnes.

1791 AD: American Bill of Rights. Canada Act divides Canada into French and English-speaking territories. House Lionnes enacts the Canada Act in an attempt to consolidate more of its power and influence in North America.

1836 AD: Empress Andrea recognizes the Dracul Family as the fifth house of the Empirium. In doing so, House Dracul is formed. Tirgoviste becomes the seat of power for House Dracul. Texas independent of Mexico.

1839 AD: Rebellions in Upper and Lower Canada. Houses Lionnes and Ramius fight for dominance in Canada.

1840 AD: Upper and Lower Canada united. Houses Lionnes and Ramius are forced by the High Magistrate of the Empirium to finally come to some agreement on how their Canadian holdings will be governed.

1850 AD: Empress Andrea abdicates the Throne of the Second Atlantean Empire to Lord Priam of House Thalus.

1860 AD: South Carolina secedes from the United States. Atlanteans of House Lionnes, dissatisfied with the conditions being forced upon them by the Atlanteans of Houses Ramius and Thalus to the north begin to wage a shadow war against those in the North.

1864 AD: Union Army occupies Georgia. Faced with inevitable defeat, the Atlanteans of House Lionnes in the South finally make peace with their cousins to the North.

1873 AD: After many failed attempts to uproot the Scottish Atlanteans of Clan MacKlintoc, Emperor Priam authorizes and begins the invasion of Ireland by Imperium Centurions in an attempt to retake it back from the Atlanteans of Clan MacKlintoc.

1875 AD: Atlanteans of Clan MacKlintoc begin pouring across the Scottish border into England. The first Imperium city to be lost to Clan MacKlintoc is York.

1879 AD: Emperor Priam writes the Lex Piaae.

1880 AD: Helena of House Thalus becomes Prefect of Greece.

1897 AD: Abraham Stoker writes Dracula. The Family Bathory is finally released from their servitude to House Draconis.

1939 AD: The Battle of London. Imperium Forces stage a last ditch effort to remain in the British Isles using London as there final battleground. This last ditch effort turns into a holding action as the Imperiums Centurians hold off the attacking Atlanteans of Clan MacKlintoc while the citizens of the Imperium flee London across the channel into France.

1939 AD: Lord Xavier Fallcourt and most of the Fallcourt Family from House Lionnes betray the Imperium at the Battle of London, siding with the Renegade House; Clan MacKlintoc. Lord Edward Halloran and all of the Halloran Family of House Ramius betray the Imperium at the Battle of London, siding with the Renegade House; Clan MacKlintoc. The Forced Evacuation of London; Imperium Atlanteans of Britain are forced into resettling in wartorn Europe.

1940 AD: France invaded by Germany. Atlanteans of Houses Ramius and Lionnes attempt to retake the British Isles. Houses Ramius and Lionnes are able to gain a foothold in Northern Ireland.

1940 AD: Atlanteans of Houses Ramius and Lionnes attempt to retake the British Isles using France and Northern Ireland as their staging areas. Battle of Britain, Clan MacKlintoc uses the Royal Air Force to prevent a German Invasion, Imperium Servitors are unable to retake Britain.

1944 AD: Realizing the futility of recapturing Britain, Imperium Atlanteans influence Germany into launching the first of the V-2 missile attacks. The theory is "if we can't have Britain, then neither can you."

1962 AD: Uri Dracul inducted into the Antiquarians' Guild.

1972 AD: Britain takes over direct rule of Northern Ireland. Duke Angus MacKlintoc of Ireland decides that it is necessary to remove the Imperium hold outs in Northern Ireland, through the influence of Duke William of England he is able to have Britain send in troops into Northern Ireland.

January 17th, 1999 AD: Former President Bill Clinton is sentenced to 50 years in a Federal Facility for Misuse of Presidential Authority and Power.

January 18th, 1999 AD: Vice President Al Gore is sworn in to office as the President of the United States. Thomas Thorintine, Dem. Senator from MA becomes his Vice President.

December 25th, 1999 AD: Army of the Black Talon detonates two neutron bombs in the continental United States; One in San Francisco California, and another in Miami Florida. The total death toll is suspected to be somewhere around 4 million Americans killed.

December 26th, 1999: Army of the Black Talon attacks the United World Religions Council gathering at the Sedgewick Hotel in New York City, detonating a bomb that kills at least 15 FEMA Agents and 10 members of the UWRC. Obsidian GROUP's Beta Team BlueSix infiltrates the UWRC gathering as agents for FEMA in an attempt to stop the terrorist attack, they are able to stop the killing of most of the delegates, but a bomb explodes killing 5 delegates of the UWRC along with multiple members of the FEMA Taskforce that was stationed at the Sedgewick Hotel.

December 29th, 1999: National Guard Troops clash with protestors in Boston in opposition to President Gore's declaration of Martial Law. Five rioters are killed, 15 others are wounded. * Poison Gas Bomb explodes in the English Channel Tunnel, killing 240 English and French Tourists.

December 30th, 1999: President Gore, with the approval of Congress creates the Office of Homeland Security in an attempt to end the acts of terror that began with the bombings of San Francisco and Miami. Retired Air Force General, Fredrick Temerold is appointed as its first Director, charged with ending the acts of terrorism against the United States and its citizens.

November, 2000 AD: President G.W. Bush is elected to the Offices of President of the United States.

September 11th, 2001 AD: The World Trade Center and Pentagon terror attacks occur. President G.W. Bush begins his "War on Terror" against the al-Qaeda and any nation that supports their terror attacks.

September 20th 2001 AD: Invoking the War Powers Act of November 7th of 1973, President George W. Bush establishes, with the full backing of both houses of Congress, the United States Police Force. The United States enters a period of Martial Law that will not end until July 15th of 2002. Within 3 months of its founding, the USPF has garrisons in all major cities across the United States.

September 20th, 2001 AD: President George W. Bush announces the appointment of Pennsylvania Governor Tom Ridge as the new Director of the United States Police Force in his Address to a Joint Session of Congress and the American People.

September 26th, 2001 AD: Corporate interests within the United States begin lobbying Congress to allow for the formation and expansion of corporate paramilitary security forces to protect their corporate holdings from terror attacks.

October 3rd, 2001 AD: With pressure from the Office of the President and the many corporations lobbying Congress, the “Corporate Armament Act” is passed by a slim margin. A vocal few Senators accuse the President of misuse of Presidential Authority, but with public opinion levels riding high because of the President’s “War on Terror”, their voices go unheard.

October 7th, 2001 AD: President G.W. Bush announces Operation Enduring Freedom to dismantle the Taliban regime in Afghanistan, which is harboring al-Qaeda terrorists.

October 8th, 2001 AD: President Bush issues Executive Order 13228 Establishing the United States Police Force and the Homeland Security Council.

October 8th, 2001 AD: Tom Ridge sworn in as the first Director of the United States Police Force.

November 19th, 2001 AD: President G.W. Bush signs the Aviation and Transportation Security Act, creating the Transportation Security Administration.

February 3rd, 2002 AD: Need for new methods of crowd control result in the USPF testing cutting edge military technology, supplied by the Armatech Arms Corporation, an obscure but fast growing R&D firm.

March 21st, 2002 AD: Executive Order Establishing the President's Homeland Security Advisory Council and Senior Advisory Committees for Homeland Security.

October 4th, 2002 AD: Six suspected members of the al-Qaeda terrorist network operating near Buffalo are inducted.

March 17th, 2003 AD: Homeland Security Department commences Operation Liberty Shield, an increase in protective measures to defend the homeland.

March 19th, 2003 AD: President G.W. Bush launches Operation Iraqi Freedom to end the regime of Saddam Hussein and its support of terrorism.

April 2nd, 2003 AD: House passage of the \$79 billion wartime Supplemental Appropriations Bill to provide crucial funding for Operation Iraqi Freedom.

May 1st, 2003 AD: President G.W. Bush declares an end to major combat operations in Iraq aboard the USS Abraham Lincoln. The Terror Threat Integration Center begins operations.

June 12th, 2003 AD: First cases of “spontaneous combustion” reported during riots in early field-tests of Armatech Arms Corporation equipment result in public outcry.

June 24th, 2003 AD: House passes the first ever Homeland Security Appropriations Bill, approving \$29.4 billion to bolster our homeland security, bring funding for First Responders to more than \$20 billion since 9/11.

November, 2004 AD: President G.W. Bush is re-elected to the Office of President of the United States.

2003-2008 AD: U.S. Military Forces occupy Iraq while insurgents are hunted down and a democratic government is installed in Iraq via free elections.

2005 AD: The Auto Industry within the U.S., along with the Oil Companies begins working on an alternative fuel source that uses hydrogen fuel cells to power their experimental hydrogen engines. New engine designs begin emerging that uses a hydrogen engine to generate power.

2007 AD: The Darkstar Corporation introduces their new Virtual Reality “Omega-V” computers. These machines largely remain the purview of the United State military complex and the corporate world. Some of these machines are sold for private use, but only the wealthy have the funds to purchase them.

February, 2007 AD: The North American Convocation of 2007.

2009 AD: Present Day. Hydrogen powered cars begin hitting to roads of North America, the oil companies begin raising gas prices to ridiculously high prices across the United States, the American consumers begin actively search for an alternative to gasoline. Longer lasting batteries enter service in U.S. Military vehicles; using radioactive isotopes to store electrical charges.

ATLANTIS

AN UNBIASED HISTORY

(FROM THE WRITINGS OF LORD LUCIAN THE CHRONICLER;
ATLANTIC CHRONICLER, HOUSE LIONNES)

I, Lord Lucian the Chronicler, have written many tales of Atlantean history that would be declared treacherous and heretical, worthy of a slow and painful death, but none more so than the tale I am about to tell. Many would prefer the tales of Old Atlantis remain buried deep in the past, kept in the past as Atlantis is now kept beneath the waves. Perhaps it is not right of me to share these words with you, the reader, but I believe we must know the truth of our past, lest we be doomed to repeat our mistakes. May Lord Poseidon forgive me for returning the past so long forgotten. Blessed Mother and Blessed Father, I do this so your fates are not repeated. May my brethren see me fit for a swift death.

Many eons of Mankind have been dominated by legends of Atlantis. Much of the truth has been lost in time and translation, but the truth is still available to us who are descended of Atlantis. But even those among us who were there do not accept our humble beginnings. We remember the great war machines, ages of conquest and an empire to rival any the world's written histories remember. A few of us look further back to the earliest writings on the glyph stones to see a much simpler time, when we were not yet Atlanteans.

As the story roughly translates; "Long ago, we were simple fisherman in a large village by the sea called "Atla." Though we sought to live a peaceful life by the sea, teaching our children the ways of art and our ocean, savage tribes sought to ravage and dominate us. They would raid our homes, rape our women, slaughter the innocent, steal our resources and make impossible demands upon us. We were helpless to withstand their savagery. We prayed to the sea god, Poseidon, to help protect us.

"Poseidon heard our prayers and came before the great shaman, Mara. Through her, Poseidon taught us the ways of navigating by the stars. He told us which stars to follow to journey to a new land, where we could be safe from the savage inland tribes. We journeyed for twenty-seven days and nights, braving storms and waves. The food and water ran out. Many died on the trip. Some began to lose hope. Mara kept our faith from faltering, reassuring us that Poseidon was guiding us right, and that we were near.

"At last, on the twenty-seventh day, we arrived at the shores of the land promised us by Poseidon. He told us to call it Atlantis, and said he would always guard us while we remained faithful to him. It is then that, through Mara, Poseidon gave us three great gifts. The first was the right to rule over all lesser beings on the planet. The second was the ability to force our will upon others by commanding without speaking. The third was orichalcum, the golden brown metal which reflected red in the sunlight and allowed us to touch the world with our minds.



"The people of Atlantis enjoyed freedom and peace, safe from the savages of the world. Atlantis was a land of plenty, where the Atlanteans could remain safe for many generations. They gave thanks and offerings, vowing to always honor Poseidon. They promised also to always honor their ancestors who made the great sacrifices to bring them to the safety of Atlantis. May Great Poseidon always find favor with our great race"

Many Atlanteans would have us forget this story left to us on the Glyph Stones, claiming it is merely a bit of folk lore used to explain to children how we came to be on Atlantis. Others use it as a metaphor, showing that we are the chosen of Poseidon. Still others claim we are evolved above such human things as folklore and myth. No matter how our people came to be on Atlantis, it is a fact that our ancestors were simple farmers and fishers which first left signs on Atlantis over forty thousand years ago. The relatively peaceful and safe conditions provided by Atlantis allowed them to flourish and advance as a civilization.

GEOGRAPHY OF ANCIENT ATLANTIS

There were many benefits to Atlantis. The warm environment meant that the Atlanteans rarely dealt with harsh weather changes. The rich, volcanic soil was ideal for planting many crops. The many freshwater springs about the continent provided clean water to many places. The great mountains provided strong stone for the building of homes and monuments. Hot springs provided bathing and cooking water. The warm waters around the southern coast of Atlantis were plentiful with lagoons and coral reefs, providing an abundant resource for food; the cold waters of the north coast provided an ideal place to catch larger fish from plentiful schools. The wildlife on the mainland of Atlantis was entirely insect and avian, making it free of predators and perfect for raising livestock.

The exact size of Atlantis is not easily translated, but it is believed to have been roughly four hundred kilometers east to west, by six hundred kilometers north to south, roughly two hundred-forty miles by three hundred-sixty miles. It was



likely near the tropical portion of the Atlantic Ocean, about the size of one of the larger Caribbean islands. Atlantis was part of an archipelago, whose islands stretched close to the Caribbean Islands and South America. This did not make Atlantis easy to get to; as the north, east and west coasts of the continent were sheer cliff walls hundreds of feet above the ocean. The southern coast was just as

difficult to access, being surrounded by many coral reefs. Even the great Bay of Poseidon was closed in by a great coral reef that kept the Atlanteans from exploring the world for many generations. Atlantis kept its people cradled from the ravages of a primitive world for thousands of years.

From the center of Atlantis flowed four great rivers that divided the land into four nearly-equal parts, providing irrigation and waterway travel to most of Atlantis. Each of these four parts was rich in particular resources. To the north and east were the fertile plains for crops and swamps for peat. To the north and west were mountains and hills where stone, metal and coal could be wrought from the ground, including the rare orichalcum.

To the south and east could be found the great forest of Atlantean trees; taller, stronger and wider than any others in the known world. To the east and west was the great Bay of Atlantis, where fisherman could harvest a bounty of fish and sea life.

In the center of Atlantis stood the Pillars of Atlas; four great volcanic mountains of equal size which had been dormant for eons. These great mountains reached far into the sky, seeming to support the very sky itself. The people of Atlantis believed that they had found the center of the world. Between these mountains was an elevated plain where a great spring-fed lake in a clover shape cascaded in four waterfalls to the lands below. Each waterfall fell at one of the four points of the compass, feeding the rivers that flowed in their compass dictated direction. In the center of the lake (called the Eye of Poseidon) sat an island of stone flecked with silver and gold. It was here that the first Atlanteans would bring a sacrificial altar of coral, cut and transported from the great coral reefs.

EARLY ATLANTIS

As early Atlantis prospered, her people found a need for more resources; the early Atlanteans found themselves at odds with one another over resources of the four parts of Atlantis. Infighting broke out among many communities, causing bloodshed among the peaceful people for the first time since coming to Atlantis. The elders of each community agreed to go to the Pillars of Atlas and pray at Poseidon's altar for his assistance. It is said that Poseidon himself rose from the waters of the lake and chose four of the elders to each be Lords of one of the four parts of Atlantis. The Lords worked together to set up a system of trade so the resources could be distributed fairly, while allowing each Lord to gain wealth and prosperity for his or her heirs.

The early Atlanteans found an ideally easy life, with time to devote to creativity. Potters, sculptors, painters and architects gained an important and respected role in Atlantean society. Inventive minds found ways to harness the steam from the ground to operate elaborate machines. Stone was harvested from the hills of the north, providing a strong material for great monuments and buildings. Craftsman learned to work copper and bronze into tools and fishing spears. In time the Atlanteans built great ships from the tall, stout trees that grew on Atlantis. Using lodestone and cork suspended in oil, the first compasses were created. The Atlanteans carved channels out of the coral to allow them to explore the oceans in their great ships. The people of Atlantis could explore the world far from Atlantis' coast.

Art and glyph stones from this time were very clear on what an early Atlantean looked like. They averaged five feet tall, with the men averaging several inches taller. They had a slight build, olive skin and thick, black hair. Unlike much of the rest of the world, wearing animal skins or nothing at all, the Atlanteans chose simple tunics, decorated at the edges with elaborate patterns. The most striking feature of an Atlantean was the circlet typically worn on their head. Usually made of gold or silver, a band of orichalcum was set in the circlet to enhance the powers of their mind. The wealthier the Atlantean, the wider this band of orichalcum would be. The wealthiest had circlets made entirely of orichalcum, often inlaid with valuable jewels and elaborate designs.

In their travels, the people of Atlantis found the world to be much as their ancestors had left it. Savage tribes of primitives still dominated the world. Some of these primitives had become less savage, but were very basic creatures. They found little to be gained from their lesser neighbors. The people of Atlantis saw themselves as the chosen of Poseidon, setting them above these primitives in the world around Atlantis. It was decided by the Lords of Atlantis that hard manual labor was above them, thus they had the right to use lesser races as slaves. Many were fascinated by the Atlanteans, seeing the shining metal and handsome appearance to be signs that they were gods. The Atlanteans took many slaves from many other lands, but came to favor a particularly strong specimen called Domar, whom we know in modern times as Neanderthal. The Atlanteans found them to be particularly strong and easy to control. They were useful in combating the natives of the mainland continents and gathering resources for the growing Atlantean Empire. They excelled at hard labor and defense. It was on the backs of Domar (translated as "those who would build") That the Atlantean Empire would be built.

It was also in these times that Atlantis found true value in the Chosen of Poseidon. This sect of faithful were said to be descendants of Mara of Atla. They had been selectively breeding with the most insightful and gifted children of Atlantis for centuries. They had succeeded in encouraging lines of students who could predict weather patterns, discern truth from lies, move objects with their minds, speak with others over great distances and control the minds of the weak. It was also found that the Chosen of Poseidon had a great influence over the Domar and could manipulate multiple Domar for more complex labor than any farm animal was capable of. They became trusted advisors to the Lords, essential guides on ocean voyages and unquestioned overseers of Domar construction. In time, they were known merely as the priests of Poseidon, as no other faith was allowed to stand before theirs.

For over a thousand years, the Altar of Poseidon saw little use other than rituals at the solstices and equinoxes. With a new source of labor, it was decreed by the Lords of Atlantis that it was time to build a great monument to Poseidon. One of Atlantis' most noted architects, Fen, was charged with designing and planning the new temple to Poseidon, to be erected at the Eye of Poseidon. This monument was made of coral cut from the reefs far to the south, then covered in sheets of volcanic glass cut from high in the surrounding mountains. Beautifully carved fountains lined bridges of stepping stones that crossed the shallow lake. Fires lit at the corners of each tier lit up the four sides of the temple, reflecting upon the lake surrounding it. Many said that the shimmering spectacle of the temple could be seen for several days' journey from the Pillars of Atlas.

With a new temple to inspire awe and reverence in the people, the priests of Poseidon convinced the Lords they could strengthen the faith of the people. Regular rituals were held at the site. Newborn babies were required to go before the priests of Poseidon within their first year for approval as Atlanteans, otherwise to be slain if found unworthy. Regular donations were required. Once a year, a child of at least seven summers would be chosen as the sacrifice of the summer solstice. In return for their piety, the priests of Poseidon promised ever greater prosperity and favor from Lord Poseidon; Thus did the priests of Poseidon grow in number and influence.

The priests of Poseidon soon found difficulty in living merely on donations provided by parishioners. Being the only ones allowed to mine in the Pillars of Atlas, they began mining to feed the ever growing demand for Orichalcum. The priests discovered large deposits of a silvery metal. It became popular as a metal to make jewelry and decorations from. The priests began making small triangular pieces of the metal, rounded at the bottom to appear as a fish's scale and a hole at the top for keeping them organized on a cord. On one side, they were stamped with an image of the Temple of Poseidon with their god's eye above it watching his followers. They called these coins atla in honor of the legendary village that gave birth to the Atlantean people. They used these to trade for the supplies that donations did not provide. It was not until the coins began returning as offerings that the priests realized they had created a portable alternative to trade; they had created currency. We now know, from the very few atla that remain, that they were made of the metal known to modern times as platinum.

The priests of Poseidon found their monopoly on the coins and Orichalcum to be the ultimate sources for influencing politics with the Lords. They had shrines built in every village of each Lord's domain.

The Priests began deciding which of the Lords' heirs would replace them, or had a new Lord appointed outright. It is rumored that the priests had trained assassins for removing the troublesome people they could not persuade, though the Lords had been assassinating one another's families for generations. The time came when the priests of Atlantis had enough power to declare a centralized government. The Lords would be known from there on as Acha, or military governors, who would rule over their own quarter of Atlantis as enforcers of the law. The Acha and the priests would each declare a Proteus. Together, each Proteus would settle disputes, decide taxes and vote on laws. If one Proteus could not agree with the other, no changes were made.



An area of land around the Pillars of Atlas, for two day's journey from the base, was declared the place where a new capital was to be built. The stones of the capital's buildings would be made from the black stone of the Pillars themselves. The first structure built was the Forum Atlantisa, a building where each Proteus could live and oversee matters of Atlantis. This building was erected directly over the southern river, with a great plaza where citizens of Atlantis were encouraged to come and speak freely. The city spread in a ring around the Pillars of Atlas, each building, road, wall and farm planned for centuries to come. In a few short decades, a glorious city ringed the base of the Pillars, providing a new place for the most prominent of Atlantis' citizens to live. Baths, theaters, athletic arenas, schools and libraries were provided to the people. From most places in the city, one could look up and see the Temple of Poseidon glowing from far above them.

LOSS OF THE DOMAR

About thirty-nine thousand years ago, while the new capital was about half built; a group of Domar came across a sealed cave in the northwest Pillar. When they opened this cave, they found a great stone slab. Not knowing what to make of it, the Domar in the cave moved the stone slab. They found an ancient skeleton and a stone plaque. Since none of them could read what was on the stone plaque, it was taken to the priests outside.

Since none of them could read the ancient glyphs, the stone was taken to the Temple of Poseidon. One of the priests at the temple recognized it as a name he had read from the oldest of their Glyph Stones: Mara. This excited the priests, as they had been searching for Mara's tomb for centuries. Plans to erect a shrine on the site were made, and a messenger was sent to get the Master Priest.

Only days after the tomb had been desecrated, the Domar in the area around the tomb fell ill. All were reported as having troubles breathing, followed by coughing up blood; soon after an agonizing death wrought with pain and spasms. Though the Atlanteans were unaffected by this illness, they could find no medicines or rituals to protect the Domar. All they could do was try to bring ease to the minds of the afflicted Domar. Within a few short years, every Domar on Atlantis was dead of the Domar Curse. The priests proclaimed that it was Poseidon's punishment upon the simple Domar for disturbing the tomb of the first of his chosen people. Desperately, the Atlanteans set out to find more of the Domar in the lands where they had been brought from, only to find that there were no more in the world. The last surviving Domar, a female named Ru, cried to the Master Priest in her last moments, proclaiming the sorrow she felt because her people could no longer serve their Atlantean masters. The master priest, so sorrowed by Ru's words and emotions, threw himself from the North Pillar within a fortnight.

The Atlanteans were at a loss. They had grown so dependent upon the Domar that they could not function without them. They tried other races as slaves, but found them too resistant to domination, causing a great deal of strain on even the most talented priests. It was fortunate that a young inventor names Heronas was experimenting with new ways to harness power from steam. With the new innovation of forging iron, he devised portable machines with fire and steam to drive gears and pistons. These new machines provided the mechanical advantage needed to complete the buildings. Further innovations in Heronas' lifetime would allow steam-driven carts and boats to be created. Steam innovations also gave the citizens the means to get hot water piped directly into their homes. Great machines could dig mining shafts, cut down trees, harvest grain and power boats when there was no wind to drive them. Steam machines made every task faster and more efficient than ever.

Then came Lilith; she brought forth knowledge of the Old Ones for the benefit of Atlantis. Though no person knew for sure where she came from, she brought a great gift to Atlantis: the secrets of sorcery. As eager as the Atlanteans were for innovation, this gift was given utmost attention. The priests and scholars of Atlantis gleaned every ounce of knowledge from Lilith that she would allow.

Schools were created to encourage the most talented sorcerers. In time, the priests of Poseidon would select their most gifted acolytes to become sorcerers. Technology and sorcery combined to make the Atlanteans an unstoppable force in the ancient world.



It was around this time that the priests of Poseidon made an important discovery.

Demand for orachalcite, driven by a need to experiment with sorcery, forced the priests to increase their mining in the Pillars. Deep in the mountains, they discovered rich veins of perfect crystals. At first used as decorations, it was later discovered that these crystals had unique energy properties. When struck, these crystals would expel an electrical discharge. When focused correctly, these crystals could make a lethal beam out of mere sunlight. These basic beginnings would pave the road for all technical marvels many years in the future.

The Fae

They did not arrive on ships, nor did it seem they swim or fly. A woman appeared on the steps of the Forumar, requesting an audience with the Proteuses. She was dressed in a simple tunic, barefoot and unadorned by jewelry or paint. When she walked, it was as though she was there, but not. She appeared at times to flicker, as the flame of a lamp. She claimed to the Proteuses to be the representative of the Fae for the Atlantean people. Her message was that the Fae were tied much closer to the world than the other races of the world. She told Atlantis to take only what was needed of the world, lest the Fae see need to remove those who cannot abide by their ways. To prove their power, she flickered as a flame in the wind. In the space of a few heartbeats, she stood between the Proteuses, stood in the doorway, stood upon the ceiling; then she stood with a hundred Fae. She repeated her message once more; at that point she and the other Fae disappeared.

Rise of Simple Ways

There was a time when we fought our bretheren, forever scarring the world we live in. They brought beautiful and profound thinking to our world, but Atlantis was only interested in her own desires. Most of Atlantis would call them our greatest enemies, but the Lemurians were our brothers, born of the same blood as we.



The word has remained unspoken by my lips for so long. To speak it brings great sorrow and pain to me. Lemuria represents the single greatest tragedy that Atlantis has caused. As we Atlanteans

always seemed to do, we took a thing of great beauty, perverted it with our ways, and then eventually destroyed it when it no longer suited them. No respectable Atlantean will admit anything but self-defense and self-preservation. Indeed, Lemurians became as monsters in bedtime tales used to scare us beneath our covers. In the end, so much was lost because Atlantis was so concerned about saving itself, only to be doomed by the technology it sought to preserve.

Lemuria is not as well known in human legend as Atlantis. Some humans have named this lost Pacific continent Sundaland. Little remains of Lemuria in the modern world, beyond oral traditions in the Pacific Rim which carry stories of the lost land, as varied as the people themselves. Perhaps it is somewhat correct to call it the "Asian Atlantis", but it is like comparing the sun and the moon. Lemuria was so much more. The sacred glyph stones which held most of their history were consumed in the time of Marah Gelombang -- The Angry Sea. Most of what we knew of Lemuria was consumed by the waves when Atlantis sank. What has been preserved has been passed from parent to child in stories, and the few glyph stones we have uncovered over the centuries. Such is what I must tell you now.

The first encounter with the Fae sparked a movement among some of Atlantis' people. There had already been much debate about the impact Atlantis was having on the world, most importantly how Atlanteans were treating their own homeland. Many speculated that we were using resources on Atlantis faster than they could be naturally replenished. But most Atlanteans enjoyed a higher standard of living and did not wish to work any harder than they had to.

To change their habits was to give up a lavish lifestyle that set them apart from the rest of the primitive world. Many claimed that technology and innovation were a gift from Lord Poseidon himself and were not something to be given up so easily.

Technology and innovation, no matter how helpful, was seen by some as poisoning their traditions. It seemed to them that the new sciences and technologies were replacing the ways of faith and trust in Poseidon. They shunned the new technology, choosing to live away from the cities in simpler communities. Some said they had chosen to be like the savage primitives that lived in other lands. These people who refused the technological revolution were labeled Lemori, meaning simple elegance. With a sarcastic undertone, the word came to mean something closer to simpleton, or idiot. The Lemori took pride in this title. Instead of manipulating the world around them, the Lemori chose to turn their powers toward inner power and enlightenment.

This peaceful path, though ideal in the eyes of some, did not protect the world. In time, some Lemori gave up on mere debate on the morality of machines and chose to attack the machines directly through acts of sabotage. This did not make their fellow Atlanteans want to give up machines, but instead caused them to make better machines. The outrage over the sabotage caused great discord among the Atlantean people. Known Lemori were forbidden from shops and schools, denied employment and booed from public forums. Still, the Lemori stood by their principles.

One day, a decree came from the proteuses that the Lemori were to have a lower standing in Atlantean society, being treated as second-class citizens, which put them only a little above slaves and livestock. Laws restricting Lemori were instated. All Lemori were to shave their heads and stain them red from forehead to the back of the neck. No Lemori was to live within the capital. Lemori were not allowed to wear orichalcum, restricting their mental powers. Hefty fines and punishments were forced upon Lemori who broke these laws. Steep taxes were levied upon communities that refused machinery and sciences. As much as the governing bodies tried to dissuade the Lemori, they took pride in their shaved, stained heads and gladly paid the taxes. Even the most gruesome of fates did not dissuade the most active of the Lemori, who believed they were protecting Poseidon's way.

As outrage over the Lemori neared civil war, the Lemori took the Atlantean people by surprise by announcing a great exodus. The Lemori had been buying and building boats for many years, intent on a secret exodus that had been envisioned to many of them in dreams. Though it hurt many to leave the only home they had known, the possibility of living their simple life without oppression was enticing. Within a fortnight of announcing the exodus, every Lemori on Atlantis was aboard a ship following their dreams. The Atlanteans believed them all mad, but did not stop the Lemori from removing themselves. Each Lemori ship sailed off into the unknown waters to the south to be forgotten for many generations. Only the priests of Poseidon remembered the Lemori, fearing they may return some day with a vendetta for Atlantis and her people's technology.

THE FOUNDING OF LEMURIA

It is not known how long the Lemori searched for a new home, or how many ships survived the journey. What is known is that they eventually came upon an unknown land in what is now known as the Pacific Ocean. There they built a city of their own, calling it Atlantea Baru, meaning the old tongue "New Atlantis." In time they raided the nearby islands and villages, taking resources and slaves to build their new home. As Atlantea Baru prospered, its tyrannical hold of the lands surrounding it grew ever more powerful. The Kani, or all-powerful rulers, seemed to grow more savage with each generation. It was thought that their reign would darken the world forever.

This was to change. According to a Lemurian tale, it was around two thousand years after the first Kani ruled that a simple man in simple robes asked to see Kubaru Kani, who had ruled Atlantea Baru for twenty years. Kubaru had become the worst of the Kani, legendary for his gladiatorial spectacles and ruthless invasions. The small man told Kubaru Kani that if he did not release all of his slaves and live peacefully with the surrounding lands, he would bring disaster to Atlantea Baru. Kubaru Kani laughed at the small man, challenging him to back up the ridiculous claims. Soon after, on that very day, the sky above the city darkened, at which time all animals in the city broke their bonds and ran into the wilderness. On the second day, all of the water turned to blood. On the third day, all of the soldiers began fighting one another.

It was on the eve of the third day that the small man came before Kubaru Kani one more time, threatening more curses upon Atlantea Baru if Kubaru did not relent. Kubaru Kani charged from his throne, attempting to strike the man down. Instead, he found his knife in the chest of his only son, slain now by his own hand. As he wept over his son's lifeless form, Kubaru swore to the gods he would pay any price for his son to be restored to him. The old man told Kubaru that he could restore the life of his son and stop the great curses on the land, but only if he swore to return his people to simpler ways, offering to show him the way to enlightenment. Kubaru swore this to the old man. On hearing Kubaru's oath, the curses on the land miraculously disappeared as if they had never occurred. The darkness was replaced by the setting sun, the animals returned to their stables, the water returned to flowing clean and clear and the killing madness that had overtaken the minds of Kubaru Kani's soldiers finally faded away and all of the soldiers were found to be unscathed by their conflicts. Kubaru offered his son, Kubla, to learn the ways of the old man.

For the next eighteen years, Kubaru fought a civil war with his own people, many of which had grown quite used to living an easy life raping the resources of neighboring nations. As Kubaru felt age taking its toll upon him, the small man returned with Kubaru's son Kubla, now a man himself. Kubla and his mentor offered to end the bloodshed and show the people a new enlightened path of peace. Kubaru said that if Kubla could restore peace to the land, he would step down and follow Kubla into the promised enlightenment. In one year's time, Kubla and his mentor brought their peaceful ways to Atlantea Baru. When he sat upon the throne, Kubla Kani renamed the land of his rule Lemuria after his Lemori ancestors, meaning "simple home." He renamed the city Shan'gar Lamori, meaning "home of the simple people." In time, the name became the better known Shangri La. He decreed that those who learn the enlightened ways would shave their heads and wear the red stripe their ancestors bore on the journey to Lemuria. This was to remind them that they came from simple beginnings, thus were they returning to simple ways. As for the old man that had introduced them to the enlightened path, he simply left unannounced, never to be heard from again.

The Lemurians set about bringing harmony to mind and body. They proved that when the mind and body were joined as one, anything was possible.

In time, the Lemurians learned to use their enlightened minds to accomplish mighty feats. Fallow fields could be made fertile again. They could heal injury and ailment. Age could be extended many centuries. They also began to look for new ways to live in harmony with their world. They began to make settlements away from their peaceful valley, teaching the natives peace and harmony. They taught them ways of cooperation. Civilizations of more advanced men rose from their teachings. Shangri-la became known as a place of harmony and contentment. The Lemurians learned to communicate with plants and animals, coexisting peacefully with every form of life. In time they learned the powers of illusion, which they used to deter the barbarians that sought riches and plunder in their peaceful lands. They helped the people of the world in constructing great monuments and cities of their own. Some believed the peace would last forever.

THE SPREAD OF ATLANTIS

As Atlantis prospered, so to did its people multiply; Atlantis soon found it difficult to contain her own people. It became necessary for Atlantis to begin colonizing new lands if her sons and daughters were to have a chance of prospering. In the lands of Mu, to the north and west (modern North America), they found pockets of hunter-gatherers who spanned all corners of the continent. To the south and west was the land of Mar (modern South America), where a simple civilization of stone buildings and deep religious tradition seemed always ready to trade with Atlantis. To the north and east were the lands of Hyboria (modern Europe and former Russia), a cold and unforgiving area where hearty and stubborn descendants of the Domar were fearful of outsiders. To the south and east were the lands of Punt (modern Africa), whose dark-skinned people were rich in culture and valued trade with others.

The Atlaneans found that they all had a great measure of control over the primitive people of the world around them. They saw this as a sign from Poseidon that they were destined to rule over the ancient world. They raised slave armies, conquering the lands before them, offering them their lives for fealty. Being unable to match the great steam machines of the Atlanteans, most relented immediately. None could stand in the way of the Atlanteans. Those that opposed them were crushed beneath the wheels of great steam-powered machines and pressure-driven projectiles.

It was in ancient Mesopotamia, in the city of Ur, that the Atlanteans found the one thing that made them stop in fear: Tiamat. Tiamat had ruled as an immortal demi-god over the people of Ur for tens of thousands of years. When the Atlanteans brashly demanded she relinquish her kingdom, she gave them their first taste of the alien sorcery of the Old Ones. All Atlantean forces sent to Ur were wiped out in less than a day. It was Tiamat who then sent her ultimatum: leave her land alone forever or Atlantis shall perish. From that time forward, the lands between the rivers Tigris and Euphrates was off limits to the Atlanteans. Only Tiamat stood her ground against the Atlanteans and remained unchallenged. As much as this irritated the Atlanteans, they dared not stand against her.

One Proteus of Atlantis, Kronos, decided that the priesthood had far too much power for its own good. The people had less faith in Poseidon, now that their technology did all that the priests had done for them in the past, and they themselves had power over the weak minds of the primitive people in the rest of the world. A rogue priest named Iskar assisted Kronos in training a group of sorcerers to attack the priesthood in the Temple of Poseidon. In one night, they swiftly removed the priesthood, killing all who would not join with Kronos. With his own sorcerers and the remainder of the priesthood, Kronos declared himself emperor and took the Temple of Poseidon for himself. It would then after be known as the Throne of Atlantis. From his new throne, Kronos formed the Senate of the First Atlantean Empire.

REUNION

Eventually, the spread of enlightenment brought the Lemurians into contact with the Atlanteans, with whom they had not had contact for several millennia. We Atlanteans were surprised to find that the simple Lemori we had banished so long ago had become a thriving civilization that had far more advanced mental capabilities than we, they had become more powerful in their simple ways than we could possibly imagine. They even returned bearing the red-stained head markings of their ancestors with pride. Sorcery and technology, the Atlanteans learned the simple and powerful arts from the Lemurians. An age of paradise came for Atlantis and Lemuria, both living in luxury and peace.

Yet even in this blissful paradise weeds grew that heralded the end of this golden age and its paradise. As all things change, so did the peace become corrupted by greed. The influx of new ideas brought new religions to Atlantis, and peace-minded individuals became disruptive influences to the Atlantean rule. Long-standing systems of government were questioned. Atlanteans adopting the "Simple Way" declared that they should be at peace with the world instead of ruling over it, declaring that they could make a treaty with the primitive people they now ruled over. This greatly angered the Emperor at the time, Rhodius, who sought desperately to remove the dissension among his people. He blamed the Lemurians and their talk of living peacefully with the world. To add to the confusion was Lilith, whose dark ritual provided unending life to all whom she offered it to, and incited anger in the peace-minded Lemurians.

The priests of Poseidon, already having monopolized so many other things, soon discovered the one thing that would boost Atlantean technology further than had ever been imagined before. Deep in the Pillars of Atlas had been discovered perfect crystals made of an unknown substance. At first used ornamentally, a few young priests discovered that they amplified energy. Sunlight could be focused into a searing beam of light. Metal wire could be wound around to produce electricity. Over the next century, they would turn the crystals into sound amplifiers, data recorders, mechanical propulsion and computers. They even found ways to connect their minds directly with their machines with use of orichalcum and crystals. These innovations relied entirely on crystals provided by the priests. These innovations also proved to the Lemurians that the Atlanteans had no intentions of seeking harmony with their world.

After centuries of debate; the Lemurians decided that the sorcery and sciences of Atlantis were unnatural and detrimental to the common good. The Atlanteans were becoming tyrannical, enslaving the world to suit their own needs. The Atlantean influence corrupted the youth of Lemuria, swaying them to join Atlantean Houses in return for the Lemurian secrets of psychic power. The peaceful Lemurians decided to do the unthinkable for the sake of the world: Lemuria would go to war.

THE ATLANTEAN - LEMURIAN WAR

Over the next two thousand years, Atlantis and Lemuria fought on the lands around them. Mu, Mar, Hyboria, Punt and Ur all fell under the ravaging war of the Atlanteans and Lemurians. Those lands that allied themselves with one or the other were destroyed fastest. Great and beautiful civilizations fell before the mighty machines, sorcerers and priests. Upon the declaration of war, the Lemurians quickly gathered allies from the human lands. The Atlanteans, seeing their technology as placing them above such inferior beings, relied instead on creating better machines and weapons. The most terrible was when they used the legends of the humans about them to make their monsters of legend reality. Great tentacled sea monsters sank ships. Flying beasts with many heads breathed deadly beams of fire upon cities. The only ones who could stand up to the Atlanteans were the Lemurians themselves.

The greatest of Lemurians, honed over generations of selective breeding, brought horrifying psychic mastery to the battlefield. Atlantean soldiers were tricked into seeing one another as the enemy, or war machines would be convinced that there is no cliff ahead. Fighting a Lemurian could be terrifying, but Atlanteans had been secretly creating the Nephilim, the unstoppable soldiers in monstrous suits of Titan armor whose minds had been fortified against the Lemurian powers of illusion and persuasion. Their weapons killed all that stood in their path. The Lemurians found that they and their allies were fighting a losing battle. No single thing was more feared than a formation of Nephilim. Enemies would surrender at the sight of a squadron of Nephilim appearing on the battlefield, often ending a battle before it had a chance to begin. But surrender only meant a quick death. We Atlanteans cared only for destroying all who stood in our path. All who stood against Atlantean dominance were killed, the cities razed and the land fallowed. Countless civilizations fell and were forgotten, unnamed by uncaring Atlantis.

In desperation, the Lemurians began performing dark rituals of Abyssal Sorcery to create the only thing the Nephilim feared: the Sayahid. These suicide warriors sacrificed themselves to bring an Abyssinian into our world. Always were their two Sayahid, for one would sacrifice himself to call the Abyssinian into their body, while the other would sacrifice himself to send the Abyssinian back. As prepared and fortified as a Nephilim was for the Lemurians; nothing could save a Nephilim caught before the terrifying madness of an Abyssinian. The few who survived such encounters were delirious, often having to be slain to stop their delusions and suffering.

One Nephilim general, Satorius took his own life because of the horrors that he witnessed; but before he left the world he described his encounter; providing the only lucid account of an encounter with an Abyssinian. In his words: "How can one put such horror in to mere words? There are none fitting for such a contradiction to all things real. It is like describing a sphere where only a circle is possible. Perhaps it is all of our nightmares finding coherence in one place. This abomination to all things mortal and rational showed no mercy to any in its path: Atlantean, Lemurian, animal, tree or rock. All who viewed it were unable to withstand it. The lucky ones died quickly."

Nephilim and Sayahid turned great tracts of land into fallow places of disease and destitute. In time Little remained of the people of the world beyond Atlantis. All lived in fear of the dark terror the Atlanteans and Lemurians would unleash upon their next battlefield. Many of both the Atlanteans and Lemurians lived only to fight and die. No matter how fiercely the Lemurians defended their human allies, the Atlanteans always edged closer to Lemuria. The world was dark with the ever-present smoke and desolation of the Atlantean war machine.

Then came a time when Atlantis finally managed to breach the borders of Lemuria. It is said that this was when the Lemurians made Turning Stones; great pillars of stone meant to turn away all who were not true to the Lemurian ways. Soon after they were activated, Lemuria disappeared from the Pacific Ocean. Some said it disappeared into the void between the Abyss and our world, while others claimed it remained where it stood and could not be seen by any who were not true Lemurians. In truth, it did not matter to the Atlanteans where Lemuria had gone, but that Lemuria was no longer there to oppose them. Atlantis ruled the world for five thousand years, having none who could oppose them. They ruled as gods over the cowering primitives of the world. With their Nephilim, flying machines, great walking monstrosities and unstoppable wizardry, it was believed that Atlantis would rule the world for all time. It is even said that the Atlanteans even built great ships to sail among the stars. Those who were not Atlantean either lived in fear or as slaves to their cruel and unchallenged masters. All of the world finally belonged to Atlantis.

THE DARK GIFT

It was around ten thousand years ago that Lilith first brought the Ritual of Rebirth to the Atlanteans. Those Atlanteans who would partake of the ritual would call it the Dark Gift. These "Lilians" began a cult called the Children of Lilith, now worshiping Lilith as a demi-god.

Most Atlanteans could do little to protest, as the most influential people of Atlantean society were becoming Lilans, hoping to preserve themselves for all of eternity. Even the emperor lived in fear of Lilith. It seemed she was the true power behind Atlantis. Entire family blood lines were preserved by the Lilans, seeking to keep Atlanteans pure. Terrible punishments were put in place to keep Atlanteans from interbreeding with the humans. Spies were placed throughout the empire to find those who did not comply, or threatened the Lilans.

In time, as the Lilans found Atlantis becoming more decadent, they saw Atlantis losing sight of the goals of the first Senate members. Quickly becoming anachronistic and outdated, many Lilans took their families away from Atlantis to preserve their traditions from the taint of modern decadence. One such Lilan was Lord Draco of House Draconis. Seeking to escape both the modern decadence and the Senate, Draco and his followers settled in the land of Dacia to further their experiments in sorcery without hindrances or distractions.

MARDUK

In prehistoric times, the peoples of the world were dominated by the Atlantean and Lemurian Empires, and in that time a handful of men and women were able to rise above their common origins to become legend.

In the case of Marduk, he learned from the greatest of Atlantean Sorcerers; Lilith. In teaching Marduk the ways of sorcery, Lilith broke with the tradition of keeping those arcane secrets in the hands of the Atlantean Sorcerers. She took him from the dark lands of Mesopotamia and brought him with her to Atlantis. In her mind, she believed that mankind deserved the right to seek the forbidden truths and the secrets of the hidden world.

Marduk was a young man when Lilith first came upon him; she herself was very old, even by Atlantean standards. Marduk was a natural in the ways of sorcery. He was able to see past the lies and half truths to the secrets that had long ago been hidden.

All throughout Marduk's young life, he knew the horrors of the dark ruler of prehistoric Mesopotamia; Tiamat. Through her, mankind learned true fear and horror. For as long as Marduk and his forefathers could remember, Tiamat had ruled over their people, insuring that no one would rise up against her through the darkest of sorcery.

It was Lilith that helped Marduk to learn the truth, that Tiamat was an entity from beyond known collectively as "The Old Ones". Even as the Atlantean and Lemurian Empires waged their millennial wars, both sides knew well enough to stay out of Mesopotamia because of the wrath of Tiamat was powerful enough to destroy any army that invaded her dark lands. After years of study with his mentor, Marduk chose to end the dark rule of Tiamat, no matter what the cost.

With Lilith's assistance, Marduk was able to secretly reenter Mesopotamia; his goal was to confront Tiamat at the steps of her temple in the city of Ur. Little did Marduk know that Tiamat knew that he was coming and that she had prepared for his coming; Tiamat set the worst of demonkind to confront Marduk on his way to her temple.

Each demon being more powerful than the last, and each of Tiamat's demonic guardians were slew by Marduk on his way to confront her. Until, finally, Marduk made it to the steps of Tiamat's temple in the city of Ur. Once there, Marduk and Tiamat fought a battle of sorcery against sorcery. When it appeared that Marduk was about to win, Tiamat withdrew her most powerful artifact, the *Eye of Tiamat* and used it in an attempt to drain the life out of Marduk.

Just as Tiamat was about to finish off Marduk, his mentor, Lilith entered the fray throwing lightning and fire from her very hands. This assault drove Tiamat back, just long enough for a dying Marduk to knock the *Eye of Tiamat* out of her hands and in the process to slash her throat with his kris blade. Molten fire exploded from the dying form of Tiamat, and in her dying words she told Marduk and Lilith "you have only killed this body, my time will come and I will return from the void between stars to swallow the world." And when it was over, all that was left of Tiamat was her artifact and a bubbling pool of fiery stone where once she stood.

Dying, Marduk crumpled to the ground, his life's blood flowing out onto the ruined stone steps of the Temple of Tiamat. Lilith came to him and offered him a chance to live. All he had to do was let her save him. Near unconsciousness, Marduk consented to Lilith's offer. It is said that Lilith took Marduk up to the altar where once a statue of Lilith stood, and she took his heart and soul from him of an ancient ritual. Placing his heart and soul into an urn that would protect them for all eternity, and so long as that urn existed untouched and undamaged, so too would Marduk.

The peoples of Ur, upon seeing a triumphant Marduk walk out of the ruins of the Temple of Tiamat unharmed declared him a living god for his actions in defeating Tiamat.

It is said that it was Marduk that taught Hecate the art of sorcery and in doing so began its dissemination among the men and women of the ancient world. Marduk is revered among Sorcerers as the first and finest of their number. Even to this day there are Sorcerers that believe Marduk is still out there, walking silently among mankind; awaiting the day that Tiamat will return to the world. It is believed that on that day that Marduk will face Tiamat once more and decide the fate of the world.

MASTERS OF THE ANCIENT WORLD

With nothing remaining to get in their way, the Atlanteans took to rebuilding the world to suit their needs. They enslaved the remaining humans, putting them to work building their monuments and machines. As the humans labored under the cruelty of the Atlanteans; so did the Atlanteans further their sciences and technologies. Great computers interconnected the Atlanteans, some of which became self-aware. Many of the Atlantean machines were automated, controlling themselves or being controlled by their grand computers. Atlanteans prospered in ways even a modern man could only dream of, and only a science fiction writer could make real.

Over the next seven thousand years, the Atlanteans ceased worrying about the world around them and looked to the stars. Satellites watched over cities from orbit. Their great flying machines soon took them to the moon, then our nearest planets. Soon the exploration of other star systems became a reality. New worlds were colonized and terraformed. The Atlanteans spread to the stars, but not so much as settlers as parasites. They ravaged new worlds for resources, especially orichalcum and crystals. It is even rumored that other civilizations were encountered and often eradicated. It seemed nothing could halt the Atlanteans.

At home, Atlantis was slowly falling apart. Atlantis was growing more decadent with each passing year. They cared little for anything but power and luxury. Great monstrous machines fought gladiatorial matches. Humans were slaughtered in the hundreds for sport. Industries poured out toxic byproducts with no heed to the environment.

The great landmass known to modern times as Antarctica was ravaged for its rich deposits of orichalcum and crystals, turning the great continent, once rich in wildlife and resources, into a desolate wasteland. Fewer and fewer Atlanteans cared about their technology. In time, the advancement of science and technology ceased as Atlantis grew fat on her spoils.

The influence that was most detrimental to Atlantis was the discovery of the ancient cities of the Old Ones in Antarctica. Those who explored these ancient cities, hoping to find new sources of sorcery and technology, returned corrupted. They founded cults to the Old Ones, causing dissent among the worshipers of Lilith and Poseidon. The few things that held Atlantis together began to crumble.

THE LOSS OF ANCIENT ATLANTIS

As is true of all things, everything changes, and nothing is forever. Some saw it as a sign from the true gods. Some saw it as the dark powers of the Abyss turning on Atlantis. Others believed the Fae had seen true to their threat. Yet others believed it to be the ravaging of their homeland by the Atlanteans for crystals and resources. Whatever the reason, Atlantis sank beneath the waves. Had they not become so arrogant in their technology, the Atlanteans might have been able to stop the disaster. The Atlanteans, with all of their great technology, were unable to stop their continent from sinking. Since all things of Atlantis were powered and controlled by Atlantis, all Atlantean technology soon ceased to work. The great war machines refused to move. The great lightning weapons had no way to recharge. The sorcerers had no military backing. In this moment, the humans of the world realized their freedom. They dismantled and destroyed all monuments and relics of Atlantis. Just as Atlantis had trampled the empires of their ancestors into the earth, the ancient people decided to remove as much of Atlantis from their memory as they could.

With no means to repair their technology, the surviving Atlanteans hid all that remained of their working machines and technology in great hidden vaults, hoping to use these things to someday rebuild their empire. Those survivors among the Atlanteans and Lilans agreed that their best chance for survival was to hide among the humans of the world. Thus did they found the Second Atlantean Empire; an empire who ruled entirely in the shadow of the humans they once subjugated. They firmly believed there could be a time for the return of the Atlanteans from the shadows, when they could rule over the humans once again. Being that many of them were immortal, they could wait as long and as patiently as needed.

AFTER THE FALL

Atlantis died in two days and two nights of fire and devastation, as the story is told; fire and burning rock rained down from the Pillars of Atlas. Great rifts split the earth of once great and noble Atlantis, and when it was all over, what was left of our majestic island continent sank in to the cold waters of what is now referred to as the Atlantic Ocean. Some of our legacy has lived on even in the name of that ocean in which our once great and majestic empire once sat.

I can say from the records that were written on the sacred glyph stones that were transcribed in the years immediately following the fall of Atlantis, that we Atlanteans that were living on the other continents of the world were not the only ones to escape the terrible fate of our homeland. The historians of those days were quite clear in saying that some were able to escape Atlantis on board the fantastic flying ships of Atlantis' glory years, and that those survivors came to all of the lands of the world, splitting up and joining with those of us that survived Atlantis from afar. Some say that those fantastic flying ships of great and noble Atlantis still exist in the hidden places of the world; awaiting the day that we will once again be advanced enough to take them in hand and breathe life back into their crystalline surfaces. I honestly don't know if that will ever happen in my lifetime.

THE ATLANTEAN DARK AGES

When Atlantis sank into the sea, the world of human kind did not at first notice the passing of the great and terrible empire that had for eons dominated their civilizations. In fact, at first the children of Atlantis attempted to continue ruling over the humans as if nothing had happened to Atlantis at all. All of our kind knew that if humanity ever discovered the fact that there was no First Atlantean Empire, or it's great and terrible Titan Legions left to defend our rule of their cities that we would meet a terrible fate indeed.

For at least two centuries, the children of Atlantis were able to rule over humanity successfully; ruling separately with no real system or government to link all of the provinces, but ruling them no less. That all changed in the lands of Egypt when the Atlantean Houses that ruled there were not content to treat their human subjects with a gentle hand, they pushed and pushed the Egyptians until one day they snapped. Open revolt occurred in Egypt, the Atlantean Legion that had been charged with watching over the land was too small to be able to effectively stop an uprising that numbered in the thousands, and with no Orichalcum or readily available crystals to restore the few

surviving suits of Titan armor that the Atlanteans of Egypt still possessed, the Egyptians were able to overthrow their Atlantean oppressors.

As with all of ancient humanity, they believed that to destroy the monuments and historical records of a people was to destroy the people utterly, in this life and the next. It wasn't long before the other lands of humanity learned of the successful uprising in Egypt and they too overthrew their Atlantean oppressors. For decades after the fall of the last of the Atlantean Provinces, humanity searched for the survivors of Atlantis. It was humanity's goal to kill our people to the last man, woman, and child, to destroy all of the reminders of the great Atlantean civilization that once dominated the world.

The children of Atlantis were forced to go into hiding, in all places of the world. This was the beginning of what we refer to today as the Atlantean Dark Ages. It was during this time that the children of Atlantis were forced to hide their heritage from all of humanity, the Atlanteans secretly taught their legacy to their children, but publicly they had to blend in with the rest of humanity. It was during the Atlantean Dark Ages that the "Veil" fell over the entirety of the children of Atlantis. The Veil in its truest form was the collective effort that the children of Atlantis made to hide the existence of the survivors of Atlantis from humanity.

As the centuries went by, the Veil only grew stronger with each new generation retelling the tale of the fall of great and noble Atlantis and the pride and arrogance of the Atlanteans of Egypt that led to the total collapse of the Atlantean Provinces and the necessity for the children of Atlantis to go into hiding from the humans.

As a people, we Atlantean are very arrogant and prideful. Even with the Veil in place, Atlanteans across the known world still continued to dominate what humans that they could, and eventually they were able to build their own personal kingdoms and empires. The children of Atlantis became the aristocracy and the nobility, the Kings, Queens, and Lords; and all of it was done from behind the scenes, humanity as a whole were clueless as to the true nature of their new ruling caste.

I did say that we were arrogant and prideful people didn't I? What I haven't said is that in this time of hiding, in Atlantean Dark Ages, we as a people turned upon each other. With no central government to settle disputes among our kind, the Kings, Queens, and Lords of the children of Atlantis made war upon each other using their human subjects in order to show their dominance over all those that would seek to rival them or oppose them.

Many of the wars that were fought in the thousands of years that followed the fall of Atlantis were instigated by Atlanteans that were attempting to carve out their own personal dominions. It would not be until the rise of Lord Ramius of what is now House Ramius, that the children of Atlantis would once again be united.

AN END OF AN ERA

We were once worthy of the pride that has come to consume our way of life. This was evident in the inventions of Heronus, the revelations made by the priests in our ancestral home, even the Domar themselves proved it by staying at our side to the last of their kind. No one is alive today who once walked the world then, otherwise I would ask them “where did we go wrong?”

I know the fall of Atlantis was eckoned by greed and pride, but no matter how much I peer deep into my scrolls and carvings, I am unable to figure the seed that brought us down. How does a humble man become a lecher? Not overnight and not by light of day.

Kronos was probably new Atlantean tradition of slaughtering every living thing that stands in the way of progress; all in the name of the Atlantean empire.

There aren't many records of him and there is no way to truly speak of the man, but from records I've unearthed over the ages I do know that I can speak to his actions. Kronos saw power and wanted it for his own; his raid on the temple priests is proof enough to show that his hunger knew no boundaries. He was cruel and merciless and saw to it that anyone who posed a threat to his coupe was silenced.

More Atlanteans have died under the boot of an oppressive regime and a madman with the ear of an army than to time and memorial. the mightiest of us all back then. He was not only sound in body, but in mind as well. Sharp and crafty; Lord Kronos saw that the priesthood held all the power in Atlantis. Poseidon had chosen four noble Atlanteans to govern our lands, but they and the worshippers of Poseidon had become fat on their spoils. Kronos it seemed was hungry for their power. I always believed this was the day and Kronos was the progenitor of the

FOUNDATION OF THE SECOND EMPIRE

Lord Ramius is a subject of both inspiration to me and great woe. He was the founder of what could laughably be called the Second Atlantean Empire, but he was also just another rock in the road paved first by Kronos and the greed we Atlanteans seem to know with only the boundaries of time to stop us; which thanks to Lilith is only limited in morality now, for what little that seems to be worth.

Lord Ramius was, for all to see, a simple warrior. He was intelligent and resourceful to be sure, but a brute never the less. He was appointed by the First Atlantean Empire as the General of Phoenix Legions and later the Exarch of Ital. Lord Ramius was wise, but it is in the nature of wise men to commit folly in the face of age and passion; and passion was one virtue that Ramius had in greater supply than the whole of the Atlantean Houses. That passion led him to a feud with his brother, Romulus, the effects of which can still be felt in the uncomfortable air around the houses when the wrong words are used in conversation.

I had only met Ramius in passing in his earlier years, but he was a good sort, willing to learn anything new and always willing to believe in something worth believing. I refer to his earlier years with some fancy I suppose; he was nearly seven thousand years old when we first met. I can't help but wonder if he and I hadn't spoken then, an advisor to but a humble warrior of considerable age, if the world would have changed quite so much by his hand. We talked then as men talk, face to face and on equal ground and he asked about the lost world. He asked about the old ways that he himself had not been witness to, the things of the ancient world I had uncovered. It seemed to me that my words fell upon deaf ear, for Lord Ramius only seemed to hear my words on the great and terrible acts that were committed by Emperor Kronos in those first days of the First Atlantean Empire, and of the unity that Emperor Kronos was able to bring to the Atlantean people.

Lord Ramius set forth from our lessons to plot unity for the surviving Atlantean peoples. His many years of service in battle made the coupe that our first emperor had wrought seem appealing to him, but messy. With the might of his legions and the sway of Houses at his side, Lord Ramius would bring the world together once more.

As I said before in regards to Lord Ramius, it is in the nature of wise men to commit folly in the face of age and passion. In his passion Ramius forgot the most important part of what I had taught him of Emperor Kronos, he forgot the people and remembered only the greatness of the empire. He led an assault against the warring Atlantean Houses of Italy in an attempt to quell the bloodshed and unite them under a single banner of force and will. It is only ironically appropriate then that to end bloodshed, he took lives. In the end, more than fifteen Atlantean Houses were involved in the fighting and more Atlanteans died than under Emperor Kronos's boot.

When the blades were finally worn and the shields split, fires were doused to coals and the blood running so free had come to congeal and blacken, Lord Ramius declared himself Emperor of what he called the Second Atlantean Empire. The human race developed a saying for times and actions like these and it has always stuck in my mind as being more profound than any statement ever uttered by great philosophers. "The road to Hell is paved with good intentions"

Emperor Ramius had good intentions in mind. He wanted to unite the surviving Atlanteans of the world once more and rebuild our shattered way of life into something worthy of the glory we still thought we were due; but intention does not warrant action, no matter the result in the end.

Something I will admit with all due humility is that Lord Ramius did a great many things in his time as Emperor, some wonderful, but other horrible. Such is the nature of a ruler.

Feeling he had overstepped his station, Emperor Ramius sought me out, quietly. We spoke then in a hidden place but not of what he had done. We spoke of what he would do. He confessed to me there in the dark that he felt he had become corrupted by his power and that the lure of domination, rather than fealty, was bringing him ever closer to being a monster that could only hide behind his throne for fear of being unmasked for the monster he truly was. I was somber but I wanted nothing more than to reach out for him like a father coddling a wayward child, a genuinely strange position for me to take. Nothing could have made me happier that day than to hear he understood what was happening to him.

We talked of ancient times and modern times and in those strange days we agreed only one thing could be done to keep him from walking that dark path. Emperor Ramius had to reform the Senate of Atlantis.

The Atlantean Senate was originally formed to keep the Emperor in check, secretly, but to also deal with affairs that could alleviate the responsibilities of the Emperor. In these modern times, the Atlantean Senate could be formed to ensure Emperor Ramius would never have so much power that he could become a tyrant.

With the reformation of the Senate of Atlantis it became apparent to Emperor Ramius that the laws that once governed them were obsolete and needed revitalization. The Senate would tend to governing the provinces and enacting law for them, but a law under which all Atlanteans would live was needed. To my relief and admittedly, my surprise, he wrote the Lex Ramii. We had not spoken in some time and with all that had passed the good and bad; I had honestly wondered if any of my lessons of the ancient world were ephemeral to his memory, but my wondering would have to wait.

It wasn't long, in relative terms, after we spoke about the Atlantean Senate that House Scavario began to put pressure on Emperor Ramius. They would act out of character of their ilk and were bold, even in the face of his might. They even demanded in public that he expand the borders of the empire and even led an expedition to Southern Gaul. I believe it was the failure they met there in Gaul that laid the final weight on their backs and drove them to outright rebellion.

House Scavario and Theodocious, their leader, were no doubt listening to the sweet poison dribbled in their ears from the Senators who would one day engineer the Antiquarians Guild's formation, aiming for power if successful or disorder if they failed. Their assault was brutal and took a heavy toll on Houses and lives, but ultimately Emperor Ramius was too crafty for them and survived the onslaught. He would return to them in force and destroy them.

This was one of the few battles in our history I reveled in. I knew that the warring Houses likely had no idea what or who was moving them forward or that they were being pulled on strings like puppets, but they were bold and prideful. That pride that has become Atlantean birthright undid them there that day and a man I had come to know as friend showed them the cost of their arrogance.

With the laws and the Senate of Atlantis in place and the rebellion quelled, there was little else for him to do to ensure he or his successors would not become tyrannical, or so I thought.

Emperor Ramius during those early years would form the Praetorian Order; the order was founded to be a specialized group of guardians who were charged with protecting the Atlantean Throne and the Senate with their very lives, their loyalty to the empire without question. Because of the fear that one day the Lilans would take complete control of the Senate of Atlantis, the Praetorians were given a special weapon that was deadly to all Lilans, the Praetorian Gladius. This gladius was made with their own life's blood, and so long as the Praetorian that wield it lived, the gladius would never break or shatter. The Praetorian Order was a force to be feared, not some incompetent honor guard.

In addition to the Praetorians, to ensure that all facets of the empire would be not only represented but protected, Emperor Ramius engineered the founding of the Imperial Order of Centurions, their mission was to defend the Second Atlantean Empire at all costs. While the Praetorians watchfully guarded over the Emperor and the Atlantean Senate, the Centurions were out in the empire acting as its defenders, policing its many dominions in an attempt to protect the Second Atlantean Empire from all threats, external or internal.

Just as the Spartans of legend, for the Legions of the Second Atlantean Empire, the Spartans hold a special place in their hearts, the Atlanteans of the Praetorian and Centurion Orders do not shy away from battle, for them there is no retreat and no surrender, there is only the glory and the honor of serving the Second Atlantean Empire as its warriors and defenders. It is the Spartans that truly summed up with it was to be a warrior, and it is this warrior tradition that has created bond of brotherhood among all members of the Centurion and Praetorian Orders. Emperor Ramius took the lessons of human kings of old and the tales of immortals and valor among brothers in steel and leather to heart and gave them a rock from which to stand upon and bring order and law.

I smiled deeply in private places when I learned of the high guards.

With the formation of House McCullen from the families of Clan McCullen in Ireland, the feuds with the Gaelic Atlanteans were squarely on his shoulders as well. Emperor Ramius first tried compassion, then bartering and politics and when that all failed and more of his Atlanteans had died...he brought the Gaelic Atlantean clans force and the Centurion Order. A peace treaty was signed and the fighting soon ceased.

This act alone showed me that it was never the ruler himself that had brought horrendous violence to our people, but our people themselves. We were too haughty and prideful to bend a knee to even those of our kind, let alone the creatures of the world we looked at as inferior.

It was in the twilight of his rule that Emperor Ramius was forced to watch all he had worked for turn to ash. The Senate of Atlantis was dissolved and became what is today known as the Antiquarian Guild, little more than an old boy's club with barrels of poisoned honey to pour into the ears of those who care to listen.

The corruption Emperor Ramius has strived to fend off so much had left him, but it had infected the rest of the Atlantean people worse than either of us could have ever conceived.

He sent for me once more in those darkening days. He sent for me in the same way as before, in secret and in the night. We spoke once more and it would be last time I would speak with him.

I'm going to break form and write what I can remember of our conversation in its most important moments:

"I've no path old friend. My vision has become shadowed and the path I had once walked so clear is washed away in the rising tides and I walk now alone."

I said to him "Emperor Ramius, the destination of one's affairs is but a chapter in his history. The journey is what a man will be judged on at the gates of the Elysian Fields."

"I know old friend, but I feel as though I do not warrant judgment. I am but a fool on an errand fit for a fool. Our people have been dying since long before you or I was involved and all I was to do was to give them a false hope for better days."

I went on to say to him, “You are responsible for a great many deaths, the rise and fall of great houses and things that historians long after me will call atrocities; but you are also responsible for saving us from ourselves. No one will ever understand it, but you gave the survivors of Lost Atlantis all they would ever need to be free and great once more, we squandered that gift on decadence and power.”

“If this is all I did, then what was it for? Where is the glory in teasing a child with a toy if all he is to do is break it?”

My final words to him were, “You gave them a chance, old friend. You gave us all a chance.”

“My journey is done then. There is little else I can do but to bear witness to the blackening of our people’s ways like an infection in a gaping wound.”

The remainder of our last conversation would come to be more important to me than any other talk I had partaken in all my years, but the remainder of what was said that day is best left to dust and memory and I have come to respect Lord Ramius far too much to share it with another soul.

OF SCHOLARS AND THIEVES

When the Second Atlantean Senate was formed, it was built on good morale grounds. The Senate was to oversee provincial matters and create new law, or amend old law in an effort to bring order to the outlying territories of the empire.

The Senate of Atlantis was to be a station of strength and equality in the empire, but with all things it seems in our history, it turned sour.

Something in the Senate had turned dark and they began to whisper amongst each other of their true value and not their role. Like the priests of the first Temple of Poseidon and Lost Atlantis, the council soon grew fat from its spoils and as with all men who have power, they wanted more.

Had I been aware of the strings they were pulling in the background to engineer the dissolution of the Senate of Atlantis I would have put a stop to it, but I was not aware. To this end, I cannot speak of how they engineered the stain that is the Antiquarian Guild, but they are a stain never the less.

The Antiquarians Guild as it stands is a society of aging flesh confined to “true bloods”, the Lilans and their most trusted snakes. They have set up their ranks to ensure that only those whom they deem worthy of entry can ever attempt it and the only ones worthy of entry are those who are already doing the bidding of the Guild.

On the face of it, the Antiquarians Guild is little different from what it once was; a group of Atlanteans given power and station to govern the provinces of our empire. Behind the scenes, the Guild decides who is to be Emperor from its Council of Princes, what measure of influence is to be exercised over the human world and who is to be allowed to continue breathing. Their methods remind me of the Scarlet Brotherhood except they wear the veneer of civilized men and women.

One thing that must change if ever we are to survive the testament of time is the Guild.

A GREAT CRUELTY

Emperor Dominic McCullen of House McCullen, originally Exarch of Ireland and kin to the Gaels was a monster. He was elevated to the throne in the absence of Lord Ramius and I can’t help but wonder if the Antiquarians Guild had its hand in this affair, though if they did, their creation ran amuck and did them a disservice.

This tyrant set about establishing his dominance early on in his role as Emperor. In an attempt to protect the power that he had massed as Emperor, Emperor Dominic founded the Scarlet Brotherhood. These Atlanteans of questionable moral fiber or value would be sent to all parts of the Second Atlantean Empire in an attempt to ensure that Emperor Dominic’s rule was iron. He gave them broad spanning powers in order to weed out secession and sedition, all those that were not openly for the Second Atlantean Empire and its Emperor were traitors to the Atlantean Throne and race.

It amuses me to think that such a terrible group could be formed by the hand of a man put on the Atlantean Throne by the Antiquarians Guild. The Guild and the Scarlet Brotherhood rarely saw eye to eye and even today, the Guild still fears the powers that Scarlet Brotherhood has.

When Emperor Dominic was satisfied that his create, the Scarlet Brotherhood, was well placed, he set about to write the Lex Dominicus; a treacherous document that could only come from the mental depraved and diseased minds of the Scarlet Brotherhood itself. Emperor Dominic's laws were a series of amendments to the already existing Atlantean Laws of society and the Lex Ramii. He and his lackeys within the Scarlet Brotherhood dared no openly contradict the laws that were already in place, but in stead skirted around them to make his reign of terror even more memorable.

Emperor Dominic's laws gave new powers to the Centurians, the Praetorians and his mentally defective lackeys within the Scarlet Brotherhood; that they had not had before. To question the interpretation or implementation of the laws because heresy and thusly speaking up against the treatment and rule of the Emperor became a crime punishable by death be crucifixion. Because of the scourge that was the Inquisition of the holy roman Catholic Church, Emperor Dominic created laws to limit what facets of human society that we could influence and hold sway in; all of this way done for our own collective good, or so the mentally deranged Inquisitors of the Scarlet Brotherhood say to this day.

Emperor Dominic's coveting and greed for the holdings of Houses Ramius and Lionnes in the British Isles sparked not only a feud within the Second Atlantean Empire, but the Hundred Years War and summarily the War of the Roses in the human world. More of our servitors and free humans died in those times than ever should have.

This private war between Emperor Dominic and House Ramius and Lioness split the Second Atlantean Empire in two; there were those Houses and families that sided with one side or another and Emperor Dominic having the sway of the Centurions and Praetorians to bolster House McCullen's ranks.

In his arrogance, Emperor Dominic sent an expedition to India in an attempt to survey the lands and to seek out more Atlanteans that had been left to their own wiles during the Atlantean Dark Ages. The goal of the expedition was to bring India under the sway of the empire. His lust for power and position led to the tragic loss of the entire expedition, they were slaughtered to the last man and their heads were sent back to Constantinople with a message from an Atlantean known only as Prince Khadesh, "Proceed no further, or those who you send into my lands shall be sacrificed to Kali in all her dark glory."

For all the might that he lost in the eyes of the Antiquarians Guild and the empire at large on that day, it would still be another hundred years of terror under his cruel reign and the depraved antics of the Scarlet Brotherhood.

The war that raged on like the Hundred Years War before it to remove Emperor Dominic from his throne was a dark chapter in our history indeed. I once attributed Emperor Kronos with being the most vile and despicable of our great race, but Emperor Dominic had proven me wrong in time and with the bloody losses on both sides across Europe and in the British Isles, he had finally been unseated from his throne in Cork in the Battle of Ireland; a war that stretched on far longer than any should have.

Something you must understand both about Emperor Dominic himself and what occurred when he was dethroned is that there has never and Poseiden willing, there will never be another time in our history or the history of human kind that has ever been so foul, so bloody or so detrimental to the very nature of life itself as when we had to topple down the towers of Emperor Dominic's brutal and tyrannical reign on us. In his time on the Atlantean Throne, Emperor Dominic had replaced most of the Praetorian and Centurion ranks with his own clansmen to ensure greater loyalty. They were just as power hungry and blood thirsty as their Emperor, and the men and woman that he placed in charge of the Scarlet Brotherhood to this day are thought of as demons wearing Atlantean skins.

People were slaughtered like pigs, left to hang about the roof tops to bleed out and stain the stone at their shadows. Cattle were burned to starve those in need of their fresh meats and milks. Children were set ablaze in witness of their families, snuffed out and lit again just so they could see the horror of the charring flesh and smell the meat cook of their own children before they themselves were tortured or put to death in more cruel and creative ways by the Praetorians, Centurions, and Inquisitors that were supposedly meant to protect the Second Atlantean Empire. I suffer the pain of recalling those days because I can still hear screams of the dying now as I put ink to sheet.

The humans describe a being of pure evil known as the Devil; cruel, unusual and alien in thought and design. Emperor Dominic proved to me that there may well be such a creature, if he himself wasn't the Devil in the disguise among the Atlantean people.

While I feel the loss of my friends and family and my people in those dark days was not worth the result, Emperor Dominic was finally lost to the world of light and breath and I must admit that for him to have perished and be rid of the world...I truly believe we would have sacrificed every living soul to see him fall. Noble as I believe I am, the thirst for blood and bonds of vendetta flow in my veins just as they do in the veins of all Atlanteans. For as much as I know, the Antiquarians Guild elevated Empress Andrea to the Atlantean Throne and had engineered the downfall of the tyrant; I can not help but wonder if the Scarlet Brotherhood had anything to do with it. Their station within the empire certainly gave them power enough to destroy the forces that worked against Emperor Dominic, but they did little of nothing in those final days to defend his throne; they just reveled in the slaughter like madmen. I wonder too if Empress Andrea was chosen to be the voice of the Antiquarians Guild, in secret, so that the atrocities that were played out under Emperor Dominic's rule would never again be seen in the world, or if there was a larger plan enacted just then.

PUPPETS

The rule of Empress Andrea D'Aquitaine of House Lionnes was laughable, although I find it amusing only in reference to the human philosophical poetry of the Divine Comedy; a cruel joke. A joke played on Atlanteans as a whole.

After being put in power by the Antiquarians Guild in a demonstration so poorly veiled that I cannot be the only person to have ever noticed it, though likely the only one with gall enough to speak it aloud, Empress Andrea set about to doing their bidding. When she wrote the Lex Andreae, I felt a cold pang in the pit of my stomach. More power was being given to the Houses of Atlantis and that power's responsibility was to be visited upon its servants.

The Antiquarians Guild had wanted to ensure that the reigning Houses among it could influence and even force its own members into submission when it came to their dubious doings.

Every emperor has seen pain and war and while sitting on that throne and while there were far worse atrocities to be had during other reigns, this one stuck in my throat because the violence ended but was not gone, it was merely lingering in wait to blossom once more, Ireland.

The Clan MacKlintoc Invasion of Ireland, it was a bloodbath, the MacKlintocs spared no quarter, showed no remorse or pity on Imperium Atlanteans that resided there after the fall of House McCullen. They blamed the Second Atlantean Empire for the unrighteous death of House McCullen and saw to it that the Imperium would never hold sway enough to push their way around Ireland, or the British Isles for that matter. During the invasion, the sparse few survivors of House McCullen that had been taken under the wing of other Houses were spared the sword and flame since it was the death of their very house that Clan MacKlintoc was fighting for.

The whole bloody affair succeeded and while Clan MacKlintoc was a threat to the empire, they were left to their devices for the better part of things.

From the ashes of the war that spilt blood on the soils of the Isles, Clan MacKlintoc established the Order of the Black Rose. The order was a militant calling of knights deigned to keep the forces of the Imperium out of the Gael lands forever.

I wonder if this is when Empress Andrea began to see that she was doing nothing more than the bidding of the Antiquarians Guild. She was their lackey for some centuries afterwards, but I could always see something strange in her eyes afterwards, something more Atlantean than I ever had before.

It wasn't until the conflict between House Draconis and the Family Dracul had pushed her to her limits, or rather how it was made to appear, that she finally broke free of the shadow of her masters within the Antiquarians Guild.

In bartering with the Family Dracul for the secrets of Sorcery, she forced the Antiquarians Guild to recognize them as the new Fifth House of the Imperium, and in that one act ended the blood feud that had been going on for centuries between the House Draconis and the Dracul giving her the personal freedom and power that she had pined over for centuries.

Independence comes at a cost as we Atlanteans have always known and hers I'm sure would come in time and in secret; something I had always wanted to be privy to so that I could have stopped it, but time marches on.

After the founding of the Court of Roses, Empress Andrea was able to influence the empire through it. The banner of chivalrous and noble rites was just what she had needed to see that some kind of morality found its root in the people once more, but more importantly within those that rule.

I believe the human term in regards to a revival of duty and morality in the Atlantean empire is "the journey is still out on this one". I personally never understood how the journey would factor into opinion of something but the implication is correct. I doubt that Atlanteans even today know how to feel about the subjugation of a moral code into our way of life. Needed, but not necessarily welcome.

I find it saddening that I once believed in the Court. I have been a member among them for some time and for all the passion it fills me with to bring honor back to my people, I know what they say about us behind closed doors and on the streets to our faces. They speak with disdain of us, saying we have our heads in the clouds, believing that we can bring change. Our purpose, no matter how futile it seems, has been to keep the peace amongst the Houses and families of the Imperium, and in ending the violence before it has a chance to start, we have succeeded in our collective goal. It satiates me, but it is not enough.

The final thorn in the paw of the Antiquarians Guild and probably Empress Andrea's final act of defiance was to thwart the warring between Houses Ramius and Lionnes in Canada. Their battles had been tearing the country asunder and the Antiquarians Guild was biding its time, laying in wait to advance and feast on the leftovers like vultures smitten with their spoils. The Canada act quelled the violence and brought a calming to the two Houses.

ANOTHER SHOW OF FORCE

Emperor Priam Dardanus of House Thalus was and is a creature to be pitied. If nothing else in this text would doom me to death, this entry alone shall seal my fate.

Lord Priam was at one time the King of Greece, a lofty position, but one he would not hold. It was by his hand that the Trojan war took place. Yet one more conqueror and madman to the long standing tradition of men that sat on the Atlantean Throne. This occurred long before he would be emperor, but was worth record given his actions to come, a prelude most despicable because thousands of Atlanteans were sacrificed in that war along with humans all in the name in Atlantean unity.

Long before he would be named emperor in the absence of Lady Andrea, Lord Priam established the House of Thalus, which would in time become a forceful hand of the Antiquarian Guild. Their formation always boggled me as a stark contrast to Lord Priam himself. House Thalus is strong and proud, but Lord Priam is but a child hiding in a suit of armor and behind a voice of authority.

House Thalus and the Antiquarians Guild backed his decision to bring Ireland back into the fold of the empire in 1837. A vicious and bloody civil war raged on there, one that is still played out today. That single tract of land, that one tiny island in the vast wash of the world itself has seen more war and troubled times than any other. The soil, I know in my heart of hearts, is haunted with the millions of souls lost upon it and the trees run red in sap from the oceans of Atlantean blood it has taken from the battlefields once they laid still and we were moved on.

I can only believe that Lord Priam's arrogance in the face of the Gaels is what brought him to power when Lady Andrea stepped down. This became apparent when he wrote the Lex Piaae. Emperor Priam's amendments to Atlantean law provided more power for Magistrates and the First Citizens of the dominions. The Guild's interests were best served when they were decreed, but not so much the interests of our society. When he called for his old friend, Donovan Wyld Stromwell to be general to his armies once more he showed his ignorance in the face of the Gaels. Donovan had been saved the slaughter of the House McCullen, but he was being ordered to stop the very people who were fighting for his fallen family.

Ignoring his failings, Emperor Priam is a good man inside. He has and has always been in good standing with the Praetorian and Centurion orders. The man holds more respect for their warrior's pride and station than even his own seat upon the Atlantean Throne; a strange contradiction for a man in his position and a man who has reveled in starting wars, but shied away from the battle itself.

He was an integral part in point of fact, in stopping the Scarlet Brotherhood from annihilating the Brotherhood of the Gladius. He could not abide their grasp at even greater power and fearful or not, he made his voice heard.

With the corporate armament act enacted in the human world, Emperor Priam was able to outfit our armies publically and not have to worry about risking exposure. The pitiful veil will continue into our future...I fear...pity. I hate to feel as though I am doing little more than repeating myself, but I am sure the Antiquarians Guild had its fingers in this decision. Change the world outside your borders so that the world inside your borders need not change at all.

ATLANTEAN SOCIETY

While our society has suffered great loss, we have also grown. Much of what I write is passionate and black, but in truth, we are growing; I simply have no idea what we are all growing into and it vexes me.

We worship still in our way, but I fear Poseidon is but a token mention in our prayers. Every lunar cycle we gather to give worship to the Poseidon and honor our Ancestors and the Emperor in our prayers. It is a respectful display, but one I'm sure only has tempered and learned meaning to the Atlanteans of this age. The solstice is another cause for gathering where Poseidon, Lilith, our Ancestors, and the Emperor is given worship and not simply revered or paid tribute.

It is in the nature of powerful men and women to think of themselves powerful and in time, as gods and goddesses.

House Dracul is rarely openly present at these festivities because of the curse that was laid upon their heads by Lord Draco himself; the touch of moonlight on their bare flesh is enough to physically harm them, and in some cases, it burns them just as the light of the sun burns those of us that are Lilans. The Dracul have suffered in the shadows for their arrogance, to believe that they could put the good of their families above the interests of House Draconis. I return to my earlier mention of cruel jokes.

While the Court of Roses is ridiculed for our hopes and faith in our people, the Redemptionists lose even the faintest support in my eyes. These lost children and morally tortured souls have seen what we are and were responsible for, and believe that the only path that will ever lead them to the Elysian Fields is redemption. They must atone for their sins in the face of the world and the sins of the Atlantean people in the pages of history.

The Redemptionists believe in personal and inherited responsibility which tickles me and brings a mist to my sight, but not enough to join their ranks and throw my hand in with their righteous, and often misguided cause.



I believe in their cause to be sure, but I am learned enough to know they will fail to redeem the Atlantean people...they may even fail to redeem themselves. If our history has taught me nothing else, it has taught me that when we Atlanteans are trying to right a wrong we have brought about, we do more harm than when first we brought about a darkening to be atoned for originally.

The Second Atlantean Empire, while suffering still in the Gael lands, has stewed into a paranoid, uncomfortable place. Decadence and lethargy are still present but have been replaced in greater part with Atlanteans looking over their shoulders and accusing their kinsmen of heresy against the Imperium. The Antiquarians Guild keeps men and women in their place with law and official House decree, discovery of the Veil keeps the citizens afraid to break with routine and tradition of any kind and the Scarlet Brotherhood holds inquisitors in every city; their presence need only be seen to know that they are in far more places that we cannot see and have not been made aware of. Emperor Priam himself fears the Scarlet Brotherhood, the Antiquarians Guild and the human race so far as I have been able to discern. I've not seen him in a public decree in some time. He hides there with his throne and thoughts, just enough to make him stir and go mad in time, if he hasn't already.

The Darkstar Corporation is another element of control in the human world the Antiquarians Guild has engineered. Few know of my ancient writings and none know of some of the secrets I've gleamed, but surely the few who have bothered to research or read a single text I have written would know that they have somehow resurrected some of our once grand technology; the Crystalline Computers in the form of the new Omega-V virtual reality computers that are just now hitting the open markets of humanity.

Invention damned us once before and it will do so again, the part that I am unable to sleep because of is that now we will bring the human race with us to our doom...the humans will follow the path of the Domar and we will mourn their passing, but we will forget them in time like so many that came before them.

DARK TIMES AHEAD

The only real threat left to the Second Atlantean Empire is House Draconis, or more specifically Prince Alexi Dragosee himself.

Like Emperor Dominic, I believe House Draconis and the Antiquarians Guild wanted to create a powerful ally and force to be reckoned with and in Alexi they got exactly what they had asked for, but did not ask for what they received. I once watched a human film called "This Monster of a Man", a vicious, bestial and insane serial killer, a true student of the game. I must admit, the term was lost on me until some time later, with some research, I came to understand that it meant a creature with no remorse, no conscience, not a shred of humanity at all; a true player in the games of powerful men and gods without care. Prince Alexi Dragosee is exactly that, a monster wearing the skin of an Atlantean playing a game of power and thrones with no regard for how it plays out, so long as he is the one remaining in power at the end

Atlantean society has become like some kind of sick and twisted game of mortal chess that we have moved around and toyed with for far too long. The humans are forever on the verge of discovering us, which except for the Veil would be fine in my eyes. The human world is encroaching on us now and no longer us on theirs.

More and more Atlanteans are taking to decadence and modern intrigue and have all but forgotten the old ways and how we have come to be, what we are now. It concerns me deeply. Something common in the human history I have studied in brief is that their past mistakes repeat themselves anew once generations enough have come and gone, sufficient enough to forget the lessons they thought had been so dear. I worry now that generations enough have come and gone in our world that we will once again see our past unfold before our eyes.

While I do not relish the thought of cowardice, I am struck at the horror my aged mind envisions now. A duel is but honorable dispute...firearms and nuclear war is Hell on Earth.

What monster now awaits us in our coming days? Will it be damnation, or slow and lethargic suffocation?

I sometimes wish I will not be here to realize it.

THE LILAN CONDITION

The Lilan condition can be described in a single word; fear. Those that had a choice in becoming Lilans constantly live in fear of their own deaths; in many ways, that is why they chose to become Lilans in the first place.



The fear of death was so extreme that they were willing to cheat death, and the nature cycle so that they would never have to suffer the ravages of time and old age.

In the first days; before the fall of Lost Atlantis, when Lilith created the Ritual of Rebirth, it was a means of cheating death and attaining power of her peers. They say that the first Lilans, the Ephors were able to walk under the light of day. During this time, it was still a Ritual, and it wasn't passed on through the draining of another's Life Force and replacing what was taken with a portion of the Lilan's own Life Force through the medium of blood. In ancient times, the Ritual of Rebirth was a long and drawn out ceremony that was attended by all members of the Children of Lilith; also known as the Cult of Lilith. Each new member would be embraced by their new peers as an equal among the Children of Lilith. All members of the cult were equals, even Lilith herself. All had a say in the leadership of the cult, Lilith was simply the voice by which all of the cultists spoke.

When one of the Children of Lilith was in need, all that were nearby would come to their aid. In many ways, becoming a Lilan was like being reborn into a new family. The Lilan condition gave them supernatural abilities; increased strength and agility, becoming a Lilan enhanced whatever beauty they possessed, it sharpened their senses and gave them the ability to defy gravity itself; through their ability to fly. Becoming a Lilan also increased their Atlantean-born abilities to read the minds of others and to manipulate the minds of others. In all, the Lilans gained a great deal in defying death through the Ritual of Rebirth.

All members of the Children of Lilith sworn upon their lives and the lives of their families that no one outside of the cult would ever learn of their secretive ceremonies and rituals; any that dared go against this oath were killed and their families with them. With practices like this, it was easy to keep their terrible secret.

The terrible secret of the Lilan condition was that their immortality came at a horrifying price. At least once a week to two weeks, every Lilan had to feed upon the life's blood of those not Lilan. The blood really provided them with nothing, but through the blood as a medium, the Lilans were able to draw upon the Life Force of their victims, which in turn replenished their own none regenerating Life Force and allowed them to go on for another week or two without having to feed.

The Lilans from the moment of rebirth were cursed to walk forever in darkness. From the moment of becoming a Lilan, the sun became their enemy and their destroyer. They may have cheated the death of flesh, but the fear only changed into a fear of something new. Those first Lilans may have been immune to the damaging effects of the sun that all Lilans after them have faced. But they did have banes that were just as deadly to them; Silver has the ability to infect horrific wounds to Lilans, Garlic will burn them and make them physically ill, and the power of Faith seems to be just as deadly as the effects of the sun. Nature itself has cursed the Lilans for breaking away from the cycle of life, and that is why many believe that they have so many deadly banes to their existence. In many ways, most of the legends of the blood drinking vampires can be traced back to the first Lilans of Lost Atlantis.

During the time before the fall of Atlantis, the Lilans within Atlantean society were feared and shunned by their once peers. They hold incredible power, but even with that power they were unable to gain power and prestige within their own Houses. After all, they were not allowed to disclose any of the secrets that they had learned from the Cult of Lilith to the rest of the members of their House, and because of this, most were distrusted by their own Houses.

All those that were known to be members of the Cult of Lilith were publicly and permanently denied the ability to hold any position of power within the Senate of the First Atlantean Empire. The political and social elite of Atlantean society feared the possibility of a Lilan becoming a Senator and with that lofty position, the possibility to becoming the Emperor of the great and noble First Atlantean Empire. What they feared was placing an immortal in a position of power, a position that could be held on to indefinitely because of their immortality. Senators within the Senate, provided they were in the city of Atlantis were required to attend all gatherings of the Senate. In choosing to become a Lilan, an Atlantean gave up the ability to have any say so in the politics of their House and the Senate.

This is not to say that some of their peers didn't want a Lilan to become a Senator, in fact some Atlanteans of wealth and power even took the time to campaign to have Lilans elected into positions within the Senate, only to have the Lilan turn down their appointment due to the Senate's informal ban on Lilan Senators. This definitely did not engender a healthy relationship between the rank and file of Atlantean society and the Atlantean Lilans. If anything, it created a situation of mutual distrust.

Even with this situation of mutual distrust, Lilans did have their fingers in Imperial politics. The way they did this was through the use of trusted Senators and intermediaries within the Senate. In doing this, the Lilans protected themselves from reprisals from rival Houses and even rival Lilans. Just because one becomes a Lilan doesn't take away generations of societal conditioning.

Openly all Lilans had to side with the Cult of Lilith, when one of their own was in need, they had to be willing to attempt to assist them or face judgment by the rest of the members of the cult. But, that didn't mean that the old grudges and hatreds totally went away. In fact, being forced to ally with someone that a Lilan was told all their lives that the person was the enemy or rival to their House, only made the situation worsen. Behind the scenes those old hatreds often boiled over into behavior that led to Atlantean authorities being called in, and when that happened, the Cult of Lilith would be forced to intervene in order to deal with the Lilan or Lilans responsible for the situation.

THE LILANS AFTER ATLANTIS

When Great Atlantis sank into the sea, many of its Atlantean and Lilan population met their end with it. But there were more than a few Atlanteans and Lilans that were alive and well in other parts of the world that survived the end of the First Atlantean Empire.

For the Lilans that survived, none of them knew how to perform the Ritual of Rebirth; only Lilith herself knew that secret. It was more through trial and error that those Lilans figured out that they could bring others across into the Lilan Condition by draining them of their blood; their Life Force, to the point of death and then replacing a portion of that lost blood and Life Force with a small portion of their own. The irony of it all was that the Lilans learned this method from the Revenants of the ancient world. The effect was much the same as the Ritual of Rebirth, but with one very big difference. Instead of creating an equal, the Lilan that brought across a new Lilan always held power over their new offspring. All of these new Lilans lived in fear of the sun, for these Lilans and everyone that came after them, the sun was their assassin. It was their greatest bane.

The new Lilan had all of the abilities and power of their Father or Mother, but when it came to the decision making process and arguments with their parent, they would always feel compelled to heed their parent's words and whatever position one whatever subject or issue was in contention. Because of this new situation, the relationship among Lilans devolved and the former view of all Lilans as equals disappeared.

Without the Ritual of Rebirth, the Lilans that survived Atlantis created their own cults or bloodlines within their Houses. And through these bloodlines, the Lilans were eventually able to topple the Senate of the Second Atlantean Empire and recreate it into the Antiquarians Guild. Through the Antiquarians Guild, finally the Lilans had the upper hand. Finally the Lilans were the ones guiding the fate of the new Atlantean Houses that rose up from the fall of the old. But no matter how you cut it, no matter what is said and done, the Lilan condition is still even now guided by their fears.

NO CHOICE

Some Lilans were never given a choice in being brought across. These Lilans had some skill or talent that made them special, or needed by their House, and because of this they were given the Dark Gift. In the early to middle years of the Second Atlantean Empire, these gifted individuals may not have had a choice, but at least they were openly embraced by their new found Houses. Some of these new Lilans over the years even rose to positions of authority within their Houses and the Second Atlantean Empire through the Antiquarians Guild and the other assorted Imperial Orders. It took time, but they accepted their new lives.

The problem is in recent centuries, the stock Lilans within the Second Atlantean Empire has lessened to the point that almost anyone can be brought across. Some just to be muscle for a Lilan that needed someone to protect them. There are others that are seen as mistakes, by Lilans that took too much from their victims and didn't have the courage or heart to simply let them die.

It is these Lilans that have the hardest time dealing with their new found condition and abilities; they never wanted to live this life. They never wanted to be a member of the Atlantean Houses, if given a choice; they would have chosen death over this new life that has been thrust upon them.

Some, over time, have been able to make peace with what they have become and have gone on to try to remake their lives around this new and unwanted condition. Others have chosen to end their lives through sunlight or silver, believing that death is preferable to lives as monsters that feed upon the life's blood and Life Force of their victims.

And the worst part of the situation for these Lilans that were given no choice is that even among the Faux Blooded of the Atlantean Houses, they are scorned. These Lilans share no great common heritage with the Great Houses of the Second Atlantean Empire, and because of this, these Lilans are very much on their own when it comes to dealing with their Houses and the other Houses of the Imperium.

CODEx IMPERIALIS :

CODE OF THE EMPIRE

LEX RAMII - LAWS OF RAMIUS

I. The Children of Atlantis shall watch over mankind as if he were their own children. To neglect the needs of mankind is to sow the seeds of the destruction of the Atlantean People.

II. The survival of the Children of Atlantis is paramount; to slay thy brother or thy sister is to incur the justice of vendetta.

III. None shall mar the Sacred Glyph Stones; to destroy our history is to destroy our future.

IV. The Crimes of the Child are upon the heads of the parent.

V. All shall pay tribute to the Emperor and the Dark Lady; Lilith in honor of her wisdom that has become the salvation of the Children of Atlantis on the summer solstice of each passing year.

VI. A dead man shall not be buried or burned within the city.

VII. If an Atlantean is called to go to court, he is to go. If he doesn't go, a witness should be called. Only then should he be captured.

VIII. Putting to death of any man, whosoever he might be unconvicted; is forbidden.

IX. He who shall have roused up a public enemy or handed over a citizen to a public enemy must suffer capital punishment.

X. If an Atlantean dies intestate without heirs, the nearest male kinsman shall inherit. If there are no near male kinsmen; his clansmen shall inherit.

XI. Should an Atlantean woman be unable to conceive for her lawful husband, it is right for him to find another so that he may continue his bloodline.

XII. If an Atlantean goes mad; his nearest male kinsman shall have authority over his property.

XIII. The penalty shall be death for a Magistrate or arbiter legally appointed who has been found guilty of receiving a bribe for giving a decision.

XIV. Only a member of one of the Houses of the Imperium Ex Atlantia. Has the ability ascend to the throne of the Empire.

LEX DOMINICUS - LAWS OF DOMINIC

I. The existence of Atlanteans must remain forever hidden from the eyes of man.

II. The rule of the reigning Emperor shall not be questioned, his word is law.

III. The Princeps of a given dominion is answerable only to their Prefect, the Pro Consul, or the Emperor of the Imperium Ex Atlantia.

IV. It is the duty of a Princeps of a given dominion to destroy all those who prove to be enemies of the Imperium Ex Atlantia.

V. The Centurions are the Hand of the Emperor. To break the Emperor's law is to bring about thy own doom.

VI. The clergy of man is not to be trifled with, tampered with, or influenced in any way. For in angering them is the destruction of us all.

LEX ANDREAE - LAWS OF ANDREA

I. To become a House, the Founder of a Bloodline must petition the reigning Emperor for the right. To become a House not of the Imperium Ex Atlantia is to become a Renegade House and therefore an enemy of the Imperium Ex Atlantia.

II. The Founder of a House or Family's word shall be taken as law within that House or Family.

III. The Servitors of an Imperium Citizen shall always and forever be bound to their Dominus or Domina, the Crimes of the Dominus or Domina shall be the Crimes of their Servitors, and as such shall suffer whatever fate their Dominus or Domina has earned.

LEX PIAAE - LAWS OF PRIAM

I. The Praefectus Cohortis and Cohortes Urbanae shall be established by the Princeps of every city in the Imperium Ex Atlantia. As the Centurians are the will of the Emperor, the Praefectus Cohortis and Cohortes Urbanae shall be the will of each respective Princeps.

II. All children of the Five Houses are considered citizens of the Imperium Ex Atlantia.

III. All citizens of the Imperium Ex Atlantia have the right to meet with the Princeps of the respective dominion in which they dwell should they go through the proper channels.

IV. All Citizens have the right to single combat with another Citizen should no other possible recourse be apparent, also providing that the Princeps and Magistrate of the Dominion give their consent for the duel to occur.

PUNISHMENTS FOR BREAKING THE CODEx IMPERIALIS

For most minor infractions against the Codex Imperialis, the punishment is simply a loss of prestige and renown within one's House or the Second Atlantean Empire at large, which is made know to all within their Dominion of residence.

One can be stripped of any favors that are owed to them for a minor breach of the Codex. This to must be done in the presence of their peers for the punishment to have any lasting effecy on the Offender.

But for the most serious of breaches of the Codex Imperialis, they can have very serious penalties indeed. Here is a listing of the penalties from least to greatest in offenses;

The execution of the Offender's most valued Servitors in their presence and the presence of other influential members of the Dominion.

The stripping of the Offender's Territories within a Dominion, made known in the presence of other influential members of the Dominion.

The torture of the Offender in the presence of other influential members of the Dominion in which they reside.

The execution of the Offender's spouse and children in their presence and the presence of other influential members of the Dominion.

The execution of the Offender in the presence of other influential members of the Dominion.

Part of the reason why many of the punishments are done in the public venue is because it is an attempt by Atlantean society to show the gravity of breaking with long standing traditions and laws.



LEGIONS OF THE NIGHT

REVENANTS

The ancient world has spawned many legends of demonic spirits and monsters, but no one monster seems to be more enduring and seductive than that of the vampire. Its proper name to those in the know; is Revenant. Revenants have been around since the time of the First Atlantean Empire, these cursed creatures walk the earth preying on the life's blood of the living.

Some will ask, what is the difference between a Revenant and a Lilan? The difference is a Lilan is still very much alive; Lilans have the ability to bear mortal children. The Ritual that original created the first Lilans was from what I understand based in part off on the curse that creates Revenants. Revenants on the other hand are very much the undead, when one of these creatures kills a man, woman, or child through draining their blood; that victim will rise up the following evening as a Revenant. From what I understand, most Revenants will go out of their way to destroy the bodies of their victims in order to prevent them from rising the following evening as a Revenant them selves.

Modern history tends to portray the Revenant as a seductive and elegant creature that walks the cities of man, feeding on those they please. Part of this is true; Revenants do walk the cities of man preying on those they choose to feed upon. But one must understand that Revenants tend to be very pale, corpse-like in their appearance. For those that know what to look for, a Revenant in a crowded room is not hard to find.

As the legends state, Revenants do have quite an array of supernatural powers. They are inhumanly strong, they have the ability to climb or walk on walls with the bare hands and feet, and they most certainly have the ability to fly. From reports, Revenants do have the ability to turn them selves into mist when they feel they are in grave physical danger, and when confronted in physical combat, these creatures can take unbelievable amounts of physical damage before being destroyed or fleeing.



The first recorded Revenant during the time of the First Atlantean Empire was a Revenant named Menchor the Nightbringer; also known as the Demon Pharaoh. For more on Menchor, read on my description of the Revenant Houses. In the current era, the first recorded Revenant appeared just after the death of Jesus Christ. From reports of the Romans of the time, the Revenant was none other than Judas Iscariot. It is said that for his betrayal of Jesus Christ in his final days, Judas was cursed by those that loved Christ to walk the earth for all eternity as one of the damned; to know a thirst that could never quenched, and to never die. So far there has been no mention of a Revenant House attributed to Judas Iscariot, so I will move on.

In the final days of Vlad the Impaler, also known as Vlad Tepes, some say that for his crimes against the people of Romania, that he was cursed to become one of the damned. I have heard stories of a man bearing a strikingly similar appearance to that of Vlad Tepes walking the earth, and this thought chills me to the bone. The Atlantean House of Dracul is bad enough without having an undead counterpart out there in the world. So far, I have heard very little to lead me to believe that there is a Revenant House of Dracula, so I will move on.

Many believe that Erzebet Bathory; the Blood Countess of Hungary, was a Revenant. I will finally end that debate here and now by stating I know for a fact that Erzebet Bathory is a Lilan of House Draconis, and from what I understand, she and her Family have been disowned by House Draconis these days due to some scandal that occurred in and around 1898.

After much research, the terrifying thing about Revenants is that there is still a Ritual out there that is known by a select few Sorcerers that has the ability to place the Curse of the Revenant on a person. Also from my research, this curse is one of the most vile and despicable of all curses known to exist in the modern world; therefore the likelihood of anyone being insane enough to enact it is relatively low. To date, all of the Revenants that I have spoke to (yes, I have had lengthy conversations with a handful of them), have told me that the only way they know of to become a Revenant is to die from blood loss due to a Revenant feeding.

THRALLS

My Gods! There are more you say? Oh yes, Revenants are not the only blood drinkers out there. Let me be clear in this, Revenants and Thralls are intimately tied to one another. Thralls come about only when a Revenant feeds a human a portion of their blood.



From what I understand, humans when fed the blood of a Revenant do not turn into a Revenant themselves. What occurs is the human's body takes on some of the characteristics of the Revenants curse, unfortunately the newly created Thrall is neither totally Revenant nor totally human. They are in a quasi state of undeath that halts their physical appearance from aging, while their body on the inside ages much more slowly due to the Revenant curse. Thralls are very much mortal, hard to kill yes, but they are killable. I do know this; Thralls seem to have more in common with Lilans than they do with the Revenants that created them...in the way of supernatural abilities.

Thralls are totally subservient to the Revenant that created them, much like a Revenant or a Lilan is to the Revenant or Lilan that brought them across. All Thralls feel the need to feed on the blood of the living, much as the Revenants that created them. In a way, Thralls have it much worse than Revenants because their bodies seem to crave fresh blood in far greater quantities than a Revenant. They are truly at the mercy of their hunger, their need to feed.

Unlike Revenants, a Thrall can not create another Thrall by giving a portion of its blood to a human. Thankfully there can only be as many Thralls in a city or town as there are Revenants that are willing to create them.

Thralls have a truly bad lot in life; their only reason for existence is to act as servants for their Revenant Masters. From my discussions with several Revenants, one of the primary reasons for the creation of Thralls has been as a go between in order to make dealings with the mortal world easier for them. From what I was told, it is far easier to send a Thrall to the police in the evening to report a crime that may have been perpetrated against the Revenant Master than it is to risk their discovery by the mortals. Thralls look like normal people, maybe a bit paler than normal, but they can least can pass as a living person. Revenants on the other hand can not. But, due to their quasi-undead condition, Thralls can only go out at night just as they Revenant Masters, and from what I understand; Thralls tend to take more damage from sunlight for some unknown reason.

But I digress, the number one reason that I was given for the creation of Thralls was to make it easier for the Revenant to find appropriate hunting grounds for themselves and the rest of their household.

I won't kid you; most of the Revenants that I have spoken with treated their Thralls as if they were a piece of property.

I won't say that we Atlanteans don't do that ourselves when it comes to our Servitor Families, but in the case of Revenants, the Thrall might as well be a slave with a collar around its neck. Thralls live in a perpetual state of fear (of sunlight and their Revenant Master), they are very much living at the whim of the Revenant that created them. Most tend to believe that they are doomed to forever live in their half-life as quasi-undead servant to their Revenant Master. Most are hoping and praying for the day to come that they either die from old age or the night comes that their Revenant Master decided to fully bring them across into the state of undeath.

Lastly, most Revenants tend to pick prospective candidates for Thralldom based on how pleasing to the eye that they are. I know it is sad, picked to be eye candy as they say. But it is true, so far all of the Revenants that I have spoken to openly admitted that they would never make a Thrall out of someone that they deemed as ugly. One last thing that I have heard, but am not sure if it is really true, is if a Thrall's Revenant Master is killed, then after a year and a day, that Thrall will become fully human again. I hope this one is true...

DHAMPIR

There are more? Sadly, yes there are. From what I understand, Dhampir tend to be fairly rare. What are they? The Dhampir are the quasi-undead children of the union of a Revenant man and a mortal woman. Yes I know... the thought is disturbing, and more than slightly repulsive. But I can say that there are Dhampir in the world, because I have actually met one.

The Dhampir tend to be very pale in complexion, but unlike their Revenant parents they can go out in the light of day. Julian, the one that I spoke to, told me that he was most definitely stronger than a normal person, and that he recovered from injuries much faster than a normal human being. He told me that he could see in darkness easily, and that he seemed to be immune to the damaging effects of Garlic and Silver. When he mentioned these last two, I paused for quite a while. The thought of a creature with all of the strength and regenerative powers of a Revenant and none of its flaws scared the hell out of me. But Julian went on to tell me that he did feel the need to feed on blood, human or otherwise. He told me that the hunger was horrifying to him, and that he would go out of his way to avoid feeding until he absolutely had to feed. And even then, he would only take enough to drive away the hunger, but not enough to kill.

Julian's father, Marcus, told me that Dhampirs were no common at all, and that most Revenants did not want to deal with the hassle of having a mortal child. He did tell me that Dhampirs tend to live longer than the normal human, but would not go into any details past that.

Needless to say, the Dhampir, if they willingly helped their Revenant parents would be an incredible threat to Atlanteans and Lilans alike.

REVENANT SOCIETY

Revenants are highly competitive when it comes to areas that they have claimed as their hunting grounds. Generally speaking, because of their competitive natures, only one House of Revenants can operate in a given area at any one time. To attempt to do otherwise can and has brought the competing Revenant Houses into all out conflict with one another.

Some Occultists have theorized that the reason that the Revenant populations of the world have consistently remained low is because once a House of Revenants grows to a certain size (it is believed that size is more than 20 Revenants), the Revenant House as a whole begins to splinter into multiple sub-groups that will in turn then begin growing out their numbers until conflict occurs between the splinter groups.

Once conflict occurs, some of the Revenant Houses begin leaving the area that they claimed, going out in search of greener pastures and new hunting grounds in another city to claim for them selves. Those Revenant Houses that chose to remain in the original city; begin to make war upon their neighboring Revenant Houses until only one dominant Revenant House is left in the city again.

This process has occurred over a thousand times in countless cities across the globe. It is the nature of Revenants to only work well in small isolated groups and to cull their own populations.

CHILDREN OF THE BLACK SUN

The Children of the Black Sun are a Revenant House that makes its home in the city of Cairo in Egypt. It is believed that the original founder of this ancient bloodline of Revenants was the Demon Pharaoh; Menchor the Nightbringer.

As the legend goes, Menchor appeared in Egypt in and around the year 6,500 BC, with an army of well over 100,000 men. He supposedly conquered Egypt and installed himself as its Pharaoh; it's God-King. During the reign of Demon Pharaoh, thousands were sacrificed to the Menchor to feed his unholy hunger, and a black pyramid and city was built in the sands beneath the Egyptian deserts. Eventually like all tyrants, Menchor was overthrown; it is believed by the Atlanteans, and all of his monuments were destroyed. At least that is what the Children of the Black Sun believe.

Because of the Atlanteans involvement with the overthrow of the Demon Pharaoh and his forced imprisonment in a long forgotten tomb, the Children of the Black Sun hold a special hatred in their hearts for the survivors of Lost Atlantis. To this day, the Atlanteans have never been able to maintain a presence in Cairo, much less Egypt because of the attacks and disappearances of their people.

The current head of the Children of the Black Sun is a Revenant by the name of Samir. It is believed that Samir is the oldest of the current membership of the Revenant House.

HOUSE OF DEVEAUX

This Revenant House makes its home in the city of New Orleans. The Pregenitor of the House of Deveau is a Revenant woman by the name of Angelique Deveau.

The House of Deveau was founded in 1810 when Angelique Deveau settled in New Orleans. From the moment that she arrived in the city, Angelique had problems with the local Atlantean Lilans of the city. Given the similar natures of both Lilans and Revenants, both Angelique and her Lilan counterparts were competing for feeding grounds in the city. As the years went by, the Atlanteans quietly took control of the human leaders of New Orleans, which in turn would pass laws and ordinances that made it more and more difficult for Angelique and her House of Revenant children and Thralls to feed within the city limits.

Eventually this cold war between the Atlanteans and the Revenants under Angelique exploded into violence between the two groups. For five years the First Citizen; Harrison Graves of House Ramius and Angelique waged a war against each other from the shadows of New Orleans. Both groups intended to force the other out of the city.

Finally in 1820, the war ended in a truce between the Imperium population of New Orleans and the Revenants of the House of Deveaux. The French Quarter was permanently gifted to the House of Deveaux, in return for having an entire quarter of the city to them selves; the House of Deveaux agreed to stay out of Atlantean politics and to end the shadow war that began in 1815. Angelique agreed to the truce knowing full well that there was no real way for the Atlantean to enforce the conditions of the truce.

Since 1820, the House of Deveaux has largely kept to itself; only crossing the line when it feels that its opponents within the Atlantean community have them selves.

As of 2008, the Revenant population of New Orleans has gorwn to dangerously high levels and it is only a matter of time before the House of Deveaux once again starts pushing for the permanent removal of the Atlantean population, or at the very least, the forced enslavement of the Atlanteans by turning the survivors into Thralls of the Revenant House.

HOUSE OF MONTIGUE

The founder of the Revenant House is an ancient Revenant by the name of Roland Montigue. The House of Montigue came into existence when Roland began bringing humans across in the Whitechapel District of London in England, in 1860. By the 1870s, the House of Montigue had grown in strength and numbers, with an assortment of over 30 Revenants and Thralls spread out all across London.

In 1888, the House of Montigue nearly came to a bloody and violent conclusion when the Order of Saint Lazarus sent in a crew of its Slayers to deal with Jonas Donovan, a failed doctor and member of the House of Montigue. Jonas Donovan was better known as the prostitute murderer, “Jack the Ripper”.

When the Slayers entered the city it was a maddening race to determine who would get to Jonas first, the Slayers of the Roman Catholic Church or the rest of the members of the House of Montigue. In the end, the prostitute murders ended, but not before half of the members of the House of Montigue met their end at the edge of a Slayers sword.

From 1888 to 1895, the Slayers remained in London in an attempt to finish off the remaining members of Roland’s House. Being the forward thinker, in 1892, Roland Montigue sent his two “daughters”; Georgina and Katherine, along with their “brother”; Marcus to Boston in the Americas in an attempt to ensure the continuance of his House.

Upon arriving in New England, Marcus and his sisters began creating new Thralls to assist them in securing adequate hunting grounds in the Boston area. But there was on big problem, the Lilans of the Atlantean Houses of Lionnes and Ramius had already secured much of the area for them selves.

Because of the dark history of Lilans and Revenants, the Boston area was thrown into chaos as the Lilans of the Atlantean Houses rallied the support of their mortal kinsman in an attempt to uproot and destroy the Revenants that had invaded their city

From 1900 to 1936, the Imperial Houses of the Second Atlantean Empire waged a shadow war against the Revenants of the House of Montigue. Because of the sheer amount of sway that the Atlanteans had within human society, the Revenants were forced to take their activities underground and from 1936 until 1977 the Revenants of the House of Montigue disappeared from public view in Boston.

In 1977, Marcus chose to relinquish the reins of power to Georgina and Katherine. With the two sisters in control of the New England branch of the House, the House of Montigue once again became a power within the Boston Metro Area. Unlike in the early 1900s, Boston was now one of the largest cities in North America with a thriving underground club scene. With the underground clubs to cloak their activities, the House of Montigue, under the leadership of Georgina and Katherine was able to rebuild the numbers that it lost during the previous 30 years of conflict with the Atlantean Houses.

Rather than risk discovery in Boston proper, Georgina and Katherine relocated them selves, their children and their Thralls to city of Arkham in the northern suburbs of Boston. During their time in the seclusion of Arkham, the House of Montigue was able to gain a foothold in the community which allowed it to consolidate the House’s power base.

When the 1990s finally arrived, that ushered in the appearance of the gothic sub-culture at the underground clubs. With the appearance of literally hundreds of young people dressed in dark to black clothing and faces made up to appear like the vampires of legend, it became very difficult for the Atlanteans, much less the Slayers of the Holy Order of Saint Lazarus to find the reclusive Revenants. These clubs became the perfect place for Revenants and their Thralls to use as their new hunting grounds.

But all good things eventually come to an end, and in Arkham the explosion was epic. The First Citizen of the Dominion at the time; Victor Trulaine declared all out war on the Revenants once they were discovered. Georgina and Katherine attempted to send a representative to the First Citizen in an attempt to negotiate a peaceful co-existence truce like the one that was agreed upon in New Orleans, but in response they were sent a video tape with their Thrall being tortured to death by Victor.

Seeing the sheer brutality that this First Citizen was capable of, Georgina and Katherine immediately went into hiding in Boston proper. Their children and Thralls scattered throughout the Boston area in an attempt to deny the Atlanteans of House Draconis, of Arkham, a target. Eventually the Atlanteans under Victor Trulaine became too busy dealing with an uprising by the other Atlantean Houses of Arkham to worry them selves with continuing the extermination of the Revenants of the House of Montigue.

Georgina and Katherine are currently staying with their brother Marcus, at his west side estate. Both Georgina and Katherine would very much like to go back to Arkham to reclaim their lost sanctuaries, but for the moment they are content to let the Atlanteans fight among them selves, at least long enough to allow for a new First Citizen to come to power. When that happens they plan to send another representation to Arkham to arrange a meeting to negotiate terms of co-existence.

In regards to Boston, one of the unfortunate side effects of all these new hunting grounds has been the appearance of the youths of Atlantean society, and through them, their Lilan grandparents. For the moment, the Atlanteans haven't discovered the Revenants of the House of Montigue, but should they be discovered in Boston, then war will likely follow.

NEPHILIM; CHILDREN OF THE GODS

The Nephilim were the First Atlantean Empires' attempt at creating a super soldier; one that could continue fighting even in the harshest of battlefield conditions. In creating the Nephilim, the Atlanteans created a soldier that could never easily turn on its masters, or disobey a command that they were given. Using their advanced sciences, the Atlanteans blended Atlantean and Human genetics to create a soldier that was resistant to illness and disease. Using their knowledge of sorcery that Atlanteans made the Nephilim resistant to the debilitating effects of age; in effect making all of the Nephilim immortal.

Fearing that their creations could become more powerful than their masters; the Atlanteans made all of the Nephilim barren. The way the scientists and sorcerers saw it, if they denied their creations the ability to breed they could limit the number of Nephilim to only those that they chose to create. From the eyes of a modern day scientist, Nephilim would be considered variant clones. But the difference was these clones were not all alike, each one was "born" with features totally unique to only itself. These soldiers were created with weak psychic potential, implanted with the directive to never disobey the commands of their Atlantean masters. The Nephilim were trained in the arts of war, to kill the enemies of the First Atlantean Empire without mercy or regret.

It would be when the First Atlantean Empire and the Lemurian Empire went to war against each other over who would dominate the prehistoric world that the Nephilim were deployed to those prehistoric battlefields. Where the Lemurians were powerful psychics with horrifyingly destructive psychic talents, the Nephilim were resistant to psychic powers. This made the Nephilim the perfect counter to the Lemurians.

The Nephilim killed the human pawns of the Lemurians in the thousands, and slew their Lemurian masters with just as great proficiency. Without fear or mercy the Nephilim trod upon those prehistoric battlefields in formations and in their suits of Titan armor. And then one day, the war was over.

No one knows why the Lemurians ended their war against the First Atlantean Empire, but a thousand years later it was a moot point because the island nation of Lemuria in the Pacific Ocean suffered a terrible cataclysm that destroyed it and its people. Of course there were tales of Lemurian survivors that continued on in the mainland of Asia, but those of course were but tales with no real proof to substantiate them.

With the Atlantean-Lemurian Wars over, the few remaining Nephilim were left to their own ends. Some choose to continue fighting in the wars that the First Atlantean Empire was constantly waging to increase the lands that it controlled in the prehistoric world. Fighting side by side with the human warrior-slaves that the Atlanteans controlled through their myriad conquests in the Mediterranean and even in what is now known as the Americas.

But eventually the Atlanteans' need for the Nephilim finally faded away and the Nephilim became the stuff of legends. As legends, the Nephilim were finally left to their own ends; there were no more wars left for them to fight. No Atlantean Lords to command them in the heat of battlefield, and no battlefields left for them to tread upon like the children of the gods they once were.

The Nephilim were alone; unable to have children of their own to continue on their names, but being immortal and impotent made that wish an impossible dream anyways. Some chose to find human warlords to continue on in their original occupations as soldiers. Others, with much time on their hands finally had to start considering all of the death and carnage that they had caused during their millennial wars with the Lemurians, and their conquests of the lands of early mankind.

Many of the Nephilim, after years of contemplation of their misdeeds, choose to dedicate their lives to the task of atoning for all of the crimes against humanity that they had committed during their millennia of service to the First Atlantean Empire.

Some Nephilim chose to turn their efforts towards bringing faith to the lands of mankind, in an attempt to right the wrongs of their lives. Many of the legends of Angels appearing to biblical men and women can be attributed to those Nephilim that had dedicated their lives to bringing faith of man.

Even in their self-imposed acts of penance, the Nephilim could never truly turn their backs on their warlike natures. When ancient mankind became so evil and so depraved that they mirrored the atrocities of the First Atlantean Empire, those Nephilim that were close enough would descend upon those places of vice and villainy to wipe out any and all traces of the evil that stained them.

Eventually the Nephilim faded into history, becoming legends. A great many of the Nephilim after thousands of years of activity went into long torpors to sleep away the ages until each one of them would once again rise to continue looking for that one reason why to exist.

Now the Nephilim are finally coming out of their long torpors, and it is time for them to choose their paths again.

OF GODS AND MONSTERS

Lilith brought us a mighty gift once. She gave us not only the promise of immortality, but of sorcery and a power I often wonder if we were ever truly entitled to.

I've not had occasion to speak with her of this, and I never will, but I had wanted to ask her if she taught the human Marduk the secret of sorcery because she did not revel in what we had done with her enlightened gift. Even sorcerers of today that are not of Atlantean origin could trace the lineage of their arcane craft all the way back to Marduk, and inevitably Lilith; that is of course if they had records enough to trace the line of knowledge that far back.

What I do know of Sorcerers and the art itself is second hand and I scarcely know of its accuracy. Sorcerers are a very protective ilk of people, Atlantean or not and the only focus of their protection that warrants greater passion than the actual art of sorcery itself is the other members of their own covens. A lesson in loyalty I imagine both Atlantean and humans of our age could greatly benefit from.

I do know of a group of Liches that is reputed to be made up of figures from our past and human history. Marduk, Hecate, Merlin, Morganne LaFey and others I've not been able to confirm by word of mouth through other Sorcerers or texts I have unearthed. They were supposedly gathered and hand picked by Marduk to lay in wait and grow in power, ever-watching and being mindful of the human condition and Atlantean power. They were to wait for some kind of heavenly alignment, when the stars would be right to herald the return of the Old Ones. If this is true, I wonder if they are myth and rumor or if they have more substance than the ephemeral.

In the face of darkness I can only hope they are as real as the secretive nature of their craft.

The actual process of becoming a Lich is something I know little about but I do know that we were never deigned to know it. Lilith gave that particular gift only to Marduk and his successors, and in time the Atlanteans of House Draconis were eventually able to steal that ritual from humanity, most likely through torture, because it gave them far greater power and fewer limitations than becoming a Lilan ever did.

I have on occasion met a handful of Liches and allow me to be blunt; their very existence disturbs me to no end. At face value, the Lich is an immortal creature of a somewhat darkened demeanor. The average Atlantean would believe them to be nothing more than Lilans...but they are far more shadows and secretive than we or our Lilans ever will be.

I have always wondered how the other Atlantean Houses would react to the knowledge that there are far greater numbers of these immortal creatures within Houses Draconis and Dracul than one would expect. We Lilans have already begun to notice the differences between our kind and Liches, but it perplexes me why no one is ever willing to speak of it?

THE PSYCHIC CONNECTION

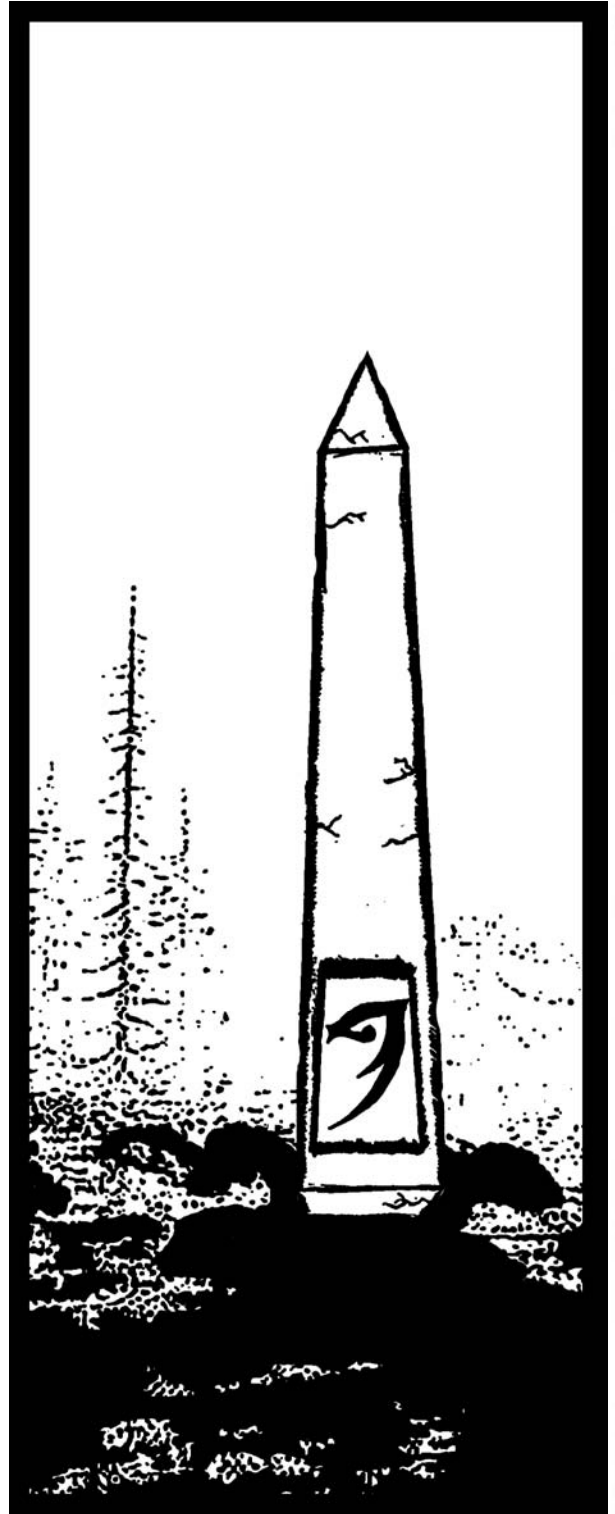
Many years ago, when I realized that my writing might actually fall into the hands of my enemies and rivals, I relocated myself and Castle Fitzhugh here to my current homeland of Peru. I believe this decision was divinely inspired, for it has given me a chance to collect and record my thoughts in these many volumes of my great library.

Finally I come to my last topic of this particular text; and with great thought and care we share discuss Psychics.

The great irony is that I have little to say in the way of the abilities of Psychics, but instead more in their appearance itself. I find it ironic because I don't find them striking or unusual; we True Blooded Atlanteans have had the psychic talents of Mesmerism and Telepathy since long before I was born, but because there are almost as many human psychics in the world now as there are True Blooded Atlanteans.

As the number of human Psychics rise and the True Blooded Atlantean numbers bend to the wayside, it seems to me that there are more psychically gifted humans born every year. Though it would be quite impossible to go out and count them like livestock, their presence is easier to account for. For every True Blooded Atlantean that passes from this world, more Faux Blooded Atlanteans that have human Psychic Talents and humans themselves with the gifts are born. I find it unsettling; but expected.

We Atlanteans are old souls, some far older than others. I can not help but imagine that humanity is slowly but surely taking our place as stewards of this world, though my mind does play child's games with the idea that the old souls of Atlanteans past are rekindled in the hearts of humanity. It would bring a smile to this old man's face to believe that we are finally giving them something in return for the ages of conquest and bloodshed that we have wrought upon them.



Regardless of the details, we are all human. We have been becoming human for a long time now...we were them once upon a time.

THE HOUSES OF THE IMPERIUM

In the World of Dark Aeons: The Atlantean Chronicles, it is the Houses of the Second Atlantean Empire; the Imperium Ex Atlantia, that rule from behind the scenes.

A House is both a both an alliance of families that are linked by blood, and a political structure through which all of the families within the Houses are able to influence the world, through their control of the Imperium Ex Atlantia.

Below are the descriptions for the Five Houses of the Second Atlantean Empire. Each House has specific Advantages and Disadvantages that set each apart from the others. Please remember, in the World of Dark Aeons, those born into the Houses have very little say in what they will do with their lives. As the Children of Atlantis, the Princes of the Five Houses see it as the duty of every family within their Houses to uphold the customs, laws and traditions that have been in place for last 1,900 years. So for the average Atlantean, True Blooded or Faux Blooded, they see it as their duty to make their Houses strong. Weakness in the Atlantean mindset is anathema.

Just as the average House member is told how things are done, they are not told what path they are to take, only that whatever path they do choose strengthens their House as a whole and does not bring their Families and Houses into disrepute.



HOUSE RAMIUS



"AUDENTES FORTUNA IUUVAT" TRANSLATED "FORTUNE FAVORS THE BOLD"

-PLINY THE ELDER

House Ramius was first of the Houses of the Second Atlantean Empire; Imperium Ex Atlantia. Through the leadership of Lord Ramius, the Atlanteans of Italia once again became a dominant player in the politics of the human world and of the Atlanteans themselves.

When Lost Atlantis sank beneath the waves, many of its children that had survived its death; were stranded among the human populations that they had once dominated. The problem of it all was the wonders of Atlantis died with it, and those Atlanteans that were stranded in their respective parts of the world were now at the mercy of the human populations that they had once dominated. When word of the fate of Atlantis made it out to the rest of the world, the world at large began destroying all monuments and records that Atlantis had ever existed. In the minds of the people of the Ancient World, it destroy the memory of a people was to destroy its people, making it as if the Atlanteans had never existed.

Out of a population that had numbered in the hundreds of thousands, all that was left of the Children of Atlantis was maybe 100 thousand left in the world. All of the survivors could see the writing on the wall; the way of life that they had once known as masters of the world was over. It was time to think real, it was time to blend in with the human stock and tend to their wounds.

So it was decided when Lord Ramius began organizing the Second Atlantean Empire, that the Children of Atlantis would rule behind the scenes this time around. The Children of Atlantis that had long scorned and persecuted the Children of Lilith now turned to her Lilan children to help them survive the dark years to come. To this day, no one is quite certain what became of Lilith herself when Atlantis sank into the sea. But her children live on through the dark magic that she taught them.

In Italia, Lord Ramius and his followers had long since integrated with the human stock of the land. So going to ground, was not at all difficult because Lord Ramius had never been seen as a tyrant, even when he did rule openly. Lord Ramius; towards to end of Atlantis' time in the world knew a terrible fate awaited them, and knowing that he chose to become one of the Children of Lilith, if only so that he and his bloodline could survive the Atlantis' fall from grace.

Through dealings with Lord Draco of Dacia, Lord Ramius was able to lay the ground work for the Second Atlantean Empire. With the help of Lord Draco, the Imperium Ex Atlantis was able to subvert the Roman Republic and the later, Roman Empire to fulfill the needs of the Atlanteans. Through threat of annihilation through the Roman Legions, Lord Ramius and Lord Draco were about to convince Lord Priam of Greece that it was in his peoples' best interests that they joined the Second Atlantean Empire.

Using the Roman Legions as a continued show of force, Lord Ramius was able convince of Atlanteans of Germania and Gaul that it was to their advantage to join the Imperium Ex Atlantia. It took years of conquest, but the Germanic and Gaelic Atlanteans did finally join the Imperium.

Even at the far reaches of the Roman Empire, on the Emerald Isle of Ireland, the Roman Legions continued to press more of the lost Children of Atlantis into this Second Atlantean Empire. In Ireland Atlantean Centurions found the Atlanteans of Clan McCullen. It took a Roman siege of Ireland, which ended before it had been truly completed, to convince Clan McCullen that it was in their best interests to join Lord Ramius as the fifth House of the Imperium Ex Atlantia as of 200 Common Era.

All throughout this period of expansion, House Ramius had its own problem back in Italia. In 185 Common Era, a new House had formed in Italia; House Scavario. From the very start, all within House Ramius knew this competition for power in Italia could only end badly. Offers were made to the Atlanteans of House Scavario to simply join House Ramius and unite Italia, but the leaders of House Scavario well remembered Lord Ramius' campaign years earlier to unite Italia under his banner, they remembered all of the Atlantean deaths that stained the hands of Lord Ramius and his House. There was chance at a civil ending to this situation.

By 192 Common Era, House Scavario was already pressing Emperor Ramius through the Atlantean Senate to continue expanding the reach of the Second Atlantean Empire.

In 235 Common Era, the situation in Italia finally exploded. Atlanteans under the leadership of Theodocious Scavario of House Scavario have gained enough influence within the Atlantean Senate to split the Second Atlantean Empire. For a period of 6 months, the Imperium Ex Atlantia has two Emperors; Emperor Theodocious Scavario ruling in the city of Ravenna in Northern Italia, and Emperor Ramius ruling from Rome. After 6 months of civil war, Theodocious Scavario and all of House Scavario are killed when Centurions loyal to Emperor Ramius are able to take the city.

From 236 Common Era to 1165 Common Era; Emperor Ramius and House Ramius as a whole dominate the Second Atlantean Empire. But, in 1165, Emperor Ramius disappears. Even today, we are still wondering what happened to Lord Ramius. There are rumors going around that Lord Ramius left because he was disgusted with what his Empire had become. There are even rumors that someone bearing the likeness of Lord Ramius was seen in Rome only a few years ago.

Needless to say, House Ramius has always been at the forefront to leading the Imperium Ex Atlantia and the Children of Atlantis. Without the strong leadership of Lord Ramius, the Houses' sway within the Empire has been waning. The House of Lords that rules and guides House Ramius is not the same as having Lord Ramius at the helm.

Structure wise, House Ramius is governed by its House of Lords at its highest level. All of these Lords can trace their lineage directly back to the heads of the first families that joined together under the leadership of Ramius himself.

Even now House Ramius still holds great power within the Empire. One of its own; Darius Claudius Stromwell holds the position of Pro Consul of the Imperium.

Most if not all of House Ramius tend to cling to the old ways, as such the members of most of its Families tend to be anachronistic. Because of its wealthy heritage, the Families of House Ramius tend not to have problems when it comes to issues concerning money. It should be noted that not all Families have representation at its House of Lords. Because of this situation, many of the Families are constantly working at cross purposes in an attempt to gain favor by those Lords in the hopes of one day one of their own being elevated to the position of Lord or Lady.

House Ramius has only two notable rivals within the Imperium. They are House Thalus and Draconis. In the future there will come a day when peaceful negotiation will no longer be an option in dealing with these two Houses. But who will strike the first blow ?

CREATING NEW FAMILIES

For Actors that wish to create their own Families within House Ramius, these are the default Advantages and Disadvantages that the Personas must take

ADVANTAGES: 1 Rank of Wealth, 1 Rank of Human Sway, +1 Rank to Attribute, Skill, or Advantage

DISADVANTAGES: Anachronism

SEAT OF POWER

ROME, ITALY

THE FAMILIES OF HOUSE RAMIUS

BISHOP FAMILY

ADVANTAGES: 1 to Appearance, +1 Rank in Persuasion Skill, 1 Rank of Wealth

DISADVANTAGES: Anachronism

The Bishop Family was founded by Miranda Bishop, the First Citizen of New York. This family has a remarkable amount of power, especially when considering that to date none of the Bishop family are members of the Antiquarians Guild. Members of this family pride themselves on their appearances and their ability to settle diplomatic affairs with but a few well placed words to all parties. Sadly the Bishop family only can claim but a handful of their number as True Bloods.

DESALLO FAMILY

ADVANTAGES: 1 Rank in Persuasion Skill, Servitor, 1 Rank of Wealth

DISADVANTAGES: Anachronism

The DeSallo Family was founded by Julian DeSallo, the Duke of Northern Ireland. This family originally made its home in Italy, but was forced to relocate when its founder was given the Duchy of Northern Ireland; one of the more violent Duchies in the Second Atlantean Empire. Most of the members of this family reside in Belfast, but some have taken the opportunity to move to the Americas in an attempt to leave the violence behind.

CARRACCI FAMILY

ADVANTAGES: 1 Rank in Subterfuge, Servitor, 1 Rank of Wealth, Renegade Spy

DISADVANTAGES: Anachronism, Life Force Restriction (if Lilan): Only those of Italian descent

The Carracci Family was founded by Marco Carracci, the First Citizen of Palermo in Sicily. Like the Giuliano Family, the Carracci Family has been feeding House Romulus information about House Ramius for centuries. Unlike the Giuliano, the Carracci Family has been playing both sides against each other in an attempt to maximum its status within House Ramius and to increase its profits globally. This family even has a seat on *Istituto per le Opere di Religione* also known as the Vatican Bank, but most of its business goes through the Carracci Investment Group that is based in New York City. With that in mind, the Carracci Family has a sizeable branch of its family that lives in New York to handle its investments and operations there.

GRAVES FAMILY

ADVANTAGES: 2 Ranks in Persuasion Skill, 1 Rank of Wealth

DISADVANTAGES: Anachronism

The Graves Family was founded by Lord Harrison Graves, the First Citizen of New Orleans and Lord of the Court of Roses. Through the teachings of its founder, this family has constantly strived to bring civility and honor back to the Second Atlantean Empire, but most that deal with these Atlanteans believe them to be hopeless idealists at best and suicidally naïve at worst.

GIULIANO FAMILY

ADVANTAGES: 1 Rank in Subterfuge Skill, 1 Rank of Wealth, Renegade Spy, Sway: Atlantean Society

DISADVANTAGES: Anachronism, Life Force Restriction (if Lilan): Only those of Italian descent

The Giuliano Family was founded by Franisco Giuliano, the First Citizen of Syracuse in Sicily. Long ago this family joined with House Ramius, but what no one in House Ramius has ever realized is that the Giuliano Family is actually allied with the Renegade Houses. The elders of this family have made a habit of making sure that their masters within House Romulus know as much about the goings on of House Ramius as possible.

KAMEIR FAMILY

ADVANTAGES: +1 to Intellect, +1 Rank in Persuasion Skill, 1 Rank of Wealth

DISADVANTAGES: Anachronism

The Kameir Family was founded by Claudette Kameir, a member of the Antiquarians Guild. This family is originally from the city of Monaco in France, just across the French-Italian border. Of the families of House Ramius; the Kameir Family is one of the smallest families in the House. This family originally came to prominence when it's current Matriarch; Julia brokered an alliance between the Bishop family of House Ramius and the Drakul family of House Dracul, in regards to the marriage of Eva Drakul to Marcus Bishop. In the end Eva murdered her husband and returned to House Dracul with her son, but at the time the alliance was seen as an inspirational show of unity between two Houses of the Imperium.

PRESCOTT FAMILY

ADVANTAGES: 1 Rank in Persuasion Skill, Servitor, 1 Rank of Wealth

DISADVANTAGES: Anachronism

The Prescott Family was founded by Lady Kristina Prescott, a member of the Antiquarians Guild and a Lady in the Court of Roses. Lady Kristina's family has always been seen as decadent and backwards in regards to modern society. The members of this family tend to dress in fashions that went out of style during the 1920s, and have a habit of ignoring the wants and needs of their cousins in the other families of House Ramius in favor of insuring their own security and continued luxury. Only recently have the younger members of this family started stepping into the modern age through their use of computers; but this bold step backfired on them when a DVD started circulating around the Atlantean social circles of Boston which had one of its daughters apparently acting to her hearts content in a hardcore pornographic video. Needless to say this has become a major scandal and the Prescotts in Boston have been actively searching for the person or persons that were responsible for airing this bit of their dirty laundry. The daughter in question was subsequently sent to sexaholics anonymous clinic in an attempt to help her through "addiction".

SERRENTUS FAMILY

ADVANTAGES: 1 Rank in Persuasion Skill, 1 Rank of Wealth, 1 Rank of House Prestige

DISADVANTAGES: Anachronism, Life Force Restriction (if Lilan): Only those of Italian descent

The Serrentus Family was founded by Claudius Lucinius Serrentus, the Prefect of North America. Claudius is also the current Prince and patriarch of House Ramius in the Antiquarians Guild. Wherever members of this family tend to make their homes; the members of this Atlantean family tend to dominate the politic environment around them. Out of all of the Atlantean Families of House Ramius, this family has the most True Blooded members out of any of them.

STROMWELL FAMILY

ADVANTAGES: 1 Rank in Persuasion Skill, 1 Rank of Wealth, 1 Rank of House Prestige

DISADVANTAGES: Anachronism, Life Force Restriction (if Lilan): Only those of Italian descent

The Stromwell Family was founded by Darius Claudius Stromwell, the son of Claudius Lucinius Serrentus. The Stromwell Family has members across the United States, but it makes its home in Philadelphia. This family has a habit of strongarming its politic enemies and rivals through its connections to the Antiquarians Guild and the Atlantean Emperor.

HOUSE DRACONIS



"HE HAS ALL THE VIRTUES I DISLIKE, AND NONE OF THE VICES I ADMIRE."

- WINSTON CHURCHILL

From its earliest days, House Draconis has been known for its blood thirsty methods in deals with its Rivals. It's Founder; Draco of Dacia was one of the few accomplished Atlantean Generals that was sent out to quell unrest among Provinces of the First Atlantean Empire. Only one hundred years before, Lord Draco had undergone the ritual of rebirth that confirmed him as a member of the Children of Lilith; a shunned order of Atlanteans that believed that the truly become powerful, one had to defy death itself. For a people that lived on average of 200 years, the Children of Lilith were believed to be a blasphemy against the natural order of the universe. Lord Draco saw membership in the Children of Lilith as a means to an end; and that end was power over this peers. Through the Children of Lilith Lord Draco learned the secrets of Sorcery. Many of his enemies and rivals met less than natural ends to their lives. It took the destruction of Atlantis itself to humble the Great Draco of Dacia.

After the fall of Atlantis, Draco and his Atlantean Legions quietly slipped into the background and let the once subjugated peoples of Dacia believe themselves to be free. The Dacians and the rest of the Ancient World quickly set to destroying all monuments that there left behind by their much fear oppressors; in their minds the Dacians and the rest of the Ancient World believed that to destroy all record of a people was to destroy the people in the Afterlife. In a way, this greatly helped those Atlanteans that survived the passing of their once great empire. It took close to 100 years for the people of Dacia to forget about the despised Atlantean Dragon Legion; under Draco. But in the end, Draco and his lieutenants quietly slipped back into their lives. Slowly Draco and his people began to retake control of the region and but the end of another 100 years, Draco was once again the undisputed leader of Dacia. It is better to rule from behind the curtain than it is to make oneself a target.

As a kingmaker, Draco simply backed each ruler in turn that came to the respective thrones of the region. When the Persians and Romans came and conquered the region, Draco simply changed whom he patronized and continued to rule from behind the scenes.

In 151 Common Era, emissaries sent by the Great Atlantean Lord; Ramius came to Draco with a proposition. Lord Ramius fully intended to reunite the disparate Atlanteans that were scattered throughout the Mediterranean; he meant to reform the surviving Houses and Families into a Second Atlantean Empire. Having fought Lord Ramius on the battlefield and lost, and knowing from his spies that Lord Ramius was annihilating all Atlantean families in Italia that would not follow him, Lord Draco choose to accept Ramius' proposal. Why not, it is easier to be the kingmaker and rule from behind the curtain. And so House Draconis came into existence.

With Lord Draco backing him, Lord Ramius became the first Emperor of this Second Atlantean Empire; the Imperium Ex Atlantia. And through Emperor Ramius, Lord Draco learned what it was to hold all of the power in the world. Through manipulating the Romans, Emperor Ramius was able to force all of the Atlanteans in the Mediterranean under his control and into the Second Atlantean Empire.

It was Lord Draco himself that crafted the ritual that allowed for the creation of the Praetorian Gladius; a weapon that was lethal to Lilans. It was Lord Draco that recommended the formation of the Praetorian Order; a group of elite Lilan warriors that were charged with the protection of the Atlantean Emperor. In protecting Emperor Ramius and his rule, Lord Draco ensured his own power within the Empire. Lord Draco was the first Grand Master of the Praetorian Order. Once the Praetorian Order of in place, Emperor Ramius ordered that only the Praetorian Order itself should have the knowledge of the crafting of the Praetorian Gladius, in making this proclamation, Emperor Ramius alienated Lord Draco. Being the leader of the Praetorian Order at the time, Lord Draco simply acquiesced and held back the knowledge of the ritual from members of his own House. Many years later when he was removed from the position of Grand Master of the Praetorian Order by Emperor Dominic, Lord Draco secretly took a copy of the ritual back to the cabals of his own House so that it could be finally added to their extension Libraries on the Occult and Sorcery.



One of the great ironies of House Draconis is that throughout its existence in prehistory, the House was forced to rely on the Dark Rebirth of becoming a Lilan to extent the lives of its prominent and not so prominent members. In 1357, House Draconis finally gained access to the Ritual of the Immortal Soul, the Ritual that is required for a living creature to become an immortal Lich. From that point forward, House Draconis had two options with which to extend the lives of its members. Even though becoming a Lich very much cut the tie to daytime limitations of the Lilans, the Dark Rebirth into the Lilan condition is still very much considered an honor for those members that are choosen for this dark gift.

When Radu Dracula and his followers rebelled against House Draconis in 1621, Lord Draco made it his goal to destroy them utterly. Radu Dracula had sent a servitor to Lord Draco expressing his intent to leave House Draconis and petition Empress Andrea DeLyones of House Lionnes for the right to become a House. From this point on, Lord Radu Dracula and all members of the Family Dracul went into hiding from the rest of House Draconis. But with both sides having access to Sorcery, it became a stalemate and the conflict lasted for over 200 years. This conflict between House Draconis and the Family Dracul was forced to an end when Empress Andrea gained enough support in the Antiquarians Guild to allow for the founding of the House Dracul. Not long after the founding of House Dracul, in 1850 Empress Andrea abdicated the Imperial throne. Some say that Lady Andrea was promised the secrets of Sorcery in return for her assistance in elevating the Dracul into their current position as a full House in the Imperium. Only Lady Andrea and Prince Radu know the truth.

As parting gift to the traitorous Dracul, Lord Draco cursed all within the House Dracul with a weakness to moonlight. In doing

so, it ensured that the Dracul could never easily take part in the Summer Solstice ritual that is held every year to honor Lady Lilith, the creator of the Rebirth Ritual and the Lilans as a whole. To date, the Dracul are still looking for a way to break the curse.

With the abdication of Empress Andrea, this gave Lord Draco all the prompting he needed to help elevate Lord Priam of House Thalus to the position of Emperor. It took almost a year of making deals with House Draconis' allies and even some of their enemies within the Antiquarians Guild, in the end Priam ascended to the Imperial Throne. And through Emperor Priam, Lord Draco was once again the kingmaker that was guiding the Imperium from safely behind his curtain.

In modern times, most of the Houses despise dealing with the Atlanteans and Lilans of House Draconis. Due to their access to Sorcery, rarely does a House other than the Draconis come out on top in dealings with them. At best, the other Houses seek to break even and get whatever they came for.

Throughout the ages, House Draconis has always been the House that is turned to when others are in need of a Sorcerer. Much of this has been due in part to House Draconis spies finding out about a rival house gaining access to a human Sorcerer, and each time that human Sorcerer met a tragic end. All of this has been done to ensure that no other House holds the secrets of Sorcery for long if at all.

One of the most notable of House Draconis' families is the Family Bathory, due to the legends of its Blood Countess. In recent years, House Draconis has given this family the most autonomy of all of its families, except of course of the Family Dragosee, which is grooming one of its own; Alexei Dragosee to become the new Prince of the House in the hopes that some day he will be elevated to the position of Emperor.

To date, the greatest concentration of Draconis Atlanteans and Lilans can still be found in Eastern Europe. But over the centuries, through their allies within other Houses the Draconis have made many inroads into the New World.

CREATING NEW FAMILIES

For Actors that wish to create their own Families within House Draconis, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: The House Draconis has acquired a vast amount of wealth over the centuries, and because of this each, members of this House gains can purchase the *Advantage: Sorcerer* for 5 Study Points, Sway: Human Society, and 1 Rank of Wealth

DISADVANTAGES: All Atlanteans of this House, in addition to normal Atlantean and Lilan weaknesses, take the Disadvantage: *Infamous: Atlantean Society*, much in part due to their past dealings with rival Houses.

SEAT OF POWER

BUCHAREST, ROMANIA

THE FAMILIES OF HOUSE DRACONIS

ARCHIBOLD FAMILY

ADVANTAGES: 1 Rank of Wealth, Advantage: Sorcerer for 5 Study Points, +1 to Intellect

DISADVANTAGES: Infamous: Atlantean Society, Enemy: Trulaine Family

The Archibold Family was founded by Frederick von Archibold in 927 CE; this family traditionally makes its home in Berlin Germany. This family has for centuries been the record keepers of House Draconis, tracking its bloodlines and extensive arcane libraries. In the 1700s, the von Archibold Family shortened its name to Archibold, and began expanding its holdings into the New World. In the Americas, the Archibold Family has made its home in the city of Chicago.

DRAGOSEE FAMILY

ADVANTAGES: 1 Rank of Wealth, Advantage: Sorcerer for 5 Study Points, 1 Rank of House Prestige

DISADVANTAGES: Infamous: Atlantean Society, Greed, Rival: Trulaine Family

The Dragosee Family was founded by Lord Draco, the founder of House Draconis. In comparison to the other families that make up House Draconis, the Dragosee family is the most ancient of all of the families. As the story goes, originally the Dragosee family was the House of Dragosee during the time of the First Atlantean Empire. For reasons that no one today knows, Lord Draco choose to move he and his House into the Exarchates of the empire to rule over the lands once known as Dacia. By far, this family holds the most political power within House

Draconis and without a doubt it can lay claim to the most True Blooded Atlanteans that live today. Recently, Alexei Dragosee, the son of Lord Draco was elevated to the exalted position of Prince of House Draconis; which means that should something happen to Emperor Priam, Prince Alexei will be able to lay claim to the throne if his House is able to garner enough support from the other Houses of the Imperium.

KAROTOVA FAMILY

ADVANTAGES: 1 Rank of Wealth, Servitor, Advantage: Sorcerer for 5 Study Points, 1 Rank of Black Market Connections
DISADVANTAGES: Infamous: Atlantean Society, Territorial

The Karotova Family was founded by Lord Gregoroi Karotova in 1732 AD. The Karotova Family has always had its hands in the darker side of Russia, during the Soviet era the Karotovas made a point of controlling key members of the Politburo; the Central Committee that controlled the Communist Party. Because of their connections, the Karotovas were untouchable by the KGB and the GRU. With the fall of Soviet Communism, the Karotova Family quickly took control of the Russian underworld and became a major player in the Russia Mafia families. Most of the Karotova resources these days come from its connections to the Black Market and its sales of Russian-made military weapons. Only recently has the Karotova Family made inroads into the underworld of the United States; its primary base of operations is the New England area, with major hubs in New York City and Boston.

IVANOVICH FAMILY

ADVANTAGES: 1 Rank of Wealth, Renegade Spy, Spy Network: Human Society, Advantage: Sorcerer for 5 Study Points
DISADVANTAGES: Infamous: Atlantean Society, Rival: Karotova Family

The Ivanovich Family was founded by Mikel Ivanovich. This family makes its home in Saint Petersburg Russia. Originally the Ivanovich family was House Draconis' attempt to gain territory in imperial Russia during the age of Czar Nicholas. In 1900 Mikel was contacted by members of House Romulus and an agreement was struck that the Family Ivanovich would work as spies for the Renegade Houses in return for the ability to expand their operations into Renegade Houses territory. Since those days, the Ivanovich Family hasn't quite lived up to their end of the agreement, but the Renegade Houses need all of the allies that they can get, so they are not about to do anything to damage their relationship with the Ivanovich family.

RAVENHARDT FAMILY

ADVANTAGES: 1 Rank of Wealth, +1 to Intellect, Advantage: Sorcerer for 5 Study Points
DISADVANTAGES: Infamous: Atlantean Society

The Ravenhardt Family was founded by Eckhardt Ravenhardt in 1535 CE, making its home in the city of Achen Germany. This family has always had peaceful relations with the non-Atlantean Sorcerers of the Old World, and because of these relations they have been able to make great advances in the Art of Sorcery. Because of their deep connections to the Sorcerers Covens of Europe, the Ravenhardt Family was intracale saving thousands of practicing Sorcerers from the fires of the Holy Inquisition by sending them to the New World. When the Ravenhardts sent members of their family to watch over the covens that they had saved during the burning times, because of their efforts to save the lives of many of these Sorcerers and their families, the Ravenhardts were welcomed with open arms into the Sorcerers community of Samhain in the Mirror World. Since the founding of Samhain, the Ravenhardt Family has been one of its greatest protectors; and because of this the Heads of the Covens that make up the town of Samhain have been willing to do much to help this family, short of exposing themselves to the mundane world and the intrigues of the Atlanteans.

SOLARUS FAMILY

ADVANTAGES: 1 Rank of Wealth, +1 to Intellect, Advantage: Sorcerer for 5 Study Points
DISADVANTAGES: Infamous: Atlantean Society, Anachronism

The Solarus Family was founded by Lord Augustus Solarus in 991 CE; at the time of its initial founding Lord Augustus was living in Constantinople in the Byzantine Empire. Being that Constantinople at the time was also the capital city of the Second Atlantean Empire, after the fall of Rome; the Solarus Family was well placed in regards to making connections to all of the important figures of the time. Lord Augustus was always on the cutting edge of research into new spells and rituals that could benefit his family and House Draconis at large. While Constantinople was the greatest empire of its time, the Solarus Family held great power and prestige within House Draconis and the Imperium at large. With the fall of Constantinople in the late 1400s, Lord Augustus moved his family to Paris in an attempt to follow the flow of power within the Imperium. When Empress Andrea DeLyones abdicated the Atlantean Throne to Priam of House Thalus, Lord Augustus decided it was time to move the Solarus Family to the New World. In the end, the Solarus Family settled in the city of Boston and has been living their ever since. Today the Solarus Family is seen as one of the pillars that help to uphold Atlantean tradition and the Imperium within the Americas.

TREVORS FAMILY

ADVANTAGES: 1 Rank of Wealth, 1 Rank of Higher Education, Advantage: Sorcerer for 5 Study Points

DISADVANTAGES: Infamous: Atlantean Society

The Trevors Family was founded by Telceon Solarus in 1681 CE. This family originally came about when Telceon Solarus married Katherine Trevors; the last of a dying line of House Lionnes Atlanteans. As part of the marriage agreement, Telceon would take on the Trevors name to insure the continuance of the family name. Since the founding of this Atlantean family; the number of members coming into this family has been relatively low. Some say this may be due in part to some failure on the part of the Atlantean blood from the original Trevors line. Since its re-founding in 1681, the Trevors Family has always made a point of giving its members the finest educations possible, making sure that all family members have attended a University. The Trevors Family made a great deal of its family fortune as profiteers feeding on the suffering of the French people during the reign of the French Monarchs. With the founding of the French Republic, the Trevors Family was forced to flee to the Americas to avoid the guillotine when all of the conspirators that backed the last French King met their end with their ruler. Since moving to the Americas, the Trevors Family has settled in the New England area. This family has always been well educated, but only a handful of each generation has chosen to take up the study of the secrets of Sorcery. Because of this fact, many young Atlantean men and women of this family have been the first choices to offer up in an attempt to create arranged marriages between members of House Draconis and the other Atlantean Houses in order to establish lasting alliances.

TRULAINÉ FAMILY

ADVANTAGES: 1 Rank of Wealth, 1 Rank of Mythos: Occult Skill, Advantage: Sorcerer for 5 Study Points, 1 Rank of Sway: Human Society

DISADVANTAGES: Infamous: Atlantean Society, Enemy: Dragosee Family

The Trulainé Family was founded by Lord Samuel Trulainé in 1385 CE. This family originally settled in Orleans France in 1390; having been sent to France by Lord Draco himself to take over House Draconis' holdings in the French Kingdom because of the fall of the Bordelon Family due to their competence and the entire family being killed as heretics and demon worshippers by the Holy Inquisition. There are some that say that certain members of House Lionnes were responsible for leading the Inquisitors of the Holy Inquisition right to the doorstep of the Bordelon Family, but no one has ever been able to prove or disprove this rumor. The Trulainé Family has always been one to delve deeply into the darkness of the occult world; at times making pacts with demons and other supernatural entities in order to gain more information into their studies and more power to use against their rivals and enemies. This family has always had close ties to the Sorcerers Covens of Europe, but with the mass exodus of colonists to the Americas and the New World, many of the Trulainé took this opportunity to extend their sphere of influence and to remove themselves from the reach of the Holy Inquisitors that were still spreading carnage and death to the covens of the old world. Since their move to the Americas, the Trulainé Family has branches in both the New England and New Orleans areas.

HOUSE THALUS



"IN THE END, WE WILL REMEMBER NOT THE WORDS OF OUR ENEMIES, BUT THE SILENCE OF OUR FRIENDS."

- MARTIN LUTHER KING JR. (1929-1968)

It is believed that House Thalus is the oldest of the Atlantean Houses to have survived the fall of the First Atlantean Empire. Its parent House; the House of Dardanus was an influential House within the First Atlantean Empire.

This is what is known of the House of Dardanus in the time before the fall of Atlantis; the House had connections all throughout the Empire, and even Troilus, one of its members sat as an Emperor for a time. During the time that Lilans began becoming more visible in Atlantis, Podarces (that would become known in later years as Priam) was born to the House.

Even during the waning years of the First Atlantean Empire, the Lilans were seen as a corruptive influence. So corruptive in fact, that the Atlantean Senate went to great ends to deny any members of the Cult of Lilith access to any real positions of power.

During his formative years, Podarces saw the level of fear and influence that the Lilans had on the Atlantean people as a whole. He saw in them the ability to never have to fear death or the *Keentars* of his enemies. The House of Dardanus, by the time that Podarces had become an adult was on the down slide; the influence that it had in centuries previous was fading and he could see no real way to stop their fall from power. If anything, it was this very situation that drove Podarces to join the Cult of Lilith. At least within the cult he would have some safety. Within the Cult of Lilith, all of its members had an equal voice in making decisions that would affect the whole. After six months, Podarces was allowed to undergo the Ritual of Rebirth.

From the moment that Podarces became a Lilan, his father, Zeus disowned him. For many years Podarces travelled the First Atlantean Empire, looking for a place to settle in, a place that was away from Atlantis and the House and Family that had disowned him. Eventually Podarces found the lands of Greece and Asia Minor. After finding a place to claim as his own on the coast of Asia Minor (modern day Turkey), Podarces journeyed back to Atlantis one final time. Upon arriving in Atlantis, Podarces could see that in his years away that the Lilans were not the only corruptive influence there. Now there were strange religious cults forming almost every week, all of them seemingly coming about because of artifacts that former Atlantean scientists had recovered from the lands in the far south of the world (in what we today call Antarctica).

Upon seeing the horror that his home had become, Podarces gathered unto him all of the followers that he had gained during his time with the Cult of Lilith. He told them that his plan was to leave Atlantis and to go into the eastern provinces and make a new home there. Through his force of personality, many of his followers chose to make the journey with him. And in around 6411 BC, Lord Podarces and his followers settled in the lands of Greece and Asia Minor.

Eventually Podarces worst fears about Atlantis came true when one night, all of his *Orichalcum* devices ceased to work; not long after that Podarces learned of the destruction of Atlantis. Without Atlantis to help guide the surviving Atlanteans and humanity,

the world descended into what is referred as the Atlantean Dark Ages. It was during this time that humanity rose up against its former masters and began destroying everything that was connected to Atlantis. Within 20 years, Atlantean cities, monuments and tombs were destroyed in humanity's quest to destroy the memory of the oppressors. Thousands of Atlanteans died at the hands of humanity.

Lord Podacres knew from the moment the uprising began that the survivors of Lost Atlantis had to go into hiding or risk extinction by the end of the current generation. Podacres sent messengers to his allies on mainland Greece telling them to go to ground and to wait out the ravages of humanity. The only thing that saved the Atlanteans in Greece and Asia Minor was the fact that you could not tell the difference between an Atlantean and a human just judging by appearance. After sending his messages, Podacres immediately changed his name to Priam, and an attempt to throw off anyone that might be looking to put an end to Lord Podacres of Atlantis.

As the centuries went by, the world continued its descent into barbarism. Most Atlanteans by this point had decided that it was better to blend into the throngs of humanity and attempt to rule from behind the scenes rather than risk losing their lives to some human that might have heard the tales of the wicked Atlantean Empire and its people.

By the time of the Trojan War, all of the alliances that Lord Priam had formed under his original name were long gone. Most of the Atlanteans that he had made the alliances had been dead for at least 3,500 years. The Atlanteans of Greece were not the noble men and women that had willingly followed Lord Priam into the lands of the East; they were now just as savage as the humans that they lived with and ruled over. To make matters worse, most of the Atlanteans of Greece were more than willing to make war on their fellow Atlanteans if it meant that they could control a larger section of Greece.

Realizing that if the Atlanteans of Greece and Asia Minor didn't find some way to unite under one banner, within a few more generations they would be no more Atlanteans left in Greece, much less in Troy. Lord Priam came up with a simple plan, he would draw all of the warring factions to him. He would kidnap Helena from Agamemnon through his son Paris, and he would draw them to him.

The plan worked flawlessly, through the abduction of Helena by Paris, Agamemnon gathered all of the warring factions unto him, by alliance or the threat of war, and all of them made their way to Troy to confront Lord Priam in his fortress city. Long had Agamemnon wanted the power and wealth of Troy, so Helena's abduction was the excuse he had been longing for, to end Troy.

Upon arriving on the coast, the warriors of Greece made their way to Troy. Over the period of a year, the Achaeans besieged the fortress city. And during that time, under the cover of darkness, Lord Priam began meeting with the Atlantean leaders that were willing to speak with him. His plan was simple, the Atlanteans of Greece and Troy would unite under one banner. Unfortunately the plan required the sacrifice of his beloved city in order to sate the terrible hunger that Agamemnon had for the wealth of Troy. In return for the sacrifice of his beloved Troy, Lord Priam wanted the Atlanteans to join him under the banner of one single Atlantean House; House Thalus. Priam was careful to never imply that the Families that would be uniting under him would lose their autonomy, this was an alliance of mutual defense and political power.

Many years after the founding of House Thalus, Lord Ramius of Italia sent a messenger to Lord Priam requesting an audience. Being a fellow Lilan, Priam was willing to meet with Lord Ramius. At this meeting, Lord Ramius laid out his plan to establish a Second Atlantean Empire. At first, Lord Priam simply scoffed at the notion that it was even possible to reestablish control over the throngs of humanity. When it was made clear to Lord Priam that the Atlanteans would be ruling from behind the scenes, he laughed at Lord Ramius and told him good luck, but no thank you.

Several years would go by, with messengers being sent back and forth between Lord Ramius and Lord Priam; the final messenger came with an entire Roman Legion following in his wake. This last messenger had a simple message for Lord Priam, "Join the Second Atlantean Empire or there will be no tomorrow for you". The fact that Lord Ramius had control of the Roman Empire, even to a small degree convinced Lord Priam that it was time to join the Second Atlantean Empire.

Once House Thalus joined the Second Atlantean Empire, the Atlanteans of Greece began to see that it was possible for Atlantis to live again, if only through its descendants.

As the centuries would pass, House Thalus would slowly begin its rise in power and prestige within the Empire. By the time that Emperor Ramius disappeared, House Thalus and its Senators made up a good third of the assembly. When the Atlantean Senate was reformed into the Antiquarians Guild, the power of House Thalus slowly began waning. Unlike the Atlantean Senate, the

Antiquarians Guild was not based on representation by population or even equal representation for that matter. The Antiquarians Guild was an assembly of old men and women that were able to choose who they would allow to join them.

During the reign of Emperor Dominic of House McCullen, the Antiquarians Guild's power was slowly stripped from them through the Imperial Throne. Eventually Emperor Dominic pushed them too far and the Antiquarians Guild and half of the Centurion and Praetorian Legions turned on him. All throughout this period, House Thalus and its Lord simply sat in the background waiting for their time to act.

With the fall of Emperor Dominic and House McCullen, Lord Priam began directly the Antiquarians of House Thalus to begin pushing for a weak candidate for the next Emperor. In the end, it was decided that Lady Andrea DeLyones would become the new Empress of the Second Atlantean Empire. During this period, with a weak Empress in power, the power of the Antiquarians Guild rose back to the levels it had previously known in the early years of Emperor Dominic's reign.

House Thalus during this period in Atlantean history was able to begin making alliances that it would never have been able to under the watchful eyes of Emperor Dominic and the Scarlet Brotherhood. Also during this time period, there was a blood feud keeping House Draconis' attention away from the politics of the Antiquarians Guild. The Draconis-Dracul blood feud literally had all of the other Houses backing away from the situation, the way they saw it was it was better to let the Draconis sort the matter out than it would be to give aid to an enemy of the Atlantean Sorcerers.

By the time that Empress Andrea announced the Family Dracul was becoming House Dracul; the new fifth House of the Second Atlantean Empire, everyone was breathing a sigh of relief. For almost 300 years, the Draconis and the Dracul feuded, all of the other Houses within the Second Atlantean Empire simply wanted the conflict over with. Empress Andrea's decree ended the blood feud and restored peace to Eastern Europe.

Not long after Empress Andrea allowed the Dracul to become a House, she willingly abdicated the Imperial Throne. It was finally time to House Thalus to act, it was finally time to call in all of their favors within the Antiquarians Guild. The end result of all of House Thalus' political alliances was Lord Priam being elevated to the position of Emperor of the Second Atlantean Empire.

One of Emperor Priam's first actions was to order the re-conquest of Ireland. After the fall of Emperor Dominic and House McCullen, Ireland was slowly taken over by Scottish Atlanteans of Clan MacKlintoc. It was Emperor Priam's goal to remove these intruders and to repopulate Ireland with an Imperium population. This one action, started the war between the Second Atlantean Empire and the Renegade House of Clan MacKlintoc. By the end of the conflict, the Imperium was removed from the British Isles, it had only a small foothold in Northern Ireland and both Houses Ramius and Lionnes had lost Families due to betrayal.

With Emperor Priam in power, House Thalus has finally achieved supremacy over the other Houses of the Second Atlantean Empire. The capital of the Imperium has been moved to Athens Greece. Five out of every ten Praetorians are members of House Thalus, and 2 out of every five Centurions are members of House Thalus as well. As it stands; for the time being Emperor and his kinsmen are running the show, but for how long?

CREATING NEW FAMILIES

For Actors that wish to create their own Families within House Thalus, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: House Thalus is one of the oldest Houses in the Imperium, quite possibly older than both Houses Ramius and Draconis. Members of House Thalus gain the following advantages: 1 Rank of Sway: Human Society, +1 Rank in the Command Skill, and 1 Rank in Imperium Renown because of their connection to the House of Priam.

DISADVANTAGES: All members of House Thalus gain the Disadvantage: Territorial because of their House's propensity for becoming possessive of their property and their perceived rights.

SEAT OF POWER

ATHENS, GREECE

THE FAMILIES OF HOUSE THALUS

DARDANUS FAMILY

ADVANTAGES: 1 Rank in High Education, Servitor, Honor Bound, 1 Rank of Command Skill

DISADVANTAGES: Rival: Serrentus Family, House Ramius, Disadvantage: Territorial

The Dardanus Family is by far the oldest of the families of House Thalus; it is the Dardanus Family that lays claim to Lord Priam himself. Lord Priam, through the Trojan War was the great engineer that united the warring Atlanteans of Greece and Asia Minor during the Atlantean Dark Ages. Throughout its entire time in existence, the Dardanus Family have been leaders among the Atlanteans of Greece; this family goes to great lengths to ensure that its children are given a classical education and know that it falls upon their shoulders to always lead House Thalus through any trials that it may face.

In modern times with the ascension of Lord Priam to the Imperial Throne, the Dardanus Family has been given greater and greater responsibilities within the Second Atlantean Empire. Without question, the Dardanus Family can claim to have the members of Imperial titles that are only answerable to the Emperor himself and the Antiquarians Guild; a situation that has angered every other House in the Second Atlantean Empire. To date, Emperor Priam has done nothing to equalize this situation and many believe that he never will. Many believe that Emperor Priam is quite content to have his House fill all of the most important roles within the Imperium.

ABRAXAS FAMILY

ADVANTAGES: 1 Rank of Wealth, 2 Ranks of Persuasion Skill, 1 Rank in Black Market Connections

DISADVANTAGES: Rival: Alastor Family, Disadvantage: Territorial

During the Atlantean Dark Ages, the Abraxas Family seemed to be at war with all of its neighbors in Greece. When the time of the Trojan War came, this family chose to stay in Greece and fill the void in leadership that was left when Agamemnon and his fleet set sail for Troy. In during the time of the Trojan War, this family ruled over much of North Eastern Greece with an iron fist. They were constantly taking what they wanted from the peasantry without regard for their wellbeing or the consequences that their actions might have when their surviving neighbors returned to Greece.

Upon the return of the victorious Greeks, the Abraxas Family were quick to silence any of the peasantry that they thought might have the nerve to speak of the evils that they had perpetrated. Eventually word did get out of their actions during the war, and the Atlantean Nobility of the time was quick to execute Phestos, the head of the family, and all of the other adult male leaders of the family. The Abraxas wives and children were taken in by the surrounding families in an attempt to teach them a better way of dealing with their neighbors.

In modern times, the Abraxas Family is known to have connections to the Black Market, which of course means that the lesson taught after the Trojan War has been forgotten by the current generation. The current head of the Abraxas Family is a Faux Blooded Atlantean by the name of Satanas.

DeNAEGRUS FAMILY

ADVANTAGES: 2 Ranks of House Prestige, 1 Rank of Command Skill, Sway: Human Society

DISADVANTAGES: Enemy: Dragosee Family, House Draconis, Disadvantage: Territorial

The founder of the DeNaegrus Family is a True Blooded Lilan by the name of Rhodius DeNaegrus. What little is known about him is he was a Roman by birth. Rhodius was a Roman General for a time, and later a Roman Senator. Through Senator Rhodius, House Thalus was able to gain a lot of power within the Roman Empire. The DeNaegrus Family has always been at the forefront of politics within Atlantean and human society. He is still the head of the DeNaegrus Family, even after over a thousand years. The DeNaegrus Family has branches all over the world, but the greatest concentration of the family is still in Italy.

ESTROMA FAMILY

ADVANTAGES: +1 to Intellect, 1 Rank of Mythos: Occult Skill, 1 Rank of Higher Education, 1 Rank of Command Skill

DISADVANTAGES: Disadvantage: Territorial

The founder of the Estroma Family is a True Blooded Lilan by the name of Dareios of Alexandria. What little is known of him is that he was born in around the time of the construction of the Great Library of Alexandria in Egypt, and that he may be related to the legendary Pharaoh Queen of Egypt, Cleopatra. Many believe that Dareios met his end during the time of the Inquisition, but there are other tales that speak of sightings of him as recently as 1909. Because of Dareios' original teachings, his family was pushed to excel in the quest for knowledge and of the arcane secrets that are the legacy of the Children of Atlantis.

The current head of the family is a True Blooded Atlantean by the name of Ianos Estoma. During the late 1920s, Ianos moved his family from Athens Greece to New York City in the United States. There are some within Atlantean circles that whisper that this family is secretly breeding its own bloodline of Sorcerers, but to date no one has been able to find proof of this rumor.

ALASTOR FAMILY

ADVANTAGES: +1 to Psyche, Servitor, 1 Rank of Elite Military Training, 1 Rank of Command Skill

DISADVANTAGES: Disadvantage: Territorial

The founder of the Alastor Family is a True Blooded Atlantean by the name of Khristophoros. The story is that Khristophoros was born in a small village somewhere in Thessaly in Greece in and around the year 35 BC. This father, Efraim fought in the Trojan War, and was one of the leaders of the army that besieged the city of Troy. It is said that when Efraim learned that Priam had taken Helen as a means to gather the warring Atlanteans of Greece unto himself in Troy, Efraim silently strode across the battlefield under the cover of darkness in order to meet with Priam. No one is quite sure what Priam said to Efraim during that meeting, but what all know is that after that meeting Efraim was a loyal supporter of Priam's quest to unite to Atlanteans of Greece under his banner, that of House Thalus.

Years after returning to Greece, Efraim was murdered by an unknown assailant, some believe for his change of heart at the Battle of Troy. His son, Khristophoros took over as the head of the Alastor Family and declared a vendetta against those that had murdered his father. It took years, but in the end his father's was made to face Atlantean justice. The killer turned out to be a Dacian under the command of Lord Draco, the lord and master of House Draconis. The killing of Efraim was meant to look like it had been done by another family of House Thalus, the killing was meant to destroy the alliance that Lord Priam had built. From that day forward, Khristophoros made it the mission of his family to stand guardian over House Thalus, protecting it from its enemies. All children of the Alastor Family are taught the art of war, in preparation for the day that they will have to defend the House from all those that would oppose it.

When Lord Priam ascended to the Imperial Throne, the time for the Alastor Family's skills finally arrived; all of the adult males of that generation were immediately inducted into the Centurion and Praetorian Orders. As of the year 2000, 2 out of every 5 Centurions are members of the Alastor Family. Most of the other Houses of the Second Atlantean Empire despise this family because of its fanatical and sometimes mindless obedience in its fulfillment of the commands of the Atlantean Emperor.

HEKTOR FAMILY

ADVANTAGES: +1 to Psyche, Servitor, 1 Rank of Wealth, 1 Rank of Persuasion Skill

DISADVANTAGES: Disadvantage: Territorial

The founder of the Hektor Family is a True Blooded Atlantean by the name of Herodotos, he was another of Agamemnon's lieutenants that made the journey to Troy to destroy Priam the crime of stealing Helen, the wife of Agammemnon. During the Battle that eventually did destroy the city of Troy, Herodotos had a prophetic vision; in his vision he could see all of the works that had come about from the Atlantean settlement of Greece burning. In the burning of Troy, Herodotos saw the end of his people and their legacy. The Greeks had already stormed Troy and were burning the city as they advanced. Herodotos decided in those moments of chaos and destruction to find Priam and to ensure that the great patriarch made it out of the city safely, regardless of the reasons for the war, Herodotos had to ensure that the future of the Greek Atlanteans did not meet an abrupt and final end.

Herodotos acted as a body guard for Lord Priam, ferrying the great lord out of the city into the hills to the east of it. It was after the Battle of Troy that Herodotos and Khristophoros met with Lord Priam in the peace after the destruction of the once great city to discuss the future of the Atlanteans of Greece. It was decided that Herodotos would be sent back to Greece to begin the peace process. To this day, the Atlanteans of House Thalus view Herodotos as one of the great and legendary leaders of the House. Because it was through the inroads that Herodotos made with this fellow Greeks after the Trojan War that led to the formation of House Thalus. One generation after the Battle of Troy, the Greek Atlanteans finally came to together under the banner of House Thalus with Lord Priam as its Lord and Master.

In modern times, the Hektor Family is known for its political prowess within the Antiquarians Guild and for its ability to help keep the peace among the other Houses of the Second Atlantean Empire through its position as a mediator. The current head of the Hektor Family is a True Blooded Atlantean by the name of Nileas.

HOUSE LIONNES



"IT IS GOOD TO HAVE AN END TO JOURNEY TOWARD, BUT IT IS THE JOURNEY THAT MATTERS IN THE END."

-- URSULA K. LeGUIN

House Lionnes has survived the ages of the Atlantean Empires through manipulation, rumor-mongering and calculated neutrality. By ensuring they remain on all sides of political, military and social conflicts House Lionnes has endured. Their persistent detachment has granted them access to information that others lack; for many in power turn to those they can rely on to remain impartial. It is this information that provides them vast influence over others, be they humans or Atlanteans.

The modern House Lionnes is a creation of its founder, Lady Vanessa of House Lionnes, who fled the First Atlantean Empire in 6390 BC with a handful of loyal subjects, friends and family. Beautiful, intelligent and strong-willed, Vanessa used her wits and charm to maneuver her way into a position of power within the ruling class of the First Atlantean Empire. She quickly showed a talent for the political games of the Imperial Court and the Senate, fostering relationships with many influential people and never siding with one group over another. Her penchant for neutrality was not to last. Vanessa fell in love with a general of the Atlantean Legions and their relationship soon risked her rise through the political ranks. Where once she could be relied upon for her non-partisan position she was now thought of as a military loyalist. Almost overnight the influence and power she had worked so hard to achieve had disappeared. Among courtesans and politicians her relationship was now a public affair and those that would seek to gain her power used her lover as a means to strip Vanessa of the influence she held and take it as their own. Weary of such hardships, Vanessa left Atlantis, seeking peace and solitude away from the machinations of the Imperial Court and the Senate; with her traveled others that were equally as discontented with the Empire. It is unknown what became of her lover or even his identity; some claim he traveled with her while others believe he was murdered to ruin Vanessa's position within the Empire. Whatever the truth, from that day forward, Vanessa taught her followers to forever remain cold and distant, to disconnect them selves from anything that others could use against them and to never choose a side.

Vanessa and her companions found themselves on the shores of what is now southern France. Here they found a fertile and bountiful land, ideal for settlement and the outcasts quickly set about creating a home for themselves in this new country. They soon learned that many of the human tribes of the region were a harsh, violent people who looked upon the Atlanteans with fear and hatred. The exiles suffered in the early years, subjected to constant attacks and hostility from the natives. A long-term solution was found by pitting the human tribes against one another, fostering hostilities between warring tribes and steering attention away from themselves.

Peace reigned for centuries and House Lionnes seemed to have achieved the solitude they sought when they first fled Atlantis. During the Atlantean Dark Ages, House Lionnes intermingled with many of the human tribes, gaining many of their traits and thinning their Atlantean blood. The human cultures of the region coupled with the dispassionate personalities of many of early

House Lionnes left those among the House to view strength and aggression as symbols of authority. Despite this attitude the House did little to involve itself in the internal squabbles of the scattered tribes throughout the region and as Gaul became a land of barbarians, House Lionnes insured that they held influence over these savage people.

By the time members of House Scavario reached the wilds of southern Gaul in 193 AD House Lionnes was a tattered remnant of its former self. The noble and disciplined Atlanteans that ventured into the 'Dark North' were unprepared for the barbarity they encountered in their long-lost cousins. The representatives of House Scavario came with the intention of fostering peace and reestablishing old ties with others that had escaped the fall of Atlantis and it was their passive demeanor that House Lionnes took as a sign of weakness. Being quick to exploit the weaknesses of others, the House Scavario representatives were captured and killed but not before they were tortured for information regarding other Atlantean Houses that had survived the fall.

The survivors of the initial encounter with the early House Lionnes returned to Emperor Ramius and reported the discovery of these lost Atlanteans and the grisly results of their first meeting. Hoping to unite the disparaged Houses, Emperor Ramius assigned a member of his own House to another expedition and sent them back into Gaul in 210 AD. Vanessa herself met with the representatives but their intentions were misconstrued as an attempt to return House Lionnes to an Atlantean Empire as corrupt and convoluted as the one before it. Again, the ambassadors were tortured and killed and again the survivors of the attack returned to Emperor Ramius to report their failure.

Not one to take disappointment lightly, Emperor Ramius commissioned a third and final expedition into southern Gaul in 211 AD, this time backed by two dozen centurions to ensure the safety of the representatives. The barbarians of House Lionnes set upon the emissaries as soon as they set foot in their lands but were quickly defeated by the Centurions who then returned to Rome, certain that there was no hope for peace with these northern savages. To the surprise of the Emperor, an envoy bearing a formal treaty of peace arrived weeks later, bearing the official seal of House Lionnes. Finally showing strength, the southern cousins of House Lionnes had proven themselves worthy of peace.

Only two decades later the Council of Prefects was formed by Emperor Ramius and Lady Vanessa was appointed as the Prefect of Gaul. A time of prosperity began as House Lionnes and the other Houses of the Second Atlantean Empire began expanding their borders. House Lionnes returned to the business of playing politics and proved that the centuries had not deteriorated their skills in manipulation and rumor-mongering. Quickly the House became known for their impartiality and their uncanny ability to learn the secrets of the movers and shakers of this new Empire. By the beginning of the ninth century, House Lionnes had a stranglehold on information about the Atlantean Houses and, indeed, all things Atlantean. It is this information that brings with it power and House Lionnes controlled vast amounts of wealth, territory and political clout within the Second Atlantean Empire.

In 1337 AD, Edward III of England declared himself the king of France; beginning the Hundred Years War. During this time, House Lionnes took advantage of the conflict to begin discreetly taking control of large amounts of territory belonging to House Ramius. These seizures do not go unnoticed and hidden hostilities soon began between the two Houses. Careful not to bring open conflict to the Empire, both houses used their human Servitors to wage this shadow war. By the end of the conflict, both sides had suffered significant losses of resources and territory with no clear victor. As the war ended, a lasting enmity began between House Lionnes and House Ramius.

House Lionnes maintained significant holdings and influence throughout the Second Atlantean Empire that reached its height in 1588 AD when Lady Andrea DeLyones was elevated to the position of Empress by the Antiquarians Guild. It is well known that the manipulation, political maneuvering, allying and blackmailing of key political figures within the Second Atlantean Empire led to this appointment, but few within the leaders of the Second Atlantean Empire found this to be a surprise. Everyone had something to lose or gain by the appointment of a Lionnes as ruler of the Empire and it was for that reason that Andrea became Empress. Empress Andrea's rule will last for hundreds of years, during which House Lionnes continued to prosper.

House Lionnes continued to expand its holdings over the next few centuries, first in Western Europe with the invasion of Lorraine in 1734 AD and then again in 1776 with the declaration of independence by the American colonies of Britain. Members of House Lionnes departed for the newly-formed United States; some to escape the constant struggles in Europe and others to extend the House's resources and influence into this new land. House Lionnes, through their French subjects sent aid to the American colonies in the hopes of aiding their brothers and sisters that fled Europe. This aid proved vital to the revolution as well as the Atlanteans in the new world. Decades later, House Lionnes provided similar support for their Canadian cousins in the French-speaking regions of Canada following the Canada Act.

In 1785 AD, Lady Camila DelaRosa of House Lionnes formed the Court of Roses; a society within the Second Atlantean Empire

whose goal was to return honor and chivalry to the Atlantean Imperial Court. The Court of Roses was supported by Empress Andrea DeLyones who was one of the founding members of the society. Though many would join this group after its founding, much of the Imperial court viewed those within the Court of Roses and idealists and dreamers. The Court of Roses remains a significant society within imperial Atlantean culture and maintains their idyllic sense of honor.

In 1836 AD, the conflict between House Draconis and their renegade cousins led by Lord Radu Dracul was resolved as Empress Andrea DeLyones officially recognized the Dracul family as a full-fledged House of the Empire. This act enraged those among House Draconis who accused the Empress of receiving bribes, namely the secrets of sorcery, which House Draconis jealously guarded. Whether there was any truth behind these accusations, the act would haunt the Empress for many years and ultimately cost her the throne.

For a decade following House Dracul's creation, House Draconis did everything in their power to politically assassinate the Empress. This political pressure was coupled with a growing detachment by the Empress that was thought rather uncharacteristic of the usually charming, outgoing woman. As Lady Andrea withdrew into her own mysterious thoughts, the continued pressure sought to ruin the Empress and House Lionnes. It was at that point that Lord Priam of House Thalys stepped in to propose a solution. Priam fostered peace between House Draconis and House Lionnes and promised a neutral outcome to the political conflict between the two Houses. Already withdrawn, Empress Andrea DeLyones stepped down in 1850 AD, abdicating the throne and backing Priam as the new Emperor when the Antiquarians Guild voted to choose the next emperor. With the support of House Draconis and House Lionnes, Priam became the Emperor; thus ended House Lionnes rule of the Second Atlantean Empire.

On the heels of the abdication of Lady Andrea, the hostilities between House Ramius and House Lionnes once again flared in the Americas, this time with the advent of the American Civil War. House Lionnes began providing aid for their holdings in the southern states, allying themselves with the Confederacy against the northern forces of House Ramius and House Thalys. Throughout the conflict the American Atlanteans worked to ensure victory for those they controlled. In the end, House Lionnes was forced to recognize the authority of their rivals in the north after the Confederates surrender to the Union at Appomattox in 1864.

Tempers cooled for House Lionnes and its rivals in the years leading up to World War II. House Lionnes slowly withdrew from the spotlight, content to once again manipulate those around them and listen closely to the secrets of others from the shadows. One of the more prominent members of House Lionnes, Lord Xavier Fallcourt, soon found himself in league with the renegade Clan MacKlintoc of Scotland who had been fighting for their independence and for control of Ireland. Unbeknownst to all, Lord Fallcourt began supplying military information to Clan MacKlintoc and in 1939 AD his treachery was discovered. Many among House Lionnes's rivals accused the other families of the House of knowing of this betrayal, but only Lord Fallcourt's deceit could be proven. House Lionnes sided with House Ramius and the rest of the Empire when declaring the Fallcourt family renegades and waging war against them and their Clan MacKlintoc allies in the British Isles. After the dust settled and the conflict was resolved, House Lionnes remained unscathed despite the betrayal of one of their most respected families. Some still suspect House Lionnes of misdeeds during this dark time.

Following World War II, House Lionnes has once again taken up their role as manipulators, schemers and the keepers of secrets. They continue to operate through subtle, covert means, influencing those around them with adept skill that only millennia of experience could teach them. They continue to remain quietly unaligned in most of the major conflicts that now face the Second Atlantean Empire. They remain in the shadows, listening in on the conversations of their allies and enemies alike. The information they accumulate and the secrets they possess are both their weapons and their currency and they use them with the careful precision of a surgeon. House Lionnes continues to operate much as they have since they fled Lost Atlantis, over eight thousand years ago.

CREATING NEW FAMILIES

For Actors that wish to create their own Families within House Lionnes, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: The House Lionnes is one of the most influential Houses in the Imperium, because of this all members of House Lionnes gain the following Advantages: 1 Rank of Sway: Human and 1 Rank of Spy Network: Atlantean.

DISADVANTAGES: For Lilans; Life Force Restriction: Germanic or Gaelic

SEAT OF POWER

PARIS, FRANCE

THE FAMILIES OF HOUSE LIONNES

ASHMORE FAMILY

ADVANTAGES: 1 Rank of Wealth, Spy Network: Atlantean Society, 1 Rank of Persuasion Skill

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Germanic descent

The Ashmore Family is one of the younger families that make up House Lionnes. This family line was founded by Cedric Ashmore of England during the time of the American Rebellion against the English throne. Being a wealthy land owner in the Americas; Cedric and his family sided with the American rebels, because to side with the British would be to lose of everything if the war went against the crown. After the American Colonies became the United States, the Ashmore Family became heavily involved in the politics of humanity, manipulating all sides to insure that the Ashmore Family was always on the winning side no matter who won.

Because of this families knack for manipulating those around them, at times the Ashmores are compared more to the families of House Draconis than their non-partisan kin among House Lionnes. To date, the Ashmore Family seems to be exclusive to the United States, and it has branch families across the country. When dealing with other Houses, the Ashmore tend to go for a strategy of divide and conquer.

D'AQUITAINE FAMILY

ADVANTAGES: 1 Rank of Wealth, Spy Network: Atlantean Society, 1 Rank of House Prestige, 1 Rank of Investigation

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Germanic descent

The D'Aquitaine Family is one of the oldest families within House Lionnes. This family has members and branches scattered throughout Europe and North America. The current Princess of House Lionnes hails from this family. Throughout the millennia the family has spread its influence and control all over the world and this influence insures that members of the family have access to resources and information anywhere. The D'Aquitaine family currently holds the most control over House Lionnes and works to bring the House back into a position of significant power and clout.

DELA ROSA FAMILY

ADVANTAGES: 1 Rank of Wealth, Spy Network: Atlantean Society, 1 Rank of House Prestige

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Hispanic descent

The DelaRosa Family hails from the area of Spain that was known as Navarre. Its most prominent member is Lady Camila DelaRosa, the High Lady of the Court of Roses. The DelaRosa family views itself as something of a renaissance family, maintaining ties to the glorious days of honor and chivalry. Most members of the family have joined the Court of Roses and Lady Camila's charm and influence has turned a small group of idealists into a significant society. There are many within the Imperium, however, that view the Court of Roses, as well as the DelaRosa's as nothing more than anachronistic dreamers.

The DelaRosa family has significant influence in House Lionnes. Members of the family carry themselves with an air of importance and this is not undeserved. The family has vast holdings throughout Spain and South America and members of the family often travel to ensure these holdings are maintained.

DELYONES FAMILY

ADVANTAGES: 1 Rank of Wealth, Spy Network: Atlantean Society, 1 Rank of House Prestige

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Germanic descent, Rival: D'Aquitaine Family

The DeLyones Family is the oldest know family line in House Lionnes. The family tends to be at the forefront of politics within the House and within the Second Atlantean Empire as a whole. One of its more notorious members is Lady Kristina Sabian DeLyones, in appearance only about 16 years of age; but this young appearing woman is a Lilan well over 400 years old. She and her Lilan body guard Victor seem to slither through the House and its Families causing fear and dissension wherever they go. Most families within the house are willing to follow her wishes rather than face misfortune in their future.

The DeLyones family still holds significant influence over the House and within the Empire. Though Lady Andrea DeLyons is no longer Empress, the power she wielded and the alliances she formed during her reign remain to this day. While the more benevolent members of the family, such as Lady Andrea, closely maintain these relationships others, such as Lady Kristina, prefer to use them to their own ends. These two differing attitudes have created no end of family squabbles, but so far, they have remained civil.

DELA CROIX FAMILY

ADVANTAGES: Spy Network: Atlantean Society, 1 Rank of Wealth, 1 Rank of Subterfuge Skill

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Germanic descent

The Delacroix Family comes from Orleans France originally, but came to the Americas during the Patriotic War. The Lord of this family is a

Lilan by the name of Gabriel Delacroix. The family had a great impact on the outcome of the American Revolution through its aide to the American Rebels and later during the American Civil War when it helped the Confederacy with monetary aide that helped prop up the failing Confederate economy. After centuries of operating during times of war, the members of the Delacroix family became skilled at avoiding capture or injury, hiding among the thick North American forests or the dark streets of its cities. Today the Delacroix family works as the agents of House Lionnes in the Americas, keeping tabs on the activities of those within the United States and Canada. They maintain significant holdings in both these countries and their influence extends across nearly all of North America.

Members of House Delacroix are suspicious and shadowy individuals, always careful and cautious. They thrive in times of conflict, moving to and fro ensuring their interests and those of House Lionnes are met.

FALLCOURT FAMILY

ADVANTAGES: Spy Network: Atlantean Society, Servitor, 1 Rank of Investigation Skill

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Germanic descent

The remnants of the renegade Fallcourt family struggle for acceptance among those their relatives betrayed in 1939. It is only through the grace of Lady Jacqueline Fallcourt, sister to Xavier Fallcourt, that the loyalist members of the family weren't eradicated decades ago. When Xavier Fallcourt and those loyal to his cause allied with the MacKlintock family Jacqueline saw the inevitable outcome. Not wanting to give up her position of authority within House Lionnes, Jacqueline alerted other prominent House Lionnes families of Xavier's betrayal. Though it was too late to prevent Xavier and his companions from their decision, Jacqueline's actions saved the rest of her family from the reprisals of the other Imperial Houses. During the conflict, Jacqueline and others from the loyalist Fallcourts used their knowledge and influence over the renegades to aid in their downfall. Lady Jacqueline and her cousin Reynard were left in charge of the family and relocated the remaining loyalists to the United States in order to flee continued persecution in Europe and give the family a fresh start.

Since the resolution of the conflict, the members of the Fallcourt family that remained loyal to House Lionnes and the Empire have had a difficult time earning back the trust of their people. Lady Jacqueline's actions earned her the position of Tribune, but little trust came with the title. It is the ties the family still maintain with their renegade relatives that keep them at arm's length from the other families.

FITZHUGH FAMILY

ADVANTAGES: Spy Network: Atlantean Society, +1 to Intellect, 1 Rank of Wealth, 1 Rank of House Prestige

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Gaelic descent

The Fitzhugh Family is of Irish decent. The family can trace its origins from the beginning of the Second Atlantean Empire. The Patriarch of the family line is the famed Atlantean historian and scholar, Lord Lucian the Chronicler (Lord Lucian Fitzhugh). The Family is known for its academic pursuits and for its loyalty to House Lionnes over blind loyalty to the Second Atlantean Empire. The Fitzhugh family holds a large number of scholars and historians among its ranks. Members of House Lionnes rely on these intellectuals for information regarding the past as well as ancient secrets. The family itself uses the other families of the House to gather and record information about the Empire.

Members of the Fitzhugh family place a high degree of admiration on intellect and education. Family members are nearly always well educated in any number of prestigious institutions of learning. The Fitzhughs sometimes take a detached look at the world, preferring to record events rather than take part in them.

LOCKE FAMILY

ADVANTAGES: Spy Network: Atlantean Society, 1 Rank of Wealth, Honor Bound

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Gaelic descent

The Locke Family comes from Scotland; in the days before there was all out war between the Second Atlantean Empire and the Renegade House of Clan MacKlintoc. The family had close ties to the Highlanders, both political and familial; but the Highlanders' attack on the Imperium has literally rendered these bonds of friendship apart in a way that this family now sees the Highlanders as only one thing...the Enemy. Because of the animosity between their former allies, the Locke family adamantly supported the war against Clan MacKlintoc and the renegade Fallcourts. During the war, many members of the Locke family fought personally against the renegades and, to this day, there are many among the family that has trained as warriors.

The Locke family has a deep sense of honor and loyalty to House Lionnes, one that cannot be broken. They are often stubborn and quick to act, preferring action to careful thought. The events of the past century have scattered the family across the world, though most of the Locke's relocated to Europe during the war.

RAVENSCROFT FAMILY

ADVANTAGES: Spy Network: Atlantean Society, 1 Rank of Wealth, 2 Ranks of Investigation Skill

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Germanic descent

The Ravenscroft Family comes from Germany. The family is fanatically loyal to the Second Atlantean Empire, and its members can regularly be found as active participants within the Scarlet Brotherhood. Where other families within House Lionnes would side with the

House in matters that had potentially disastrous effects on the House and its Families, the Ravenscroft Family always sides with the Imperium and in most cases, the Scarlet Brotherhood.

Those members of House Lionnes from the Ravenscroft family are known as the rumor-mongers and investigators of the House. It is said that there is nothing they don't know or can't discover. Throughout the millennia the Ravenscroft family has accumulated vast amounts of information for House Lionnes and the Imperium. Members of the family act as spies, scouts, couriers and others that broker secrets throughout the Empire. The reputation the Ravenscroft family holds is a well deserved one and it seems there is no end to their ability to discover the truth.

Members of the Ravenscroft family have an avid curiosity of the unknown. They seek out the truth behind rumors and secrets at all times and often this curiosity gets them in trouble. During these times they can usually get out of any difficult situations by trading information for safety but occasionally they must turn to members of the House such as the Stromwin family to help get them out of trouble.

STROMWIN FAMILY

ADVANTAGES: Spy Network: Atlantean Society, 1 Rank of Wealth, 2 Ranks of Persuasion Skill

DISADVANTAGES: Life Force Restriction (if Lilan): Only those of Germanic descent

Hailing from Germany, the Stromwin family is the youngest of all House Lionnes's families and is currently trying to make a name for itself among the Empire. With many politicians among its ranks, members of the Stromwin family are renowned throughout the Empire as masters of persuasion and manipulation. Though many among House Lionnes bear these traits, none have them mastered like those from the Stromwin family. Despite this reputation, the Stromwins have not reached significant levels of power among the Empire. The family's views on equality within the Imperium and the Antiquarians Guild have to date denied this family any form of representation within the Antiquarians Guild. Its political views have earned it many enemies within the Imperium and the scorn of the rest of House Lionnes.

Members of the Stromwin family are well known for their persuasive ways. They make expert negotiators, diplomats, politicians and salespeople. They use these skills of persuasion to further their own ends in all ways, but are careful to avoid unwanted attention.

HOUSE DRACUL



"...THERE ARE EVIL MEN IN THE WORLD, TRULY EVIL MEN. SOMETIMES WE HEAR OF THEM, BUT MORE OFTEN THEY WORK IN ABSOLUTE DARKNESS."

- STEPHEN KING, "SALEM'S LOT"

Most Atlantean Houses consider the Draconis to be monsters; cruel and unforgiving sorcerers with little love, even for their own house. Within House Draconis, the Family Dracul had a similar reputation. While most of House Draconis valued talent in Sorcery, it was the Family Dracul whom valued skill with blade and tongue. The most feared revered of the cruel and vicious were invited to marry into the Dracul.

In the earliest days of their seclusion in Dacia, the Draconis required a public sect to keep outsiders out of their affairs and allow them to concentrate on their experiments in Sorcery. Having been one of the first to receive the Dark Gift from his good friend Lord Draco, Alexi Dracul pledged his Family's service to the House Draconis so its endeavors into arcane could remain undisturbed.

The Family Dracul proudly stood as the vanguard of the House Draconis for many centuries. When you dealt with an emissary of the Draconis, they were most often of the Family Dracul. When the Draconis required armed defense or a deft assassin, it was the Family Dracul who was first looked to in upholding the will of the Draconis and Lord Draco. If a member of House Draconis had become a liability, the Family Dracul was usually best suited to handle the matter. Combining sword and Sorcery, the members of the Family Dracul were as feared on the battlefield as they were at the negotiation tables. Even among their own House the Family Dracul were feared and revered for their ruthless and effective methods.

It is said that Lord Draco considered Alexi Dracul an invaluable aide, as well as his only true friend. When Lord Draco was present it was almost certain that you would find Alexi Dracul somewhere nearby. It is likely Alexi aided Lord Draco in the development of many rituals, including the rituals for the Praetorian gladius and the procurement of the ritual of the Immortal Soul. It has been said that Draco has only called one person "brother" in his existence; for all others he would use their given name.

As any sorcerer can tell you, the arcane arts come with a high risk to oneself. This risk is greatest when dealing with the unknown. It was rumored that Lord Draco and Alexi were working on the secret of the Lemurian Sayahid when a terrible accident occurred. A wall of the fortified tower in which Lord Draco and Alexi worked ruptured outward with a great explosion. Alexi was seen trying to destroy everything in sight, including his friend Lord Draco. Witnesses claim that Lord Draco was forced to kill Alexi to save himself.

Lord Draco was infinitely crushed. It is said that he did not speak to anyone for over a century, preferring seclusion in the ruined tower. Lord Draco's sudden re-emergence from seclusion came as a shock when Lord Draco introduced his son Alexi Dragosee to the rest of House Draconis. He had young Alexi with him wherever he went, pointing out the finer points of the Draconis and

the Imperium. Often he would speak proudly of Alexi to others, saying that Alexi could be the first Draconis to rule the Imperium. In private, it was rumored that Lord Draco taught young Alexi to be ruthless and to be intolerant of weakness. In time Alexi gained Lord Draco's favor and earned the right to have immortality bestowed upon him.

Alexi was left alone to deal with more and more of the affairs of House Draconis, until Lord Draco was no longer seen in the affairs of the Draconis. Alexi, now free to do with the Draconis as he saw fit, began to replace key positions in the Draconis with people loyal to him. The one power in the Draconis that most stood in his way were those of the Family Dracul. Trusted advisors and leaders of the Family Dracul were slowly replaced or killed off. Dracul defenders were sent against impossible odds. Dracul sorcerers were prevented from advancing farther in the arts than those closest to Alexi. Many believed he was exacting revenge for Lord Draco. Others believed Alexi was simply removing his greatest threat.

Radu Dracula, son of Alexi Dracul, was left to care for the Family Dracul when his father met his unfortunate accident. He watched Alexi's oppression of the Dracul for several centuries. It was one night in the 16th century when Radu learned of a decree to begin assassinating key members of the Family Dracul. He had decided that it was time for his family to escape before they were killed off. Breaking into Draco's tower, Radu took with him a great repository of Draconis rituals and knowledge. He then razed the tower and escaped, sending word to all of his family to go into hiding. He found a trusted person of another family to deliver a letter to Alexi in the morning, stating simply that "The Family Dracul is no longer of the Draconis."

For over a century the Draconis hunted the Dracul. Great bloody conflicts raged across Eastern Europe. Any Dracul found to be in a Draconis controlled dominion were hunted down. No House in the Imperium dared to assist the Dracul for fear of retribution from the rest of House Draconis. It was in 1836 that the Family Dracul petitioned the reigning Empress Andrea to become a House. Some say that Radu promised the Empress the secrets of Sorcery to gain entrance into the Imperium, but in the end, House Dracul was born. It is quite ironic that only fourteen years after Empress Andrea DeLyones granted Lord Radu Dracula his request, she would end up stepping down for reasons unknown.

Soon after the Dracul gained their status as a House of the Imperium, rumors of Lord Draco's rage over the betrayal was confirmed. The Curse of Draco, as it came to be known, made all members of the House Dracul unable to stand in the light of the moon. But instead of deterring the Dracul, this curse merely strengthened their resolve. With the status of a House, the Draconis could no longer openly hunt the Dracul.

House Dracul is one of the most well connected Houses in the entire Imperium to all things that would be labeled "occult". Members of this House can be found on virtually every known continent on the Earth, and House Dracul is by far one of the wealthiest Houses there is.

CREATING NEW FAMILIES

For Actors who wish to create their own Families within House Dracul, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: The House Dracul has acquired a vast amount of wealth over the centuries. Because of this, members of this House can purchase the Advantage: Sorcerer for 5 Study Points, Sway: Human Society, and 1 Rank of Wealth

DISADVANTAGES: Infamous: Atlantean Society, and The Curse of Draco

Because of the Curse of Draco, all members from House Dracul suffer from this horrifying extreme allergy to moonlight; to the point that it causes them physical harm when their bare skin is exposed to the direct or indirect light of the moon. Only during the New Moon can these Personas go out at not without fear of its burning light. This Disadvantage all Faux Blooded, True Blooded and Lilans of House Dracul.

THE CURSE OF DRACO

FOR THE FAUX AND TRUE BLOODED: During the partial phases of the moon, for every round that a Persona is exposed to the moonlight; they take a Rank of Stun Damage. During the three days of the Full Moon, Personas take a Rank of Wound Damage for every round that they are exposed to the moonlight.

FOR LILANS: During the partial phases of the moon, for every round that a Persona is exposed to the moonlight; they take a Rank of Wound Damage. During the three days of the Full Moon, Personas take a 2 Ranks of Wound Damage for every round that they are exposed to the moonlight.

The only way that members of House Dracul can go out during times of the full or partial moon is through wearing heavy clothing; at least 2 layers that cover all areas of exposed flesh.

SEAT OF POWER

TIRGOVISTE, ROMANIA

THE FAMILIES OF HOUSE DRACUL

TEPES FAMILY

ADVANTAGES: Sway: Human Society, 1 Rank in Servitor, 1 Rank of Wealth and may purchase the Advantage: Sorcerer for 5 Study points

DISADVANTAGES: Infamous: Atlantean Society and The Curse of Draco

The Tepes Family are the leaders within House Dracul, even today the Tepes family is ruled by Lord Radu Tepes Dracula. Through intermarriage with the other Houses, Radu has been able to establish a stable number of True Bloods within his own family, in part to ensure House Dracul's legitimacy as one of the ruling Houses of the Second Atlantean Empire.

Radu is of True Blooded Atlantean descent. But due to the years of fighting with House Draconis, following the Family Tepes' exodus from their parent House, the number of True Blooded Atlanteans within this House and Family are few in numbers. For the last 200 hundred years, ensuring the continuation of the True Blooded bloodlines within this House has been paramount. Over the last 100 years both Houses Ramius and Thalys have wed a handful of their daughters to the few True Blooded heirs of House Dracul, helping to continue the House through its infusion of fresh genetic contributors.

Members of the Tepes Family are charming, inquisitive, intelligent, and ruthless. And to make matters worse, they are being taught this pattern of behavior of a very young age. House Dracul's war with House Draconis has left its rulers bitter and resentful of the advantages that other Houses have, sometimes to the point initiating unrest among the other House if only to make the local Draconis suffer. Rarely do the Houses that they are manipulating realize that they have been played; most if not all tend to place their blame on the doorstep of House Draconis. The Dracul tend to get a quiet chuckle from this irony.

The Curse that Lord Draco of House Draconis placed on House Dracul affects all of its members, even those that married into it from other Houses. As such, many Houses are reluctant to wed one of their daughters to a Dracul heir, especially knowing that their daughter will be Cursed upon entering her new House. Because of this, the number of marriages between House Dracul and the other four Houses of the Imperium tend to be infrequent.

It is said that the Sorcerers of House Dracul are some of the finest and most terrifying Sorcerers that walk and breathe. Due to this, and their extreme allergy to moonlight, members of House Dracul are typically left to their own end, and only approached when another House needs something specific from them.

DRAKUL FAMILY

ADVANTAGES: Sway: Human Society, 1 Rank in Imperium Renown, 1 Rank of Wealth and may purchase the Advantage: Sorcerer for 5 Study points

DISADVANTAGES: Infamous: Atlantean Society and The Curse of Draco

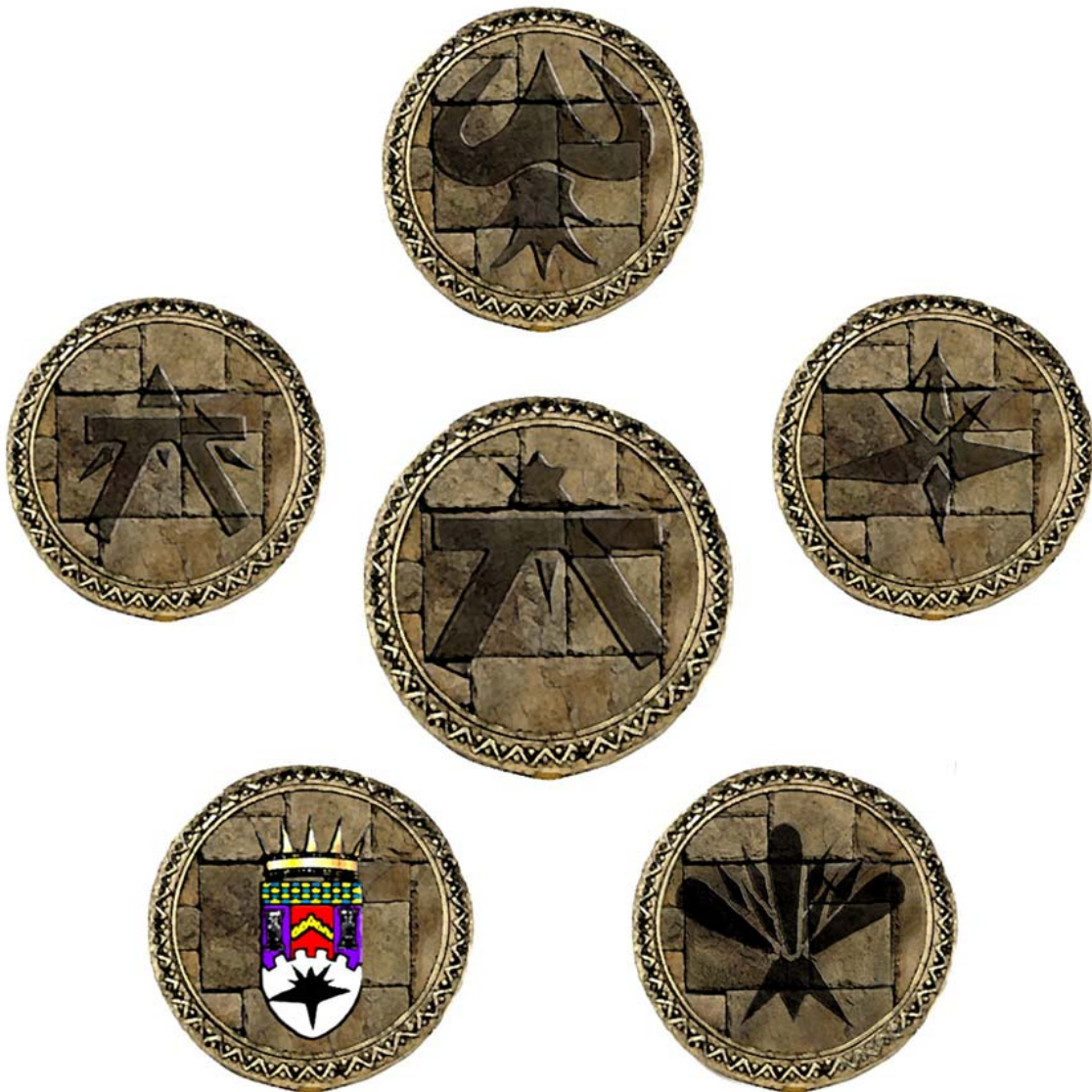
Only once has House Dracul married off one of its daughters to a member of another House; Eva Drakul also known as Eva Dracul Bishop. Eva was not very sorcery minded and cared little for the politics, but she did honestly love the True Blooded Atlantean to whom she was wed; Marcus Bishop of House Ramius.

That was in the beginning of winter in 1899. For reasons no one quite understands, Marcus was found murdered in their New York City home. No one ever claimed credit for it, but in the end the credit lay at the feet of House Draconis. It was much easier to believe that Eva had been married in to House Ramius to spy on them, and then killed her husband, than it was to believe that someone had murdered Marcus to drive a wedge between the alliance provided by the union House Dracul and House Ramius through Eva and Marcus. Only a month after her husband's death Eva gave birth to the first member of the Family Drakul; Maximillian Drakul.

Since those painful days at the end of the 19th century, Eva has made it her life goal to find the Draconis that were responsible for the murder of her husband and to make them pay with their lives. To this end, from 1900 onward; Eva made it her mission to learn the secrets of Sorcery that she had long scorned as dangerous and hateful. It will be those same dangerous and hateful secrets that made the Family Drakul a name to be held in fear and reverence.

THE RENEGADE HOUSES

The Renegade Houses are the Atlantean Families that willingly chose not to be forced into the ridged structure of the Second Atlantean Empire. Some choose to walk their own path while still having dealing with the Imperium, while others have become Renegade Houses through their willfull opposition of the Second Atlantean Empire and its draconian laws.



THE HOUSE OF ROMULUS



The threat in the shadows of the second empire, the House of Romulus is the most known but least obvious of the Renegades. It is the dark mirror of the Remii philosophy, and the threat that keeps the Scarlet Brotherhood in power. Mysterious and well-hidden, the House of Romulus is the greatest threat to the Atlantean way of life—to those that believe they exist at all...

Ironically, the gravest threat to Ramius's empire came from his own older brother. Lord Romulus, like this brother, was known for his courage and skill in the socio-political battlefields that was the Senate of the First Atlantean Empire. It was their mental fortitude and indomitable will to survive against all odds that endeared these two brothers to Lilith and later to the Cult of Lilith.

It was the immortality that Lilith gave Lord Romulus and his brother that gave the Atlantean Senate of the First Empire pause, and cautious in allowing either brother into a position of power within Atlantis itself. Rather than deal with the possibility of Lord Romulus taking over his father's seat on the Senate, and being that much closer to the Atlantean Throne; the fearful Senators of the First Atlantean Empire decided it was easier to send Lord Romulus to the province of Italia (modern day Italy). In those barbaric lands Lord Romulus would rule over the barbaric humans as a vassal king under the control of the Atlantean Senate and the Emperor. Fearing retaliation on the part of Lord Ramius, the Atlantean Senate gave him command of the Phoenix Legion and sent him and his legion to Italia to join his brother as a protector of the province. In this one action, both brothers of the House of Italus were removed from Atlantis and the threat of a Lilan Emperor was removed. This action on the part of the Atlantean Senate saved the two brothers from the cataclysmic fate that awaited Atlantis millennia later.

How does a man survive when his entire culture has been destroyed? Lord Romulus and Lord Ramius both watched in horror as the Atlantean Dark Ages fell upon the globe, and all the wonders of their age were torn asunder. The loss of Atlantis affected both brothers deeply. To Lord Ramius, watching the humans destroy the relics of his great race showed him that they were mere children, needing the guiding hand of an older and wiser people; Lord Romulus, however, saw the sinking of Atlantis as a sign that their time as rulers of the world was over. Like all things and civilizations, Atlantis had had its time and it was now time for the humans to begin ruling over the world. This is where the philosophies of the two brothers diverged. In the aftermath of Atlantis and its terrible fate, Lord Romulus attempted to rule over Italia with his brother acting as his trusted military adviser.

In the beginning of their joint rule of Italia, all seemed well, Lord Romulus would handle all of the decisions that affected the kingdom as a whole and Lord Ramius would step in only when military force was required.

Under the reign of King Romulus, the small farming village of Alba Longa became the central power in Italia, and the dominion of Romulus prospered during his long reign. Throughout his reign, Romulus gave the humans the cultural secrets that he believed personified the greatness that was the First Atlantean Empire. Lord Ramius during this era sat back and watched with great discomfort as his brother began teaching the lesser race of humanity secrets that he truly felt that they did not deserve the right to ever possess. Lord Ramius sat in the shadows manipulating humanity as if they were but pawns to be used in his quest for greater power and influence. Because of Romulus' connection with humanity, both brothers began spending less and less time together and their relationship began to fray. But finally in 717 BC, Romulus decided it was time to step

down from the throne and allow a human successor; Numa Pompilius to take up the reins of power. This one decision was the straw that broke the proverbial camel's back, finally the two brothers clashed with one another.

Because Romulus chose to name a human as his successor rather than turning the throne over to his brother Ramius, Lord Ramius conspired with the eastern Atlantean Sorcerers of the House of Draco and attempted to murder his brother. A terrible storm of supernatural power and ferocity descended on the Villa of Lord Romulus, during the course of the storm many of Romulus' most trusted allies were slain and the next morning when Lord Ramius' servitors went to identify the casualties, all of the bodies were so badly mutilated that no definitive identification of Lord Romulus' remains could be made. All assumed that he was dead along with his advisors.

One night later, Lord Ramius was looking over his new dominion from the top of Palatine Hill and that was where Romulus finally caught up with him. Enraged, Romulus accused his brother of trying to have him killed and attempting to undermine the power of the new king of Italia; Numa Pompilius. Ramius scoffed at Romulus and drew his gladius; the two fought a great and terrible battle and in the end, Lord Ramius sank his sword into his own brother's flesh. Thinking his brother dead, Lord Ramius took Romulus' body to the River Tiber to let the river remove the evidence of his fratricide.

It was perhaps the murder of Romulus that personified Ramius' belief that Atlanteans must work together or risk destroying everything that they had left of Lost Atlantis. Through the subtle manipulations of Lord Ramius and his pawns, the Roman Kingdom began its long era of decline. In just under three centuries, Lord Ramius was able to erode the legacy of Romulus. And in a single night of bloody carnage, the last of the Roman Kings; Lucius Tarquinius Superbus met his end and shortly thereafter the Republic of Rome was established.

Through the Roman Republic, Lord Ramius was able to manipulate its people in a way he could never have before. Humanity at its core was a child raised that could be bought and sold with but a few shiny coins and kind or threatening words. Fearing possible retribution by the former supporters of Romulus, Lord Ramius set about on a crusade to rid Italia of any Atlantean families that would not support him as the one dominant power in Italia and in Rome.

From the shadows, Romulus watched in horror as the kingdom that he had built was torn asunder by his brother. He could only stand by in silence as his former supporters were run to ground and murdered by his brother and the evil Atlanteans and humans that were willing to sell their souls for the power that Ramius offered them.

In 151 AD, Lord Ramius finished his crusade to unite the Atlantean families in Italia under his banner. Lord Ramius proclaimed that he would establish a Second Atlantean Empire and it would be greater than the one that came before it. It was at this time that Lord Romulus finally made contact with his remaining supporters, if he could not help humanity out in the open, then he would do it from the shadows of the Second Atlantean Empire.

In 185 AD, Lord Romulus was able to unite those Atlantean families in Northern Italy that were loyal to him under the banner of Theodocius Scavario. In the beginnings of the Second Atlantean Empire, Lord Ramius was looking for any Atlantean Houses that would be willing to join his newborn empire; and so House Scavario was born.

Over the years since its founding, House Scavario was an advocate for expansion of the Second Atlantean Empire into the lands previously held by the First Atlantean Empire. This urging of expansion by House Scavario led to a number of crushing and (with hindsight) obviously mistaken and poorly managed excursions into Southern Gaul.

Just because a man or Atlantean is a charismatic leader does not automatically make them an intellect leader, and this was the case with Theodocius Scavario. All throughout his reign as the Patriarch of House Scavario he ignored his mentor; Romulus' attempts to temper his quest for justice against the House of Ramius with patience. Romulus always counseled his student that only through patience would House Scavario gain the throne of the Second Atlantean Empire and through that throne, would they gain justice and help humanity into their golden age.

In 235 AD, it all came to a head when against the wishes of Lord Romulus, Theodocius Scavario proclaimed himself Emperor of the Second Atlantean Empire and with his supporters within the Atlantean Senate, he was able to split the empire in half. For six dark months the Legions of House Scavario and House Ramius battled throughout Italy, until at the end Emperor Ramius and his forces descended upon the city of Ravenna in Northern Italy. It was at the Battle of Ravenna that all of House Scavario were put to the sword and the Second Atlantean Empire was finally made whole again. Upon entering the former home of Theodocius Scavario, Emperor Ramius found a single note with elegantly scrawled words in old form Atlantean on the desk of

the dead Patriarch “This vendetta never ends. – Romulus.” Upon seeing the note, Emperor Ramius ordered that the Scavario villabe burned to the ground.

It is said that Emperor Ramius became paranoid of everyone around him from that day forward, to the point that he would not even meet with his most trusted allies without a squad of Centurions in the room with them. To Ramius, everyone and everything could be connected to this vendetta of his Brother’s. During a dinner celebration after House McCullen had joined the Second Atlantean Empire, Lord Lucius of House Draconis was poisoned to death by a poison that none of his most trusted House Draconis sorcerers could identify. No one ever found out who poisoned Lucius, but Emperor Ramius knew. He knew that Lord Romulus was behind it and that there would be no end to the vendetta against his House.

From that date forward, the House of Romulus became a near constant threat to the very survival of the Second Atlantean Empire. From the moment that House Scavario met its end, whispers began circulating throughout the empire that the House of Ramius was cursed by memory of Romulus. Anyone that even uttered Romulus’ name in any context that was not a curse was labeled a traitor to the empire and summarily executed by the Praetorian Order.

In 623 AD, a scroll began circulating throughout the Second Atlantean Empire; it was a treasonous work known as the “Decrees of Romulus”. It stated that the time of Atlantis was over and that it was humanity’s time to be the next great race. It stated in no uncertain terms that humanity must be allowed the freedom of self-determination from those machinations of the Second Atlantean Empire and that eventually humanity would have its own golden age. It stated that the House of Romulus would undertake any action that would end with the final dissolution of the Second Atlantean Empire.

From the moment that the Decrees of Romulus became known, Emperor Ramius ordered that all copies of the treasonous work be burned and that anyone that openly advocated the views in the work be executed immediately.

The House of Romulus since that day in 623 AD became an enemy to all that wanted the Second Atlantean Empire to remain in power.

Instead of legions of Centurions, the House of Romulus uses a network of Spies and unwitting and sometimes unwilling agents to achieve its goals. Its agents are known as “Ravens”, and wherever they go they sow the seeds of discontent among the Second Atlantean Empire. Their information networks appear to be simply terrifying in how much they know and in their ability to infiltrate even the most loyal and secure of Houses. Major Lords of Houses to Centurions to even Antiquarians have been punished for their unwitting connections to Spies that were eventually uncovered.

It is said that when discovered, the information networks of the House of Romulus seem to be so detailed and intricate that it hints at the notion that the House of Romulus has succeeded in infiltrating and manipulating almost every House in the Empire.

The House of Romulus believes that assassination is the most appropriate *modus operandi*, given how Emperor Ramius attempted to end Lord Romulus himself. It is whispered that the House of Romulus has guided both Brutus’ dagger and Booth’s bullet alike, and that multiple outbreaks of chaos and fallen kings can be laid at this House’s feet. The Scarlet Brotherhood states that the House of Romulus as a cadre of warriors known only as the *Celeres*; that act as the personal guard of Lord Romulus. This House has used poisons, gas, and sorcery to achieve their ends without regard for honor or pause.

The Scarlet Brotherhood continues to circulate rumors of this House’s connections to the most dark and twisted sorceries, creating dark and venomous weapons similar to the Praetorian Gladius and worse items. The Scarlet Brotherhood says that assassins from this House has killed targets that were believed invincible or undefeatable.

Those that look for this Renegade House clan that its agents have been involved with such historic uprisings such as the Muhammed's smashing of the idols, the American Revolution, the French Revolution, the death of the Romanovs, to even the collapse of the Soviet Union. Some say that Sorcerers of this House played a hand in the destruction of the Spanish Amada in 1585. However it is 1939 that most remember as the darkest deed of the House of Romulus.

It is said by members of the Scarlet Brotherhood and even the Centurion Order that the agents of the House of Romulus were vital in driving the Atlantean Highlanders of Clan MacKlintoc to rebellion in the British Isles. With their help the Highlanders were able to strike a fatal blow against Imperium forces in England, causing confusion among the ranks of the Praetorian and Centurion Orders and stopping any chance at countering their advance. While unconfirmed, many believe that his House had at least some dealing with both of the Families Fallcourt and Halloran before their turning to the aide to the Renegade Houses. It is

perhaps these families that are the source of the Gladius blades that made it into the hands of the blood thirsty Highlanders. Some say that the Renegade House of Halloran still resides in the England of its birth, and that the House of Fallcourt chose to return to Europe, but no one is quite sure about these rumors.

To the Elders and Patriarchs, however, the most worrisome fact is that to many of the young, the House of Romulus is seen more as a boogeyman than a real threat to the stability of the Second Atlantean Empire. To many, it appears that that Scarlet Brotherhood simply storms into a town or city, makes claims that an upstanding citizen is in league with the House of Romulus and arrests them. Those that disappear go without trial or explanation, but it is assumed that all that are taken are executed for their perceived crimes against the Second Atlantean Empire. To many, this could be less of peace keeping and more of witch hunting and tyranny.

The House of Romulus seems to be tied to every failure of the Second Atlantean Empire in some way or fashion, even if there is little hard evidence to support their involvement –are they really such a threat, or simply a shipping boy for incompetent rulers? To the newborns of the past three centuries, raised on the ideals of democracy and free will, these events seem more like signs of a dictator than a healthy empire.

Are the excesses of the Scarlet Brotherhood really for security, or more to keep the peace at any cost? Even worse, are those that speak up against the hunt for the House of Romulus simply champions for democracy, or are they secret against rallying support for the decay of law and order within the Imperium. The most terrifying question of all...is all this chaos being guided by the sinister hand of the House of Romulus?

CREATING NEW FAMILIES

For Actors that wish to create their own Families within House of Romulus, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: 1 Rank in Subterfuge Skill, Sway: Human Society, 1 Rank of Wealth

DISADVANTAGES: Enemy: The Second Atlantean Empire

SEAT OF POWER

SOMEWHERE IN ITALY



CLAN MACKLINTOC



This is one of the more ancient groups of Atlanteans to have settled in the islands now known as the British Isles. At the time of their settlement, these Atlanteans sought to remove themselves from the political intrigues of Atlantean society through the relative isolation of Britannia. They had become so fed up with the intrigues of Atlantis that they were willing to work and live among the barbarians because they knew the other Houses of Atlantis would dismiss them as no longer a threat to their political power. Their goal was to cut away all of the unnecessary luxuries and distractions of the modern Atlantean world and to center on getting back to the basics of living a simple life.

Over their centuries of self-imposed isolation, these Atlanteans interbred with the local human populations. One of the unfortunate side effects of this interbreeding was a thinning of the blood of the Atlanteans to the point that within five generations the mental disciplines of Mesmerism and Telepathy were not strong enough to be passed on to their descendants. This interbreeding also meant that there was an extreme minority of True Blooded Atlanteans left within the Atlantean populations of Britannia. The few remaining True Blooded families became the nobility of the Atlantean society that was forming in the highlands of Scotland. Due to their contact with the savage human barbarians Picts of Britannia the Atlanteans of Britannia eventually became as savage as their human counterparts.

Over centuries of social devolution, the Atlanteans of Britannia eventually began making war on one another; in many cases this was brought on because of alliances made by the Atlantean nobility. By the time that the Romans made their way into the southern lands of Britannia, the Atlantean noble families of the isles were already established to the point that it was impossible to tell where the Atlanteans started and the humans stopped.

In 43 CE, an invasion force that was led by Aulus Plautius with the *II Augusta* that was commanded by Vespasian along with the *IX Hispana* and the *XIV Gemina* Legions invaded the lower lands of Britannia. This invasion was delayed by a mutiny of the troops, who were eventually persuaded by an imperial freedman to overcome their fear of crossing the ocean and campaigning beyond the limits of the known world. The Romans sailed in three divisions and landed at Richborough in Kent, there are some historians that suggest that part of the invasion force also landed on the south coast in the Fishbourne area of West Sussex. When the Roman invaders defeated the Catuvellauni and their allies in the course of two battles, this started a tide of Atlantean refugees heading towards the lowlands of Scotland in an attempt to escape the Romans. All throughout this initial period of conquest, the Atlanteans of the lowlands and highlands of Scotland were largely left to their own ends. The Romans' only real concern was taking control of the lowlands of what is now known as England and Wales.

One thing that the Romans were excellent at was turning Celtic tribes that were initially at peace against one another through the offer of the spoils from their assistance in the wars. It was at this point that the Atlanteans of Rome finally made contact with their long lost cousins. The Roman Atlanteans; whom were emissaries for Lord Ramius were promising these Atlanteans control of the Isles of Britannia after the Roman conquest was completed. These emissaries knew very well that Lord Ramius could not make good on these promises, but through these pacts the Roman Atlanteans were able to use these Celtic Atlanteans to eliminate other Celtic tribes and Celtic Atlanteans that were unwilling to even meet with the Romans. These lies were the

start of a festering wound that has never fully healed among the Britannian Atlanteans that survived the Roman conquest of their Isles.

By the time that Hadrian's Wall was built, the Atlanteans of Scotland began seeing hundreds of Atlantean refugees flooding into the lowlands in an attempt to escape the savages of the Roman Legions. Most notable of the Atlantean refugees were the survivors of the Ordovices and the Deceangli of Wales; the Ordovices having been decimated by the Roman Governor Gnaeus Julius Agricola in the campaign of 77 to 78 CE. When the nobles of both of these Celtic tribes of Atlanteans converged on Scotland, the Atlantean Picts knew that the Romans would be coming for them soon.

In 84 CE, Agricola with *XX Valeria Victrix* Legion defeated the Caledonians at the Battle of Mons Graupius in what is today known as northern Scotland. In this battle, the Atlanteans of Scotland with their Ordovices and Deceangli allies joined with the Caledonians in an attempt to stop the Romans from gaining control of the northern lands, this battle ended in a defeat mostly because the Caledonians, the Ordovices, and the Deceangli could not work effectively together to repel the Roman Legions. However, not long after this battle; Agricola was recalled from Britannia back to Rome and the Romans retired to a more defensible line along the Forth-Clyde isthmus, freeing soldiers that were badly needed along other frontiers of the Roman Empire.

After the conquest of Britannia was complete, much of Roman culture and ideology was introduced to the native populations of Britannia. These new ideas in some ways brought a civilizing element back to the Atlanteans of the isles. But at the cost of everything that they had gained in their centuries of isolation and independence.

In 155 CE, Roman Atlanteans began making their way into Britannia yet again, this time because Britannia was now being claimed as part of the Second Atlantean Empire by its new Emperor; Lord Ramius of House Ramius. Because of the Roman occupation of the southern lands, much of its remaining Atlantean population willingly accepted the appointment of Gaius Falconius of House Ramius as its Prefect. To the north in Scotland, the Scottish Atlanteans could only watch in shocked horror as their isles were now taken over by power hungry Atlanteans from Rome. The wound grew deeper, but with their isolation in the north of the isles, these Scottish Atlanteans simply isolated themselves even further in an attempt to remain independent of the Second Atlantean Empire.

The Clan of Atlanteans known as Clan MacKlintoc was born out of this desire for independence and the growing realization the Atlanteans had that they were not only different but, somehow, less than they had once been. Donal Macklintoc, the first head of the Clan spent over a decade on the move through the Highlands, not only to avoid the Romans but also to try and locate as many Atlanteans as he could. Donal had fought at Mons Graupius, he'd seen what had happened when the different groups of Atlanteans had refused to work together. He knew it could not happen again.

His reasoning was simple; they must attempt to return to what they once had and at the same time, gather their forces. As they stood, there was no way they could fight the Second Empire and the war would have to be fought, at least in the short term, on an ideological battleground. Instead he spent twelve years traveling the country, making contact with as many Atlanteans of as many different groups as he could.

The offer he made them was simple; join with his Clan, keep their individual identities but be stronger, be safer. Some turned him down, many agreed and over time, Macklintoc gathered a large group of Atlanteans to him. That group, despite his assurances of independence, would become known as Clan MacKlintoc.

Their existence was difficult, continually harried as much by the other Clans as by the Roman Atlanteans but the Clan survived, their most notable success being the harrying of the troops sent to build the Antonine Wall. Construction of the wall was disrupted time and again by guerilla attacks and although it was completed, the tenacity and brutality of the united Atlanteans led to it being abandoned in 158 CE. The leader of these attacks, Lorien Macklintoc was one of Donal's most trusted liuetenants and would play a vital role in the house's later life.

Twenty years of uneasy conflict and gradual increases in strength passed until, in 178 CE, it is believed that the Lilan progenitor of House Lionnes; known only as Lady Vanessa, undertook a journey to the lands known today as Scotland in order to contact the Atlanteans that had been stranded there during the fall of the First Atlantean Empire. The lands of Britannia; which included the lands England, Ireland, Wales and Scotland had always remained at a distance from the heart of Atlantean politics. Because of this situation, the Atlanteans of the Isles of Britannia had always remained an autonomous zone within the First Atlantean Empire, with that in mind the Atlanteans all throughout Britannia really were not effected all that much by the

fall of the greater empire. Crucially, they were also an untapped resource, a power base that, if controlled, if tamed, could prove massively influential for whichever House made contact.

With that in mind, Lady Vanessa made her journey to Britannia. Its purpose was to unite the Atlantean in those lands under the banner of House Lionnes; thereby bringing them into the Second Atlantean Empire and strengthening House Lionnes in doing so, to the extent that if everything had gone as smoothly as Lady Vanessa had planned, House Lionnes would have become the most powerful Atlantean House within the empire.

However, Lady Vanessa was not the first Imperial Atlantean to make contact with their island brethren. Emperor Ramius had already made contact with the Atlanteans of Clan McCullen in Ireland, and that they had become members of the Second Atlantean Empire.

Lady Vanessa found herself faced with a problem. Ramius had all but successfully annexed the Britannian Atlanteans and there were reports he was already looking for a suitable Prefect. If he succeeded in taking over the entire country, bringing it's entire Atlantean population under his wing, he would be unassailable. To make matters worse, the only Atlanteans he'd not contacted were scattered across the Scottish Highlands and were, in many ways, as disparate and barbaric as the humans they lived amongst. Ramius, it seemed, had won. The Britannian Atlanteans would either serve him or be beneath his notice.

She solved that problem by passing the Lilan Condition to Jeremiah Macklintoc, one of the chieftains in the area. With the help of five of his clan members, Macklintoc spent the next thousand years at the heart of Scottish and English society. His Clan were instrumental in setting up what would become Edinburgh and fought a bloody war with the Lilan Viking Indulf and his war band for control of the country, ultimately winning a decisive victory.

Learning would become one of their most important weapons and William Macklintoc was instrumental in the founding of St Andrew's University, the third oldest university in the world. There, he continued to research possible cures for the Lilan Condition whilst knowledge and learning accrued around him.

At the same time, Angus Macklintoc, Jeremiah's spymaster, fought a cold war with the Scarlet Brotherhood. The Macklintocs found an unlikely ally in Janus, a Brotherhood spy whose constantly shifting loyalties led to some of their greatest victories and worst defeats. It was through Janus that the Macklintocs learnt of the threat the Brotherhood posed and through the uneasy alliance with Jeremiah that Janus was able to help them thwart many of the worst plans. The relationship between the spy and Angus came to a head on new Year's Eve 1999, when Janus was instrumental in both an attempt to create a binary virus that would wipe out every Atlantean in the country and foiling a massive Imperium invasion. He is currently in a coma, held in a secure building at St Andrew's University.

The Macklintocs have seen off Vikings, plagues, two world wars and constant attacks by the Crimson Brotherhood. They have done so because Jeremiah is a fiercely intelligent strategist and brutally efficient warrior, because Angus Macklintoc is dedicated to his family and country's security and because family members like William Harcourt and the Dukes of Ireland, Patrick Quinlan and Ryan Ferguson, have acted on their own initiative.

They have also done so because they are cautious. The Macklintocs know their country well and Jeremiah has placed trusted friends and family members in positions of power across England. Their record has not always been perfect, in particular in Ireland, where Macklintoc was forced to sever formal ties with his Dukes for several decades. Whilst they have been welcomed back to the fold, problems with pockets of Imperium resistance and elements of the human population remain.

But despite this, despite their rag-tag nature, the Macklintocs are successful rulers. Based in Edinburgh Castle with St Andrew's and a small retreat on Holy Island as extra seats of power, they run England more kindly than the Imperium ever would. The price is the humanity of Jeremiah Macklintoc and his family and, with one exception, it's a price they bear willingly.

CREATING NEW FAMILIES

For Actors that wish to create their own Families within Clan MacKlintoc, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: Spy Network: Atlantean Society, Servitor, 1 Rank of Investigation Skill

DISADVANTAGES: Enemy: Second Atlantean Empire, Life Force Restriction (if Lilan): Only those of Gaelic descent

SEAT OF POWER

SCOTLAND, BRITISH ISLES

THE FAMILIES OF CLAN MACKLINTOC

MACKLINTOC FAMILY

ADVANTAGES: 1 Rank of Wealth, 1 Rank of Black Rose Membership, Spy Network: Atlantean Society

DISADVANTAGES: Enemy: Second Atlantean Empire, Life Force Restriction (if Lilan): Only those of Gaelic descent

The MacKlintoc Family was founded by Jeremiah MacKlintoc, a Lilan. Jeremiah's family, prior to the official forming of the Clan had been de facto leaders of the free Atlanteans in England, their undoubted military prowess and natural leadership reflected in the visits they received from foreign Atlanteans who also opposed the Empire.

The MacKlintocs have embraced the economic and cultural resurgence in Scotland as their own and family members tend to dress very well but not exuberantly so. This formality is tempered by the high regard the family hold modern culture in, their close ties to Scotland's student community and their military background.

MacKlintoc family members are, in essence, enlightened royalty. They are passionately interested in their country and people and are as at home in boiler suits or combat fatigues as they are in suits. However, this involvement has been known to limit their ability to look at the wider picture. The loss of Angus MacKlintoc, the family's spymaster, who vanished for several years in Europe during World War II is an excellent example of this.

HARCOURT FAMILY

ADVANTAGES: 1 Rank of Wealth, 1 Rank of Presence, 1 Rank of Sway: Human Society

DISADVANTAGES: Enemy: Second Atlantean Empire, Life Force Restriction (if Lilan): Only those of Gaelic descent

The Harcourt Family was founded by Ezekiel Harcourt, an Atlantean who was at the forefront of England's naval ambitions and development. The Harcourts have, in fact, been at sea their entire lives, and Harcourt family members have served with distinction at every level of the Navy and in every kind of ship. From Napoleon and Dunkirk to the Merchant Navy and private companies, Harcourts have captained many of the most successful ships and freighters of the last fifty years.

This continues today with every level of the family working on or near the sea. As a result, Harcourt family members tend to be an unusual combination of independent and diffident. Their dress sense tends to reflect this, alternating between the formality of naval uniform and rank and practical, hard-wearing work clothes.

This love for the sea has protected England for centuries but it also tends to blind the Harcourts to their obligations on land. The family has only recently begun to change this, with Victoria Harcourt, Richard's wife proving adept at marrying the family's nautical lifestyle with the practical needs of England.

MCCULLEN FAMILY

ADVANTAGES: 1 Rank of Persuasion Skill, 1 Rank of Servitor, 1 Rank of Wealth

DISADVANTAGES: Enemy: Second Atlantean Empire, Life Force Restriction (if Lilan): Only those of Gaelic descent

The McCullens are one of the great tragedies of Atlantean society. The once proud family has been shattered and the few remaining survivors, whilst in positions of power, are a shadow of what the family once was. Where the McCullens once ruled much of Atlantean society, they now need assistance to rule Ireland. Cut off during the troubles, they, with the help of the Ferguson and Quinlan families have finally succeeded in turning the country away from the wars of the past and towards a brighter, unified future.

Ironically, the horrific events of the last few centuries may yet prove to be both the family and the country's family's salvation. Exhausted as the survivors are; they are a progressive group who have embraced every social and technological change the country has undergone. The McCullens are at the cutting edge of development and industry and, whilst they are clearly there to make amends for past crimes committed both by them and against them, the 'Celtic Tiger' and Ireland's massive economic growth prove they've been doing the right thing.

FERGUSON FAMILY

ADVANTAGES: 1 Rank of Persuasion Skill, 1 Rank of Elite Military Training, 1 Rank of Black Market Connections

DISADVANTAGES: Enemy: Second Atlantean Empire, Life Force Restriction (if Lilan): Only those of Gaelic descent

The Fergusons are a family born in war; who are only now turning towards peace. For centuries, the Fergusons served as the right arm of the McCullens, a relentlessly effective fighting force who were as loyal as they were highly trained. When the Emperor fell, when Ireland was torn apart, the Fergusons were amongst the first targets hit and they were hit almost as badly as the McCullens themselves.

The survivors were eventually caught up in the Troubles and spent most of the 20th century at war with the English. They became as effective, as brutal and their actions delayed the peace process by at least a decade.

When Ryan Ferguson took power however, that changed. Under his leadership, they were steered into the peace process and now, the family stands as a vital part of Irish culture, a group who have embraced every aspect of the modern world like a life raft in doing so may have found a new, defining purpose.

QUINLAN FAMILY

ADVANTAGES: 1 Rank of Wealth, 1 Rank of Spy Network: Atlantean Society, 1 Rank of Melodic Voice

DISADVANTAGES: Enemy: Second Atlantean Empire, Life Force Restriction (if Lilan): Only those of Gaelic descent

The Quinlan family were; in many ways, the Fergusons' reflection. What they lacked in martial prowess and status they made up for in hard work and the family's holdings in the south of the country were amongst the best kept land in Ireland. When the war came, and the Emperor fell, that changed and they, like the Fergusons, found themselves without a purpose.

Like the Fergusons, they took to violence but unlike them, the Quinlans fractured. The family waged war with itself, some fighting on the side of the Imperium, some against it and it was only a matter of time before Quinlan blood was on Quinlan hands. The survivors were so disgusted by this that they became one of the strongest forces for peace in the country and remain so today. Where the Fergusons have embraced modern culture, the Quinlans have turned to the country's history and have dedicated themselves to healing as many of the wounds in the country as they can. Widely spread across many of the rural communities, they provide valuable intelligence as well as local assistance.



CLAN OSAKA



Clan Osaka is an ancient political alliance of Atlantean families that has existed in one form or another in the Japanese Islands since the days preceding the fall of the First Atlantean Empire. Its' collective name has changed many times over the millennia since its founding; but its purpose has always remained; to unite the Atlantean families of Japan under a single banner.

These Atlanteans settled in the Japanese Islands during a brief period of colonial expansion just before the heart of the First Atlantean Empire, the continent of Atlantis, sank into the Atlantic Ocean. The original colonists settled the Japanese Islands in an attempt to distance them selves from the politics and intrigue of the Imperial Court in Atlantis and to help expand Atlantis' sphere of influence in the Pacific Ocean following the disappearance of the fallen empire of Lemuria. When Atlantis sank beneath the waves of the Atlantic, the Atlantean colonists in Japan were completely cut off from the rest of their Houses back in the western half of the world, and because of this, they were forced to adapt and intermarry with the local Japanese human populations in an attempt to keep their families and Houses from disappearing into the annals of history.

Over the centuries, the Atlantean descendents of the original colonists have totally lost their Atlantean Psychic Talents primarily due to the thinning of the bloodlines due to their interbreeding with the local humans.

Many of Japan's greatest internal conflicts were the result of infighting among the Families that now make up Clan Osaka. Each time a new family would rise to dominance; there would be purges of many of the old guard that formerly held power in favor of the new rulers, all in an attempt to insure the dominance of the new ruling family.

By the time of the Shogunate of Nippon, the number of surviving Atlanteans that still lived in Japan had dwindled to less than 2,500. Due to Clan Wars that raged across Japan during this period; Clan Osaka lost another 700 of its members due to purges by the Shogunate's supporters.

When the Atlanteans of the West finally re-established contact with their eastern cousins in Japan, what they found was a collection of Atlantean families that could scarcely remember their beginnings in the western world. They found an alliance of families that were fanatically loyal to the current ruling family, the Family Osaka. When the Atlanteans of the West attempted to push their now foreign ideologies on the Japanese Atlanteans, it ended in a bloody civil war that engulfed the entirety whole of mainland Japan and eventually ended the dominion of the Shogunate of Japan.

Unlike their western cousins, the Japanese Atlanteans were able to fully integrate the honor system of the Japanese into their own ridged structure. This honor system at times has led to unending bloody conflicts among the Japanese Atlanteans as they attempted to reconcile the Atlantean tradition of vendetta with the Japanese honor system. Put simply, to kill a member of an Atlantean Japanese family means that its members must attempt to kill the Atlantean or human that was responsible for the original murder. Should the avenging members of the family be unable to kill the murderer, then honor dictates that they must take their own lives in order for their families' honor to be preserved.

When the Imperial Court of Japan was re-established in the decades before World War II, Clan Osaka began thinking ahead to expanding its sphere of influence into to other neighboring lands in mainland Asia. Through subtle manipulations in the Imperial Court, the Japanese Emperor was convinced that it was in the best interests of the Empire of the Rising Sun that they expand into the lands of Asia.

As the Japanese military forces progressed into Asia, Clan Osaka followed the expansion; using the conquests of the Empire of Japan to create new avenues of dominance for themselves in lands that had in previous centuries attempted to conquer Japan. Throughout World War II, Clan Osaka kept close ties with the Imperial Court, using its sway with Imperial officials to keep their operations running without interruption. Clan Osaka spent much of the years preceding the war and during the war gathering artifacts that had ties to the First Atlantean Empire and the fallen Lemurian Empire; this was one of the big reasons for Japan's expansion into the Pacific Islands.

When the Americans dropped the Atomic Bombs on Hiroshima and Nagasaki, Clan Osaka knew that the war was finally over and their time as masters of Japan was over. Shortly before the American invasion of Japan and its surrender, Clan Osaka secreted away their recovered artifacts in underground caverns under the hills surrounding the city of Osaka. When the American expeditionary force arrived, the surviving members of Clan Osaka made a point to temporarily disband and to blend in to the rest of the Japanese population in order to insure the survival of the clan as a whole.

After World War II, during the reconstruction of Japan, the members of Clan Osaka played a pivotal role in helping Japan rise from the ashes of its turbulent past into a nation of influence on the global level. As the Japanese were warriors in their past, through the efforts of Clan Osaka, the Japanese were able to turn that fighting spirit in the direction of business and technology. Many of the great technological discoveries that came about during the later half of the 20th century came about because of Clan Osaka's recovery operations for Atlantean artifacts during the war.

As it stand, even with continued pressure coming from the Atlanteans of the Second Atlantean Empire, the Japanese Atlanteans of Clan Osaka have been able to remain officially happily uninvolved in the affairs of the Imperium. Behind the scene, Clan Osaka is once again on the move to become a powerful Atlantean player in world. There are some that believe that members of Clan Osaka have been secretly aiding the Renegade Houses of Clan MacKlintoc, Fallcourt and Halloran in their operations to chip away at the great fortress that is the Second Atlantean Empire. But that is all only speculation at this point.

CREATING NEW FAMILIES

For Actors that wish to create their own Families within Clan Osaka, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: Sway: Human Society (Underworld), Presence, Honor Bound

DISADVANTAGES: Honor System: Members of Clan Osaka have a highly developed system of Honor and Code of Societal Behavior. To kill a member of an Atlantean Japanese family means that its members must attempt to kill the Atlantean or human that was responsible for the original murder. Should the avenging members of the family be unable to kill the murderer, then honor dictates that they must take their own lives in order for their families' honor to be preserved. When attempting to resist this conditioning, all members of Clan Osakas take a -3 penalty to their Psyche Checks.

SEAT OF POWER

OSAKA, JAPAN

THE FAMILIES OF CLAN OSAKA

OSAKA FAMILY

ADVANTAGES: 2 Rank of Wealth, 1 Rank of Advantage: Presence, 1 Rank of Sway: Human Society (Underworld)

DISADVANTAGES: Honor System

The Osaka Family was founded in 1357 by the Lilan, Horishi; the city of Osaka in Japan actually draws its name from this families of Atlanteans. Throughout the centuries, the Osaka Family has been a leader within the Atlantean Society of Japan. It was this family that originally promoted the Emperor of Japan to begin the Japanese conquest of the Pacific Rim. After the war, the Osaka Family was a driving force to help rebuild Japan from the ashes of the old empire. The Atlanteans of this family have a strong dislike for the Atlanteans of the Second Atlantean Empire, many within the family believe that the blame for the two atomic explosions in Japan lies at the feet of the Atlantean Emperor, Priam of House Thalus. Since World War II, this family has led the effort to help rebuild the shattered remains of Clan Osaka, for this reason and their extreme dislike for the western Atlanteans, the Osaka Family and the rest of Clan Osaka have a stranglehold on organization crime throughout Japan and the west through the Yakuza.

YOSOGI FAMILY

ADVANTAGES: 1 Rank of Advantage: Wealth, Advantage: Elite Military Training, 1 Rank of Sway: Human Society (Underworld)

DISADVANTAGES: Honor System

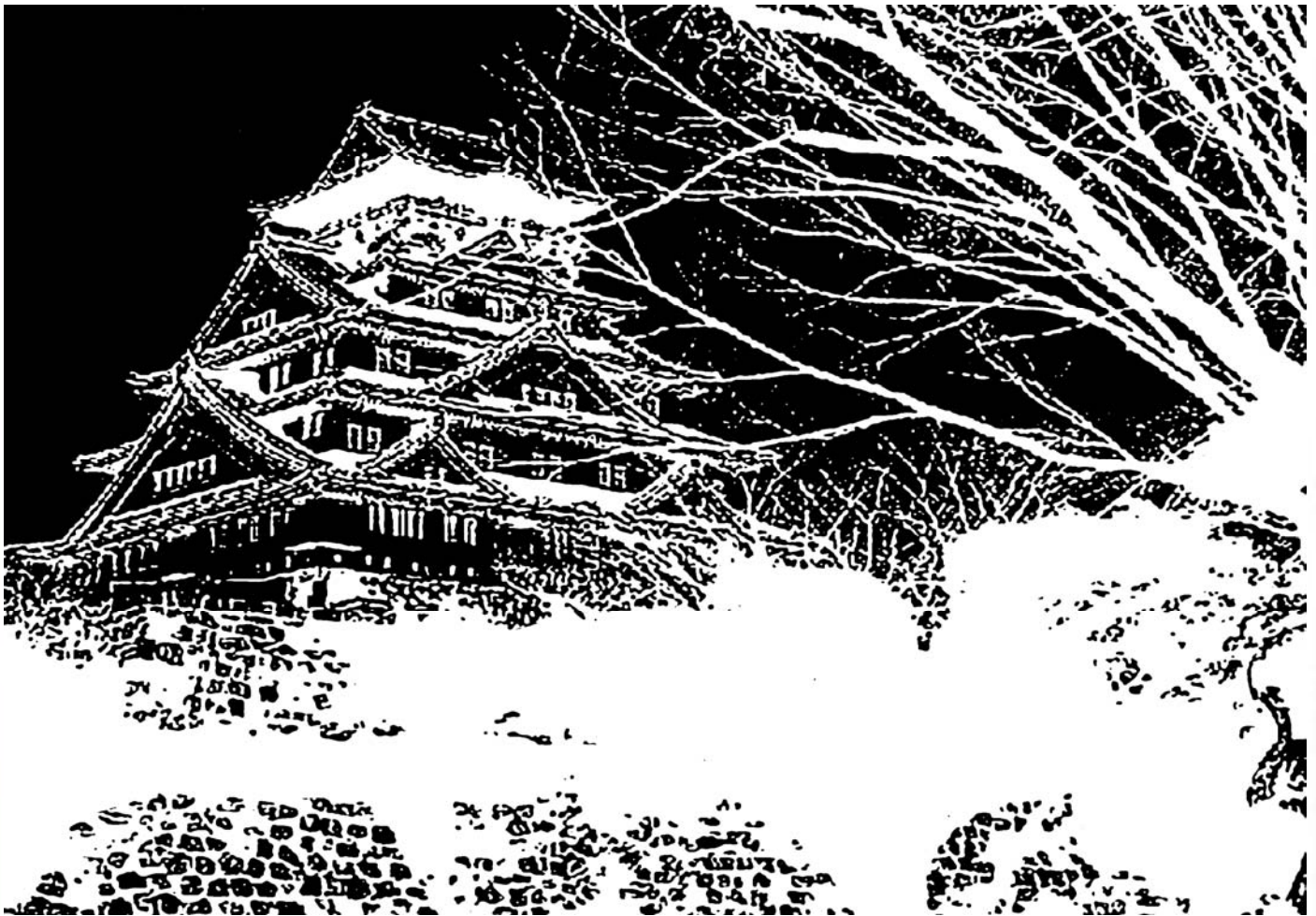
The Yosogi Family was re-established after World War II by Tanaka of Tokyo. From the early days of Clan Osaka, the Yosogi Family has always been its strong right arm, dealing with its enemies quickly and honorably. During World War II, most of the members of this Atlantean family went off to fight for the Empire of Japan, and because of this most of the Yosogi family met their ends in some of the most violent battles of the war. After the war, the survivors of the Yosogi Family gathered in Osaka at the request of Horishi, the Head of Clan Osaka. It was decided in those terrible days after the war that the Yosogi Family would become the Elite Guard of the Clan, and that when ever there came a situation where violence was needed to make a point against the enemies of clan Osaka, it would be Tanaka and his family that dealt with the problem. At present, many members of this family have been sent to North America in an attempt to better control the Clans interests.

MATSU FAMILY

ADVANTAGES: 1 Rank of Advantage: Wealth, 1 Rank of Sway: Human Society (Underworld), 1 Rank of the Investigation Skill

DISADVANTAGES: Honor System

The Matsu Family has always been the trouble shooters of Clan Osaka; this family was re-established after World War II by an Atlantean by the name of Taro. After the war, most of this family was sent to the United States in an attempt to gain a foothold in the nation that was responsible for the fall of the mighty Japanese Empire. Since coming to America, the Matsu family has been quietly accumulating power in an attempt to eventually dethrone the Atlanteans of the Imperium, but this is a long term goal that will take decades to achieve.



THE HOUSE OF BATHORY



The Bathory Family are the descendants of the Countess Erzebet Bathory. History speaks of Erzebet being walled up in her own castle as punishment for her crimes of bathing in the blood of virginal young women from the villages surrounding her castle.

In 1610 A.D., Castle Csejthe was raided after one of Erzsebet's intended victims had escaped and went to the local authorities. All of Countess Bathory's attendants who took part in her insane blood rituals were put to death by beheadings. Erzsebet Bathory was walled up in her own bedroom where she supposedly died in 1640.

Little did those same authorities realize that the woman whom they had walled up in Erzsebet Bathory's bedroom was but only a servant whom Erzsebet had used sorcery to make into her exact likeness. The Countess had been ferried away the night of the raid by Servitors of House Draconis. A year later Countess Erzsebet Bathory would receive the Dark Gift of immortality from none other than Alexei Dragosee, the Lord of the Dragosee Family.

From that day on the Countess, and later her children would remain loyal to House Draconis. It was in 1895 that things began changing. With the recent ascension of the Dracul Family as the new 5th House of the Imperium, and the end of the House Draconis/Family Dracul 300 year long war, Erzebet could see the writing on the wall. If Radu and his Family could escape the intrigues of House Draconis, then maybe her and her Family could do the same. It was during 1895 that Erzebet was touring the British Isles when she came upon a young writer; Abraham Stoker. The young man was writing a novel about vampires and a fictional account of Vlad Tempest (also known as Vlad Dracula). He had talent, but not enough information to make waves. That is when Erzebet began hatching her plot, she could begin feeding this young writer factual information about Lilans and Revenants and just enough information about the Dracul Family to put it at risk of discovery without any evidence leading back to her or her Family.

Once the masterpiece was nearly completion in 1897, Erzebet went to Alexei Dragosee with a plan. Her plan was to destroy House Dracul through the highly embellished information that was contained in Abraham Stoker's novel; the way she saw it was if enough information was released about the Dracul through the novel, then it would force House Dracul to retreat farther from the human and Atlantean world and it would give House Draconis a definite advantage against its wayward children. Alexei eventually brought Erzebet before the rest of the ruling Lords of House Draconis and had her discuss her plan with them. Many justifiably hesitant to go with her plan. If it failed and Atlantean Society, namely the Imperium, was discovered, the trail would eventually lead back to House Draconis and its feud with House Dracul. If Emperor Priam discovered the plan, then he would order the Atlantean Legions to descend upon House Draconis and kill everyone within it.

After several days of discussion, Erzebet gave House Draconis an option that seemed to distance them from the Countess and her plan to destroy the Dracul. She proposed a separation of the Family Bathory from House Draconis; she and her family would leave House Draconis and the Lords of House Draconis would make it seem as if the Bathory Family was responsible for some scandal that the Draconis wished to remain hidden. A week passed as the Lords of House Draconis discussed Erzebet's plan, in the end they wanted to make the Dracul pain for their crimes against the blood more than they wanted the Bathory Family. So the Lords of House Draconis freed the Bathory Family and started circulating the rumor of scandal of the part of the Bathory.

Within a week, Erzebet met with Abraham Stoker and the novel “Dracula” was released to the human world. As novels go, it was a success, but as guides for would be vampire hunters, the novel was a complete failure. Stoker’s novel gave just enough truth that it mentioned the Dracul but never truly endangered Lilans or threatened the discovery of the Second Atlantean Empire. Needless to say the Lords of House Draconis were enraged at the failure of Erzebet Bathory to crush the Dracul, but because of the scandal that they leaked to the rest of Atlantean society, they could never take the Bathory back as an official family of the Draconis. And now the Bathory had blackmail material to use against the Lords of House Draconis, and if they pushed the issue Erzebet would empty her little bag of bones for the Atlantean Emperor to see for himself. House Draconis could not risk punishing the Bathory and so in the end, the Family Bathory gained its freedom from House Draconis.

In the 20th and 21st Centuries, House of Bathory has become quite influential in the global occult community. Some say that Erzebet’s knowledge of the secrets of Sorcery rivals even that of the Family Ravenscroft of House Draconis. Most of the younger members of the House of Bathory have moved to North America to pursue their own ends. Erzebet and her eldest children still make their home in Hungary.

CREATING NEW FAMILIES

For Actors that wish to create their own Families within House of Bathory, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: 1 Rank of Advantage: Wealth, Advantage: Sorcerer for 5 Study Points, +1 to Intellect

DISADVANTAGES: Infamous: Atlantean Society, Enemy: House Dracul

SEAT OF POWER

HUNGARY



THE HOUSE OF FALLCOURT



The Renegade House, the House of Fallcourt came into being in 1939 during World War 2. It was during this time that the Imperium Atlanteans of the British Isles were being pushed out of the isles by savage Highlanders of the Renegade House, Clan MacKlintoc. The departure of the Family Fallcourt was not totally unexpected, for years Lord Xavier Fallcourt had been a proponent for change in the Second Atlantean Empire and its often draconian and archaic practices and procedures.

After a century of his voice going unheard by his peers in the Antiquarians Guild, Lord Xavier decided it was time for drastic action. It was during this time that the Atlanteans of Clan MacKlintoc were slowly pushing the Imperium forces and inhabitants out of England and Ireland. Through some discrete channels, Lord Xavier made contact with Lord Jeremiah of Clan MacKlintoc. Lord Xavier and Lord Jeremiah discussed the situation in the British Isles at length, and after many nights of discussion a bargain was struck.

Lord Xavier and those members of the Family Fallcourt that were loyal to him would secretly begin giving Clan MacKlintoc valuable tactical information about the deployment of Imperium forces throughout the British Isles, and in return when Clan MacKlintoc had finally succeeded in removing the Imperium legions from the isles, the Family Fallcourt, now the Renegade House, the House of Fallcourt would have a permanent place of safety within the British Isles.

When 1939 finally arrived, and the Imperium forces had been pushed to the evacuation zone of London, Lord Xavier and the rest of his Praetorians revealed their true colors and turned on their former Imperium allies.

Lord Xavier Fallcourt was an Atlantean Lord of House Lionnes of great esteem within the Second Atlantean Empire, so when he and most of his kinsmen turned on their former friends and allies, it was a crushing blow to the moral of the Centurion Legionnaires that were leading the defense of the fleeing Imperium citizens.

It is said that one of Lord Xavier's own Praetorians; Alexandre Fallcourt engineered an explosion that killed dozens of Imperium citizens and the wife and child of the Imperium General of the Legion of Britannia; Donovan Wyld Stromwell. As the story goes, General Stromwell and his closest officers tracked Alexandre down to the camp of Clan MacKlintoc where Donovan and Alexandre faced off in single combat. Because it was a blood debt, Clan MacKlintoc forced the present members of the Family Fallcourt to stand by and let the duel occur. Alexandre met his demise at the end of Donovan's gladius.

Stories have been circulating since those dark days that someone was moving through the Imperium killing anyone that supported the Fallcourt Betrayal at the Battle of London. But these are at this point, just conspiracy theories.

What is known for certain is that at the Battle of London that the Clan MacKlintoc Highlanders had weapons with the same qualities as the Praetorian Gladius and it is believed that the Praetorians under the command of Lord Xavier Fallcourt willingly betrayed their allegiances to the Imperium and the Praetorian Order in giving the MacKlintocs the ability to craft their own mystical weapons.

To date it is believed that most of the Renegade House of Fallcourt has chosen to remain on mainland Europe in the country of Belgium.

CREATING NEW FAMILIES

For Actors that wish to create their own Families within House of Fallcourt, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: Spy Network: Atlantean Society, 1 Rank of Advantage: Servitor, 1 Rank of Investigation Skill

DISADVANTAGES: Enemy: Second Atlantean Empire, Life Force Restriction (if Lilan): Only those of Germanic descent

SEAT OF POWER

BELGIUM



THE HOUSE OF HALLORAN



The Renegade House, the House of Halloran came into being in 1939 during World War 2. This Family of House Ramius were native to England and the British Isles. Lord Edward Halloran established the family line in 1502 when he left the Prescott Family of House Ramius to found his own Family, the Halloran Family. It was during this time that House Ramius openly rebelled against the draconian rule of Emperor Dominic of House McCullen.

Lord Edward risked life and limb to help his kinsmen put down the mad dog that was Emperor Dominic and anyone from Dominic's House; After the fall of House McCullen, the Family of Halloran and its influence within the Second Atlantean Empire was in ascendance. It greatly helped that the Antiquarians Guild placed a weak Emperor in power in the form of Empress Andrea DeLyones of House Lionnes.

As the centuries went by, all seemed to be well within the Family of Edward Halloran, or at least that is what Lord Edward wanted the rest of the Atlantean world of the Second Atlantean Empire to believe. The simple fact of the matter was everything was not well. Lord Edward was starting to believe that the Second Atlantean Empire was doomed and that if he and his kinsmen stayed with it he would be consigning them all to a slow death as if they were trapped on a sinking ship with no way off.

When Empress Andrea abdicated the Atlantean Throne and Emperor Priam replaced her, that was when Lord Edward knew it was time to get off of the sinking ship what was the Second Atlantean Empire. Through covert communications with the Scottish Atlanteans of Clan MacKlintoc in the north, Lord Edward Halloran began making arrangements for the time when Lord Jeremiah would come to power and the Imperium would be permanently be removed from the British Isles. The arrangement was simple, Lord Edward Halloran and the Praetorians among his family would give the Atlanteans of Clan MacKlintoc the secrets of Sorcery necessary to craft their own mystical weapons and they would give the Highlanders detailed reconnaissance reports of Imperium forces throughout the entirety of the British Isles. In return for the assistance of Lord Edward and his Family, Lord Jeremiah MacKlintoc would allow the Halloran Family to remain in England and govern the country in the name of Clan MacKlintoc

In 1873, Emperor Priam authorized the invasion of Ireland by Imperium Centurions in an attempt to bring the island nation back into the fold of the Second Atlantean Empire. In this invasion, Lord Edward saw the end of the Imperium in the British Isles, and by the time that 1939 came round, the Imperium was indeed being pushed out of the isles when the Highlanders of Clan MacKlintoc instituted their own invasion of England.

Under the cover of the black out because of the German bombing of London in 1939, Clan MacKlintoc and its allies among the Family Halloran and the House Lionnes Family; Fallcourt began their final battle to remove the Imperium from the British Isles.

It has been said that when Lord Edward and his Praetorians turned on their former Imperium allies at the Battle of London, that no other one single blow could have been more damaging to the moral of the Imperium forces that were defending the city. In the end the Imperium left the British Isles and fled to mainland Europe, leaving Clan MacKlintoc, the House of Halloran and the House of Fallcourt in complete control of the Isles. At least for the except of Northern Ireland; which to this day is a war zone between the Imperium holdouts and the Renegade Houses that seek to drive them out of the isles.

As of 2008, the House of Halloran makes its home in the city of York near the Scottish border and in London in the south of England.

CREATING NEW FAMILIES

For Actors that wish to create their own Families within House of Halloran, these are the default Advantages and Disadvantages that the Personas must take:

ADVANTAGES: 1 Rank in Persuasion Skill, Servitor, 1 Rank of Advantage: Wealth

DISADVANTAGES: Anachronism, Enemy: Second Atlantean Empire

SEAT OF POWER YORK, ENGLAND





CHAPTER 2:

PERSONA TEMPLATES & POWERS

PERSONA TEMPLATES

Within the game of Dark Aeons: The Atlantean Chronicles, Actors purchase a Persona Template for their intended Persona. In some cases, multiple Persona Templates can be overlayed on top of one Persona, in other cases they can not, such as with the Persona Template; Mundane.

In the case of Persona Templates that bestow major strengths and weaknesses on the intended Persona, certain Persona Templates can only be placed on top of the Persona at the cost of the strengths and weaknesses of their previous Persona Template. All of those Persona Templates that supercede each other, or can not be overlayed on top each other are marked with an asterisk (*).

Ultimately it is always up to the Director what Persona Templates that they wish to allow within their Series and disallow those that they feel do not fit the mood and themes that they are shooting for.

Example #1: An Actor decides that they want to play a Faux Blooded Atlantean that was murdered and came back to the world of the living as a Deader in the body of another Faux Blooded Atlantean, since they were a Sorcerer in there living days, the want their Persona to also be a Sorcerer. So in this case, it is possible for an Actor to create a Persona with the Persona Templates of; Faux Blooded, Deader and Sorcerer in one Persona.

Example #2: Another Actor decides that they want to play a Nephilim from the time of the First Atlantean Empire, that learned the secrets of Sorcery from their time during the Atlantean-Lemurian War, and after the fall of the First Atlantean Empire the Persona turned to religion in order to atone for the sins of her past. In this case, it is possible for the Actor to create a Persona with the Persona Templates of; Nephilim, Sorcerer, and Faithful in one Persona.

Example #3: An Actor decides that they want to play a Thrall that was brought across to become a Lilan, and the Actor wants the Persona to be a Servitor of Atlantis. In this case, the Actor does not need to take the Thrall Persona Template, because the strengths and weaknesses of the Lilan Persona Template supercede those of the Thrall. The Actor simply takes the Lilan Persona Template and adds the Persona Template; Servitor of Atlantis to their Persona. In most cases, if a Servitor of Atlantis some how manages to find a Lilan to give them the Dark Gift, then the Atlantean House that the Lilan was from would adopt the Persona, and it makes more sense for the Persona to take the Adopted by Atlantean House Persona Template. So in the end, the Actor would give their Persona the following Persona Templates; Lilan and Adopted by Atlantean House (which gives the Persona all of the Advantages of a Faux Blooded Atlantean).

Example #4: An Actor decides that they want to play a Persona that was a Revenant that was able to become a Sorcerer in order to learn the ritual to become a Lich. In this case, it is not possible for the Actor to have the Revenant become a Lich, because the act of becoming a Revenant turns the Persona undead and strips the Persona of their soul; therefore there is way to remove their living heart and no soul that can be captured in the Essence Receptacle. It is possible for the Actor to have a Persona that is both a Revenant and a Sorcerer, but not a Lich on top of that.

POSSIBLE PERSONA TEMPLATE OVERLAYS

FAUX BLOODED	<i>Deader, Dhampir, Faithful, Lich, Psychic, Revenant, Servitor of Atlantis, Sorcerer, Thrall</i>
TRUE BLOODED	<i>Deader, Dhampir, Faithful, Lich, Lilan, Revenant, Sorcerer, Thrall</i>
DEADER*	<i>Faux Blooded, True Blooded, Faithful, Servitor of Atlantis, Sorcerer</i>
DHAMPIR	<i>Faux Blooded, True Blooded, Faithful, Lich, Psychic, Servitor of Atlantis, Sorcerer</i>
FAITHFUL	<i>Deader, Faux Blooded, True Blooded, Dhampir, Lich, Nephilim, Psychic, Servitor of Atlantis, Sorcerer</i>
LICH*	<i>Faux Blooded, True Blooded, Faithful, Psychic, Servitor of Atlantis, Sorcerer</i>
LILAN*	<i>Faux Blooded, True Blooded, Psychic, Servitor of Atlantis, Sorcerer</i>
MUNDANE	<i>No Other Persona Templates are possible.</i>
NEPHILIM*	<i>Faithful, Servitor of Atlantis, Sorcerer</i>
PSYCHIC	<i>Faux Blooded, Dhampir, Faithful, Lich, Lilan, Servitor of Atlantis, Sorcerer</i>
REVENANT*	<i>Faux Blooded, True Blooded, Servitor of Atlantis, Sorcerer</i>
SERVITOR OF ATLANTIS	<i>Deader, Dhampir, Faithful, Faux Blooded, Lich, Lilan, Psychic, Revenant, Sorcerer, Thrall</i>
SORCERER	<i>Deader, Dhampir, Faithful, Faux Blooded, True Blooded, Lich, Lilan, Nephilim, Revenant, Servitor of Atlantis, Thrall</i>
THRALL	<i>Faux Blooded, True Blooded, Lilan, Revenant, Servitor of Atlantis, Sorcerer</i>

THE ATLANTEAN IMPERIAL HOUSES

HOUSE RAMIUS

This Atlantean House originates in Italy. Of all of the Houses of the Imperium, the members of House Ramius tend to gravitate towards positions of authority and leadership. In recent years this house has been on the decline, much is this due to poor leadership decisions that have been made over the last four centuries.

HOUSE DRACONIS

This Atlantean House originates from the area of Europe formerly known as Dacia (eastern Europe). This House is renowned for its Sorcerers and the extreme negative reputation that it has earned from centuries to manipulating its rival Houses. The members of House Draconis that practice Sorcery tend to have power hungry demeanors that put everyone around them on edge.

HOUSE THALUS

This Atlantean House originates from Greece and Turkey. House Thalys, in the last two centuries has become very influential as its Founder; Priam of Troy now sits on the throne of the Imperium as its Emperor. Of all of the Houses of the Imperium, this House's power is definitely on the rise and most of its rivals are attempting to gain its favor where ever its members reside.

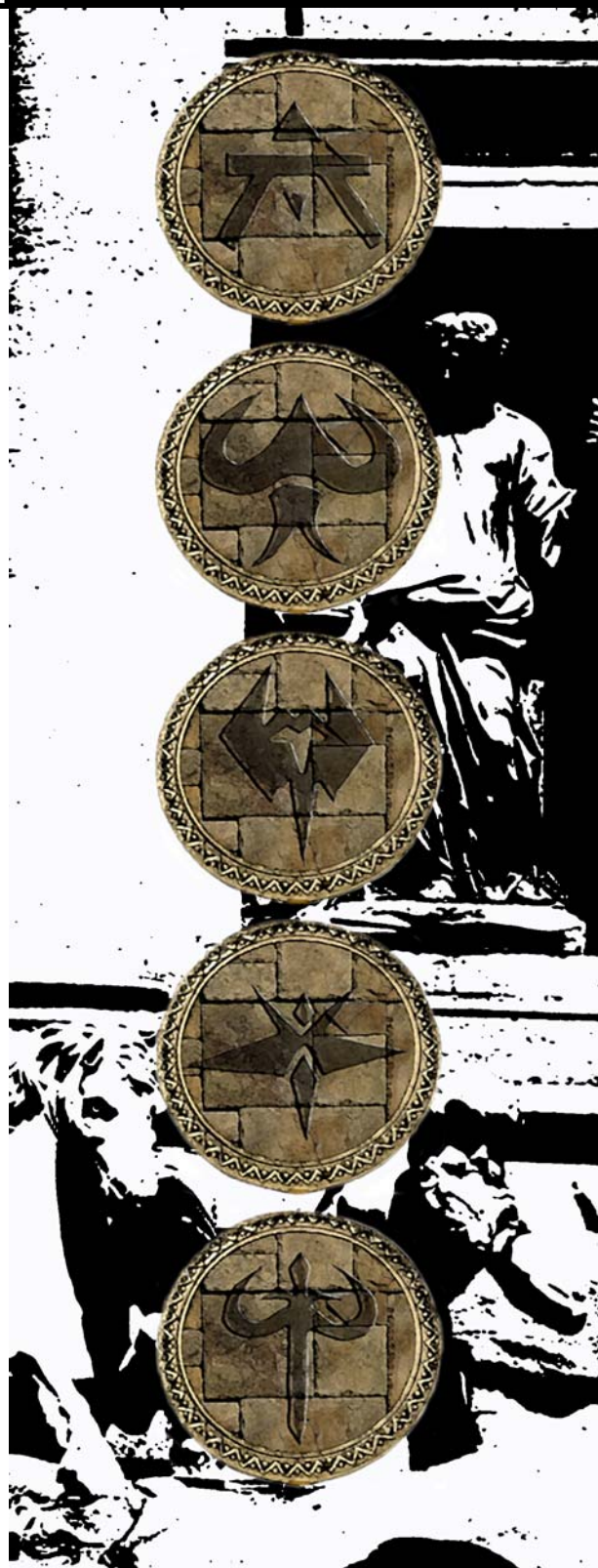
HOUSE LIONNES

This Atlantean House originates from the area of Europe formerly known as Gaul and Germania (France and Germany). This House is known for its reputation as information brokers within the Imperium. Only a few centuries ago this House ruled over the Imperium through its Empress, but in recent times House Lionnes has turned to making alliances with other more influential Houses in an attempt to keep its power within the Atlantean society.

HOUSE DRACUL

This is the youngest of the Atlantean Houses, originating from the Wallachia. Originally the Dracul were a family of the Draconis, but about three centuries ago its Founder; Radu Dracula led his children out from under the tyranny of its former Draconis masters. For their betrayal, the Draconis cursed the Dracul with an extreme allergy to moonlight. The Dracul, like the Draconis; are renowned for their skill at the Art of Sorcery and because of their centuries long feud with House Draconis.

TEMPLATE COST: *Advantage: True Blooded* (15 Study Points), *Advantage: Faux Blooded* (5 Study Points)



THE ATLANTEAN RENEGADE HOUSES

HOUSE OF ROMULUS

Of all of the Renegade Houses, the House of Romulus is without a doubt the oldest of them. It was founded by Romulus, legendary first king of the Romans. This Renegade House has made it its goal to destroy the foundations of the Second Atlantean Empire, and because of this the House of Romulus is the most hunted of all of the Renegade Houses by the agents of the Imperium.

CLAN MACKLINTOC

Clan MacKlintoc makes its home in the British Isles, of all of the Renegade Houses, it is the Highlanders that have given the forces of the Imperium the most trouble. It was this Renegade House that was able to drive the forces of the Imperium out of the British Isles during the early stages of World War II. Currently this Renegade House wants nothing more than to be left to its own ends in the British Isles.

CLAN OSAKA

Clan Osaka makes its home in the Islands of Japan. During World War II it was the agents of Clan Osaka that helped to drive the Empire of Japan into its expansion out into the Pacific. Since the second world war, this Renegade House has been instrumental in rebuilding Japan as a world power. Clan Osaka tends to stay out of the business of the Imperium, at least for now.

HOUSE OF BATHORY

The House of Bathory are the Atlantean descendants of the Blood Countess of Hungary; Erzebet Bathory. This Renegade House was originally a family within House Draconis of the Imperium, but was given its autonomy just before the turn of the 20th century. As far as the Imperium is concerned, the Family Bathory are still members of the Second Atlantean Empire.

HOUSE OF FALLCOURT

The House of Fallcourt were originally a family of House Lionnes of the Imperium, but during World War II this family turned traitor against the Imperium in the British Isles and helped Clan MacKlintoc take the British Isles; they make their home in the British Isles and in Belgium.

HOUSE OF HALLORAN

The House of Halloran were originally a family of House Ramius of the Imperium, but during World War II this family turned traitor against the Imperium in the British Isles and helped Clan MacKlintoc take the British Isles; they make their home in the British Isles.

Template Cost: *Advantage: True Blooded* (15 Study Points),
Advantage: Faux Blooded (5 Study Points)



ATLANTEAN PSYCHIC TALENTS

The Psychic Talents of Mesmerism and Telepathy have always been the evolutionary edge that the Atlanteans have had over humanity; only True Blooded Atlanteans have access to these Psychic Talents. The Faux Blooded do not naturally have access to the Atlantean Psychic Talents because of their interbreeding with humanity; but because of their interbreeding with humanity some of the Faux Blooded Atlanteans have gained access to the Psychic Talents that only humans seem to be able to possess. Many believe this is because of Lilan condition, which many aging Atlanteans have turned to in order to preserve their ancient bloodlines. The maximum number of Psychic Talents that any one Faux Blooded Persona can have is 3. All Faux Blooded and Mundane Psychics that are brought across into the Lilan condition lose all of their Psychic Talents; only through the *Advantage: Re-awaken the Mind's Eye* can these Psychics re-awaken part of their minds to the Psychic Talents (Mesmerism or Telepathy) that are possible through the Lilan condition.

Psychics that reach 5 Life Force points begin becoming Fatigued for every Life Force point under 5 that they spend into a using their Psychic Talent.

When using a physical Psychic Talent against an object, the Psychic must succeed in a Psionics + Control + Card Check against a Target Difficulty of: Simple.

If a Psychic draws a Joker during a Psionics Check or Contest, they automatically fail and that Psychic takes a point of Wound Damage for the failure.

TALENT CATEGORY: This designation denotes how common or rare a Psychic Talent is within the general population. Directors should use this designation to determine which Psychic Talents they are willing to allow within their Stories; Directors should always work with their Actors to help them find Psychic Talents that best suit their Personas and the overall storylines that the Director and Cast are attempting to promote.

PHYSICAL TOUCH: When ever a Psychic Persona is making physical contact with another Persona, they gain a +5 Bonus to their Contest to use their Psychic Talent against the Persona that they are touching.

PSYCHIC DISCIPLINES: These are more focused concentrations in Psychic Talents that allow a Psychic to perform a specific power within the Psychic Talents at a lesser cost. All Psychic Disciplines cost 6 Study Points each.

TRUE BLOODED PSYCHIC TALENTS

MESMERISM

PSYCHIC SKILLS: Control

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Mesmerism is the Psychic Talent that allows the True Blooded Atlantean to control the minds of others. Through mesmerism, the True Blooded Atlantean can remove portions of a targets memory or they can add false memories. The more time a True Blooded Atlantean has to perform mesmerism with their target, the more memories can be altered or removed. The most common use of mesmerism is by True Blooded Atlanteans that are attempting to unlock memories that have been lost to their target. Some rather unscrupulous Mesmerists have used this Talent to force their targets into signing away their lives fortunes, or in some of the most extreme cases, to end their own lives. The most common use of mesmerism among True Blooded Atlanteans is to remove all memories relating to a Lilan feeding upon a mundane. Another example would be altering the minds of those that have witnessed a Lilan using his or her powers.

To use Mesmerism; the Psychic needs to spend 1 Life Force Point, then True Blooded Atlantean makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card. If the Contest is successful, the True Blooded Atlantean is able to dominate the target will into performs actions that they otherwise would not consider doing.

Every additional Life Force point past the initial Life Force point that was spent to activate Mesmerism, the True Blooded Atlantean adds another +2 to their Psionics for all Mesmerism based actions for the rest of the scene. True Blooded Atlanteans gain a automatic +2 to their Resist Magic & Psionics rating when defending against a Psychic that is attempting to use Mesmerism on them.

PSYCHIC DISCIPLINE: MIND SHREDDER

PSYCHIC SKILLS: Control & Scanning

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

It was the Atlanteans that originally developed this Psychic Discipline; basics it allows the Psychic to go in to the memories of their target and selectively remove all memories that are connected to a specific situation. This Psychic Discipline requires that the Psychic has both the Psychic Talents of Mesmerism and Telepathy. Using Telepathy the Psychic is able to look into the memories of their target in order to find the memories that are connected to a situation that the Psychic would rather be forgotten. In order to use this Psychic Discipline, the Psychic first makes a Psionics + Scanning + 6 + Card Contest against their intended Target's Resist Psionics + Card in an attempt to break into the Target's mind to find the offending memories. Then the Psychic makes a Psionics + Control + 6 + Card Contest against the Target's Resist Psionics + Card to skillfully remove the memories of the situation. In some cases the Psychics make a point to replace the missing memories with a fictional event in order to replace the missing time.

TELEPATHY

PSYCHIC SKILLS: Broadcasting, Scanning, & Shielding

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Telepathy is the Psychic Talent that allows the True Blooded Atlantean to look into the minds of others, in some cases to look so deeply into their target's mind that it causes the target physical harm as the Psychic picks through their deepest secrets. These True Blooded Atlanteans can also broadcast their thoughts into the minds of their targets in an attempt to communicate with them.

To use Telepathy; the True Blooded Atlantean needs to spend 1 Life Force Point, then True Blooded Atlantean makes a Psionics + Broadcast or Scan Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card.

If the Contest is successful, the Psychic is able to use Telepathy to Broadcast thoughts into their targets mind, or Scan what surface thoughts that are presently going through the target's mind. If the True Blooded Atlantean beats their target in a Contest by 10 or more points, then the True Blooded Atlantean is able to gain free access to all of the targets thoughts, both surface and deep. Please note that deep scans cause a target 1 point of wound damage per round that the deep scan is active.

Every additional Life Force point past the initial Life Force point that was spent to activate Telepathy, the True Blooded Atlantean adds another +2 to their Psionics for all Telepathy based actions for the rest of the scene. True Blooded Atlanteans gain an automatic +2 to their Resist Psionics rating when defending against another Psychic that is attempting to use Telepathy on them.

Telepaths automatically add their Shielding Skill Ranks to their Psionics + Card when defending against another Telepath that may be attempting to invade his or her mind.

PSYCHIC DISCIPLINE: DISRUPT THE FLOW

PSYCHIC SKILLS: Broadcasting

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

The Psychic is able to reach into the mind of their Target and disrupt their flow of thoughts; making the Target unable to communicate any thoughts out loud. Every time the Target attempts to speak, all that will come out is a jumble of nonsensical speech. The Psychic makes a Psionics + Broadcasting + 6 + Card Contest against the Target's Resist Psionics + Card, if successful the effect of this Psychic Discipline will last for the Scene.

PSYCHIC DISCIPLINE: FORTRESS OF THE MIND

PSYCHIC SKILLS: Shielding

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

The Psychic is able to create an impenetrable barrier around their mind that makes it almost impossible to penetrate. The Psychic makes a Psionics + Shielding + 6 + Card Check against a Target Difficulty of: Very Difficult; if successful the Psychic gains a +6 bonus to add to their Psionics + Shielding Contests for the rest of the Scene when defending against the Psionic intrusions of other Psychics.

THE DEADER

The Deaders are the spirits of the restless dead that have utterly refused to let go of their mortal lives and through sheer force of will, the Deader takes over a mortal host in order to continue living the mortal life that they believe was cut short.

Deaders take over the bodies of the living and their consciousness utterly suppresses the consciousness of the host that they are occupying. The only times that a Deader loses their host is when the host body must eventually sleep. For eight hours the Deader is back to residing in the Mirror World while they wait for their host body to regain the Life Force that was burned away through the Deaders possession of the body.

Some Deaders come back to the world of the living because they feel cheated out of the life they had, others come back avenge themselves upon those that they feel wronged them during their mortal lives, and some believe that they wont be allowed into the gates of Heaven until they do some special task that is worthy of transience into the next life.

Template Cost: *Advantage: Deader* (20 Study Points)



DEADER STRENGTHS & WEAKNESSES

DEADER STRENGTHS

ECTOPLASMIC FORM

The Deader is able to take on a semi-physical form that is made out of the spiritual energy that is known as “ectoplasm”. Through this form, the Deader is able to be seen by the living and is able to interact with the Physical World as if they still had a physical body. It costs a Deader 5 Life Force Points per Scene/Hour that they use this power. This *Ectoplasmic Form* has the same number of Health Ranks that any living Persona would have. A Deader is capable of performing Sorcery Spells and Rituals that they may have known during their living days, but only those that require only a Scene/Hour to complete, anything beyond that would force the Deader’s *Ectoplasm Form* to disincorporate.

MANIFEST

A Deader can manifest its prescence to those in the Physical World, thereby allow the living to see and hear them. To manifest, the Deader needs to spend 1 Life Force Point and make a Psionics + Control + Card Check against a Target Difficulty of: Difficult. Please note that the Deader that is manifesting has no physical form and can only manipulate their environment through the use of Psychokinesis.

ENHANCE ATTRIBUTE

A Deader can enhance an Attribute of their Host at the cost of 1 Life Force Point per Attribute increase; this only last for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

STEAL LIFE FORCE

A Deader can attempt to drain the Life Force of living creatures within 20 feet of it. This requires that the Deader uses it’s Psionics + Control + Card versus the Target’s Resist Psionics + Card. If sucessfully, the Deader is able to drain 2 Life Force Points from its Target.

A Deader can also attempt to drain the ambient Life Force of an area, requiring that the Deader use their Psionics + Control + Card against a Target Difficulty of: Difficult. If successful, the Deader is able to drain 2 Life Force Points from the environment around them, once per hour. Doing this tends to lower the temperature of the area by about 30 degrees.

PSYCHOKINESIS

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

Psychokinesis is the Psionic Talent that allows the Deader to move objects, deflect attacks, and strike at opponents with the power of the mind. Through Psychokinesis; a Deader can do things from choking an opponent’s throat, to crushing an opponent’s heart to the point that it can kill them. A Deader could use the power of the mind to pick up a sword and attack an opponent, to throwing a chair or desk at their opponent. Distance is not a factor as long as the Deader can clearly see the opponent they are trying to affect. Simple rule of thumb; if the Deader can see their intended target, they are far game.

Many in this day and age believe that Psychokinesis is all connected to the spirit world; or Mirror World for those in the know.

To use Psychokinesis; the Deader needs to spend 1 Life Force Point, then Deader makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card, if they are attempting to crush an opponents heart or throat, or cause bodily harm with Psychokinesis allow. If the Deader is using Psychokinesis to toss a desk or chair, or is trying to slice at their opponent with a sword, or even use a gun; the opponent must make an Agility + Dodge + Card Contest as normal. The Deader will always use their Psionics + Control Skill + Card on all attempts to use this Psionic Talent; it is not possible to add the Psychics Firearms Skill or Melee Weapons skill to this Contest because their Agility Attribute is not being used in conjunction with this Contest.

If the Contest is successful, the Deader is able to use Psychokinesis. Whatever their target is, it takes a point of damage due to the effects of this Talent, against people, for every 2 points over their target number that Psychokinesis succeeds; the Deader does an additional point of wound damage to their target. Obviously, when Psychokinetics become enraged or deranged, they can have horrifying effects on their environment around them and the people that inhabit that environment.

Should a Psychokinetic pull a Joker when attempting to use their Talent, they automatically take a point of wound damage, whatever they were attempting to do fails, and they lose the activating point of Life Force. Jokes in *Center Stage Game System* are meant to have bad effects.

DEADER WEAKNESSES

FEAR OF THE HOLY

The Deader condition produces an instinctive Fear of the Holy; because of this Deaders must make a Psyche Check at "Difficult" when dealing with representatives of the Faith. If they fail this Psyche Check, the Deader must flee the area that the person of Faith is currently residing.

TRUE NAME

A Deader's True Name holds immense power over it. In short, the Deader's True Name is the name that was given to them by their parents on the day of their birth. In order to use a Deader's True Name against them, a mortal must have a Fetish that the Deader possessed during their living days; fetishes are incredibly personal items like a pocket watch, a pair of reading glasses or even the finger bone from the Deader's remains. If a Deader's True Name is used against them by a mortal that has a fetish that the Deader possessed in life, the mortal is able to banish the Deader from the Physical World until the evening of the next New Moon.

Additionally, a mortal armed with a fetish or the Deader's True Name may force the Deader to appear in their presence no matter how far away they summoner is from the Deader. Once the Deader has been summoned into a manifested form it is no longer bound by any banishment that it may have been under and may freely use its powers to reenter the Physical World. Any further attempts to invoke the True Name of this Deader by the banishing mortal will fail.

THE DHAMPIR

The Dhampir is the mortal children of a successful mating of a male Revenant and an Atlantean or Human woman. These children have most of the benefits of their Revenant father while also facing the the negative aspects of both parents. Dhampir face the horror of the Thirst and the terrifying knowledge that they will eventually die a mortal life.

Template Cost: *Advantage: Dhampir* (10 Study Points)



DHAMPIR STRENGTHS & WEAKNESSES

DHAMPIR STRENGTHS

ENHANCE ATTRIBUTE

A Dhampir can enhance an Attribute at the cost of 1 Life Force Point per Attribute increase; this only last for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

IMMUNITY TO GARLIC & SILVER

All Dhampirs are immune to the debilitating and damaging effects that Garlic and Silver has on Revenants and Thralls.

NIGHTVISION

All Dhampir have the ability to see in darkness with perfect clarity at a distance of up to 300 ft.

REGENERATION

A Dhampir can regenerate physical damage at a pace that no other known living creature can equal, at least not compared their Revenant progenitors. Entire limbs, eyes, hair, skin, grow back in a matter of hours to days. To be able to regenerate Wound Damage, a Dhampir must be able to feed on fresh blood of Life Force and then sleep for 8 hours. Body parts such as Eyes, Hair and Skin can regenerate over the period of a single night of rest (8 hours of undisturbed rest); at which point their body regenerates 1 Rank of Wound Damage per hour (up to 8 Wounds per night in this fashion). Should a limb be utterly destroyed, it takes 14 days for the limb to regenerate. Dhampirs are not immune to Stun Damage. Dhampirs can regenerate Wound Damage at 1 Rank per Life Force point spent. Dhampirs do not take extra damage from Silver or Blessed weapons, and can only regenerate Fire Damage through expending 3 Life Force Points per Rank of Wound Damage, and only during the night cycle (up to 8 Wounds per night).

SUNLIGHT

All Dhampirs are immune to the debilitating and damaging effects that sunlight has on Revenants and Thralls.

DHAMPIR WEAKNESSES

THE THIRST

Dhampirs lose 1 Life Force point upon rising at night. Upon dropping to 5 or less Life Force points, the Dhampirs will begin feeling the unconscious need to feed in the form of irritability when dealing with others. The Dhampir must make a Resist Fear & Madness Check at -1 Rank, or they will feed one the first person that they come across.

DRINKING LIFE FORCE

Dhampirs must be careful to stop drawing from a human before death occurs, lest they be dragged into the darkness of true death themselves. All Dhampirs must make a Psyche Check at -3 to stop feeding from a human before death occurs. Dhampirs that drain a human to the point of death and beyond are tasting of true death, and because of this brush with a Dhampirs greatest fear, the Dhampirs must succeed in a Resist Fear & Madness Check, or gain a permanent Madness (See Fear & Madness Section)

DRINKING FROM THE RECENTLY DEAD (1 HOUR MAXIMUM)

All Dhampirs that drink from the recently dead must always make a Resist Fear & Madness Check every time they attempt this (See Fear & Madness Section). Dhampirs that regularly feed from the dead face madness and insanity within a relatively short period of time. Blood from recently dead humans that has passed the 1 hour mark becomes unusable by Dhampirs, as all of the Life Force that had been residing within the dead man has escaped into the next world.

THE FAITHFUL

The Faithful are the men and women that have dedicated their lives to the worship of a religion. These men and women have decided that the only path for themselves is that of worship of their chosen deity and in providing guidance to the laymen and laywomen of their respective religions.

Through their faith in their chosen deities and their knowledge of the religious rituals of their faith; the Faithful gain access to a limited number of Sorcery Rituals (Religious Rituals). In the practice of these Religious Rituals, the Faithful are able to aid themselves and others of their faith.

Template Cost: *Advantage: Ordained Cleric* (10 Study Points)



THE LICH

The Lich is an Atlantean or Human that has undergone the Immortal Soul Ritual. In most cases, Liches come about from Sorcerers that wish to defy death and are willing to put their immortal souls at the mercy of another in order to live forever.

Some say that the first Lich was none other than the first human Sorcerer; Marduk of Mesopotamia. There are others that tell tales of a cabal of Immortals that are wandering the world protecting it from the evil of the Abyss.

There are still others that tell stories of Sorcerers that have given their souls over to the Abyss itself in return for eternal life, they say these twisted creatures are thing of nightmares and that these immortals serve the Old Ones, awaiting the day that the Stars finally come right and the Old Ones are freed from their aeons old prisons to walk free upon the Earth again.

Template Cost: *Advantage: Lich* (10 Study Points)



LICH STRENGTHS & WEAKNESSES

LICH STRENGTHS

ENHANCE ATTRIBUTE

Liches can enhance an Attribute at the cost of 1 Life Force Point per Attribute increase; this only last for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

REGENERATION

Liches have the ability to regenerate physical damage at a staggering pace that few living creatures can equal. Entire limbs, eyes, hair, skin, grow back in a matter of hours to days. To be able to regenerate Wound Damage, a Lich must spend a Life Force Point per Point of Wound Damage that is being. Body parts such as Eyes, Hair and Skin can regenerate over the period of a single night of rest (8 hours of undisturbed rest); at which point their body regenerates 1 Rank of Wound Damage per hour (up to 8 Wounds per night in this fashion). Should a limb be utterly destroyed, it takes 14 days for the limb to regenerate. Liches are not immune to Stun Damage. Liches can regenerate Wound Damage at 1 Rank per Life Force point spent. If a Liches head is ever completely severed from their body, the Lich is dead and their Essence Receptacle explodes heralding their demise.

LICH WEAKNESSES

ESSENCE RECEPTACLE

One of the greatest banes of a Liches immortal existence is the very vessel that holds their ceremonially removed Heart and Soul, a Liches' Essence Receptacle is made specially prepared ceramics or crystalline materials of a sturdy nature. All of a Liches immortal power lies with this ceramic or crystalline container, and if this vessel is ever destroyed, the Lich immediately meets their final death with no possibility of returning from the grave as a Deader.

THE LILAN

The Lilans are Atlanteans and Humans that have through choice or otherwise been brought across into an immortal half-life that is similar to the Revenant, damned to feed on the Life Force of mortal man. But the big point of difference between Lilans and Revenants is that Lilans are still very much alive.

These immortal creatures walk the night, attempting to find their path in a world that seems destined to end them.

Among the Atlanteans, these immortal creatures have risen to positions of extreme authority, guiding the Atlantean people from their hidden places.

TEMPLATE COST: *Advantage: Lilan* (30 Study Points)



LILAN STRENGTHS & WEAKNESSES

LILAN STRENGTHS

ENHANCE ATTRIBUTE

Lilans can enhance an Attribute at the cost of 1 Life Force Point per Attribute increase; this only last for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

FLIGHT

Lilans have the ability to fly at 10 times their Agility Ranks as an Action during a Round.

LIFE FORCE DRAIN

Lilans have the ability of draining a victim's Life Force through drinking their blood; at a rate of 2 Life Force points per Round.

NIGHTVISION

Lilans have the ability to see in darkness with perfect clarity at a distance of up to 300 ft.

PHYSICAL ATTACKS

Lilans have the ability to use a Bite attack using their Strike Skill against their victims that does their Brawn +2 points in Wound Damage every time they make a successful attack. They also have razor sharp finger nails that can be used to Claw using their Strike Skill against their victims, doing their Brawn +1 point in Wound Damage every time their make a successful attack.

REGENERATION

A Lilan can regenerate physical damage at a pace that no other known creature can equal. Entire limbs, eyes, hair, skin, grow back in a matter of hours to days. To be able to regenerate Wound Damage, a Lilan must be able to sleep for 8 hours. Body parts such as Eyes, Hair and Skin can regenerate over the period of a single night of rest (8 hours of undisturbed rest); at which point their body regenerates 1 Rank of Wound Damage per hour (up to 8 Wounds per night in this fashion). Should a limb be utterly destroyed, it takes 5 days for the limb to regenerate. Lilans regenerate from Stun Damage at 1 Rank per Round. Lilans can regenerate Wound Damage at 1 Rank per Life Force point spent. Lilans can only regenerate Fire, Silver or Blessed Damage through expending 3 Life Force Points per Rank of Wound Damage, and only during the night cycle (up to 8 Wounds per night). Modern medicine can reattach limbs that have been severed with the same limitations that Humans face with those types of major surgeries. If the limb or body part is totally destroyed, then no regeneration

DAYLIGHT ACTIVITY

It is possible for Lilans to remain awake and be active during the daylight hours, but all of their Attributes and Skill Ranks are reduced to half (½) of what they normally would be. To go out during the daylight hours requires that the Lilan wear no less than 3 layers of thick clothing that completely covers all exposed areas of flesh; even then they must still successfully make a Resist Fear & Madness Check to even attempt to go out during the light of day.

RECOGNIZE BY SIGHT

Lilans have the ability to recognize other Lilans by sight, but this does not extend to recognizing Revenants and Thralls by sight.

LILAN WEAKNESSES

FEAR OF FIRE & HOLY PLACES

Uncontrolled Fire (fire that is not under the control of the Lilan) to Lilans automatically provokes a Fight or Flight response, because of this Lilans must make a Resist Fear & Madness Check at "Difficult" when they must deal with Fire. Failure means they flee from the Fire. For some unknown reason, the Lilan condition produces an instinctive Fear of Holy places, because of this Lilans must make a Psyche Check at "Difficult" to enter places of Faith.

MASTERS DOMINATION

Lilans are always at a disadvantage when attempting to resist the commands of their Lilans that created them. Whenever they attempt to defy the commands of their Lilan Master, they resist with half their normal Ranks in their Resist Psionics Ranks.

PHYSICAL EVIDENCE

So long as there physical evidence of a Lilan showing some part of their supernatural nature; be it by photograph, video or digital recording, it is not possible to use Mesmerism to erase the witnesses memories of the incident. Once the Physical Evidence is destroyed, it is possible to use Mesmerism on the Witness.

SUSCEPTIBILITY TO FAITH, FIRE, GARLIC, SILVER & SUNLIGHT

Lilans take 2 Wounds per Round that they are hit with faith and fire damage, against Silver weapons and silver bullets, the Lilan takes double the bullet or weapons listed damage. Lilans take 1 Rank of Stun Damage for each round they are exposed to Garlic. Lilans take 2 Wounds per Round that they are expose to direct sunlight or the light from an Ultra Violet lamp.

THE THIRST

All Lilans lose 1 Life Force point upon rising at night. Upon dropping to 5 or less Life Force points, the Lilan will begin feeling the unconscious need to feed in the form of irritability when dealing with others. The Lilan must make a Resist Fear & Madness Check at -1 Rank, or they will feed one the first person that they come across.

DRINKING LIFE FORCE

Lilan Personas must be careful to stop drawing from a human before death occurs, lest they be dragged into the darkness of true death themselves. All Lilan Personas must make a Psyche Check at -3 to stop feeding from a human before death occurs. Lilans that drain a human to the point of death and beyond are tasting of true death, and because of this brush with a Lilans greatest fear, the Lilan Persona must succeed in a Resist Fear & Madness Check, or gain a permanent Madness (See Fear & Madness Section)

DRINKING FROM THE RECENTLY DEAD (1 HOUR MAXIMUM)

All Lilan Personas that drink from the recently dead must always make a Resist Fear & Madness Check every time they attempt this (See Fear & Madness Section). Lilan Personas that regularly feed from the dead face madness and insanity within a relatively short period of time; that is the reason why drinking from the dead is such a taboo within Lilan society. Blood from recently dead humans that has passed the 1 hour mark becomes unusable by Lilans, as all of the Life Force that had been residing within the dead man has escaped into the next world. Drinking the blood of the dead is considered a major taboo within Lilan society; those that openly feed from the dead are outcasts and treated as such socially. Those that do so in secrecy and are found out, are ostracized and cast out of civilized Atlantean society.

THE MUNDANE

The Mundane is the average person that isn't ultra rich or a total destitute, but simply trying to get by in the world. He or she goes to their job every day in an attempt to get a head.

The Mundane doesn't know about the global game of chess that the Children of Atlantis play with the world's people, or the struggles of the Sorcerers to protect the world from the unholy demons and spirits that exist in the Mirror World, or even the Psychics struggle to deal with their amazing Psionic Talents in a world that seems to be destroying itself a little bit every day.

These are the people that through no fault of their own, get caught up in the schemes of the players that seek to dominate the world.

When these Mundanes finally come to the realization of "I can either become a player in the grand game or simply remain being controlled as a lowly pawn", some choose to step up to bat in an attempt to make the world better for themselves and their fellow Mundanes.

In the end; without a few knowledgeable Mundanes in the grand game, their fellows would be doomed to live and die in ignorance.

TEMPLATE COST: *No Cost; The Actor may not purchase the following Advantages in Persona Creation: Faux Blooded, Nephilim, Psychic Talent, Revenant, Sorcerer, Thrall or True Blooded. Because the Actor does not take any of the Template related Advantages, their Persona gains 20 Additional Study Points for Persona Creation.*



THE NEPHILIM

The Nephilim are the ancient soldiers from the time of the First Atlantean Empire. They were created through a mixture of Atlantean super-science and sorcery. During the time of the First Atlantean Empire, the Nephilim were the elite warriors of the Empire, they were used by the Atlanteans to fight their wars with the early humans and then the Lemurians.

Because of the super-science and sorcery that created the Nephilim, they were extremely resistant to Psychic powers and physically powerful, but because of the power of that they wielded the Atlanteans made all Nephilim barren, to insure that the Nephilim would never become a race powerful enough to rise up against them.

In the end, the ancient empire of the Atlanteans fell into ruin with the destruction of Atlantis and the Nephilim were left to their own ends. Some Nephilim turned to religion in the early years of their freedom becoming the avenging angels that destroyed the places of darkness and vice in the ancient world. Some turned to the darkness and embraced the unholy powers of the Abyss.

In this modern age, most of the Nephilim are awakening from their torpor of millennial slumber. Once again it is time to find their place in the world, for good or for evil.

Template Cost: *Advantage: Nephilim* (40 Study Points)



NEPHILIM STRENGTHS & WEAKNESSES

NEPHILIM STRENGTHS

ENHANCE ATTRIBUTE

Nephilim can enhance an Attribute at the cost of 1 Life Force Point per Attribute increase; this only last for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

PSYCHIC RESISTANCE

All Nephilim are immune to the effects of Psychic Talents that would normally be able to enter their minds or command them through Mesmerism. The Nephilim also gain a +5 Bonus to Resist Psionics Checks when attempting to ward off the effects of physically offensive Psychic Talents such as; Cryokinesis or Pyrokinesis.

NIGHTVISION

Nephilim have the ability to see in darkness with perfect clarity at a distance of up to 300 ft.

REGENERATION

A Nephilim can regenerate physical damage at a pace that no other known creature can equal. Entire limbs, eyes, hair, skin, grow back in a matter of hours to days. To be able to regenerate Wound Damage, a Nephilim must be able to sleep for 8 hours. Body parts such as Eyes, Hair and Skin can regenerate over the period of a single night of rest (8 hours of undisturbed rest); at which point their body regenerates 1 Rank of Wound Damage per hour (up to 8 Wounds per night in this fashion). Should a limb be utterly destroyed, it takes 5 days for the limb to regenerate. The Nephilim are not immune to Stun Damage. Lilans can only regenerate Silver Damage through expending 3 Life Force Points per Rank of Wound Damage.

NEPHILIM WEAKNESSES

MASTERS DOMINATION

The Nephilim, being the creations of the super science and sorcery of the First Atlantean Empire are naturally susceptible to the Psionic manipulations of all True Blooded Atlanteans. Whenever a True Blooded Atlantean attempts to use Mesmerism or Telepathy on a Nephilim, the Nephilim Persona resists the True Blooded Atlantean's commands at half their normal Ranks in Resist Psionics.

SUSCEPTIBILITY TO SILVER

The Nephilim have an inborn susceptibility to weapons made out of Silver, when injured by a silver weapon the Nephilim takes double the Wound Damage that the weapon would normally have done.

THE PSYCHIC

The Psychics are the gifted ones that through no fault of their own have been given a Psychic Talent. Some have the ability to see into the future or past; while others have the ability to burn or freeze their enemies with the terrifying powers of their mind. There are others still that the ability to listen to the thoughts of their peers or to control them. And those are not all of the Psychic Talents, there are more.

Psychics live each day not knowing if they will be able to make it to the morrow without some horrific event occurring to them because of their cursed gift.

They are the modern day oracles, watching the world for signs of the end times. All of them have learned to fear and respect their abilities.

Template Cost: *Advantage: Psychic Talent* (10 Study Points)



HUMAN PSYCHIC TALENTS

For reasons that no one is quite sure of, humanity has been slowly evolving into a species that has the potential for incredible psionic power. In fact, this is one of the advantages that humanity has over the Atlanteans; where as the True Blooded Atlanteans only have the innate Psychic Talents of Mesmerism and Telepathy, the human Psychics have many wide ranging Psychic Talents that have allowed them to gain a lot more power as Psychics. To counter balance this, where as humanity has only a relatively small slice of the population that are Psychics, the Atlanteans through their True Blooded have a considerably larger Psychic population. Only the Faux Blooded Atlanteans and Human Psychics have access to the other Psychic Talents.

Below are the Psionic Talents that are possible for Actors. The maximum number of Psionic Talents that any one Persona can have is 3. All Faux Blooded and Human Psychics that are brought across into the Lilan condition lose all of their Psychic Talents; only through the *Advantage: Re-awaken the Mind's Eye* can these Psychics re-awaken part of their minds to the Psychic Talents that are possible through the Lilan condition.

Psychics that reach 5 Life Force points begin becoming Fatigued for every Life Force point under 5 that they spend into a using their Psychic Talent.

When using a physical Psychic Talent against an object, the Psychic must succeed in a Psionics + Control + Card Check against a Target Difficulty of: Simple.

If a Psychic draws a Joker during a Psionics Check or Contest, they automatically fail and that Psychic takes a point of Wound Damage for the failure.

TALENT CATEGORY: This designation denotes how common or rare a Psychic Talent is within the general population. Directors should use this designation to determine which Psychic Talents they are willing to allow within their Stories; Directors should always work with their Actors to help them find Psychic Talents that best suit their Personas and the overall storylines that the Director and Cast are attempting to promote.

PHYSICAL TOUCH: When ever a Psychic Persona is making physical contact with another Persona, they gain a +5 Bonus to their Contest to use their Psychic Talent against the Persona that they are touching.

PSYCHIC DISCIPLINES: These are more focused concentrations in Psychic Talents that allow a Psychic to perform a specific power within the Psychic Talents at a lesser cost. All Psychic Disciplines cost 6 Study Points each.

ASTRAL PROJECTION

PSYCHIC SKILLS: Control

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Astral Projection is the psychic talent that allows the Psychic to achieve; through wakeful willing, lucid dreaming or deep meditation, a state where the Psychic is able to leave the constraints of their physical body and assume the form of pure spirit. In doing so, the Psychic is able to straddle the barrier between the Physical World and the Mirror World. In taking on this spirit form, the Psychic is able to move around unseen within the Physical and Mirror Worlds. Through Astral Projection, the Psychic can fully interact with the spirits of the deceased, nature spirits of the world, and the demons that exist in both the Physical and Mirror Worlds.

The Psychic's spirit form looks as they did when they left their body; clothing, items, etc, all appear to be with them, but in actuality, none of it is really there. The spirit form is simply a reflection of the Psychic's soul. While out of their body, the Psychic's body enters an unconscious state where the Psychic is very much at the mercy of their surroundings and those around them, effectively defenseless if someone or something were to attack them. The Psychic has a luminous silver cord that extends from their sleeping physical body to their spirit form in the Mirror World.

While in the Mirror World, the Psychic can take Wound Damage from entities that inhabit that Realm, which is also known as the Spirit Realm. It is quite possible for a Psychic to die while in their spirit form, the reason that this is possible is because their spirit form is linked directly to their soul. When the spirit form takes Wound Damage, the Psychic's physical body in the Physical World takes the Wound Damage. It is also possible for an entity within the Mirror World to sever the luminous silver cord that binds the Psychic to their physical body. If this happens, the physical body begins to die at 1 point of Wound Damage per day, until the Psychic finally succumbs to death. When this happens, the Psychic becomes a Ghost and retires their Persona for a new Persona. At the Director's discretion, it is possible for a Spirit Medium to attempt to draw back the tether-less Psychic into their body before death occurs. It should be noted that when a Psychic loses their luminous silver cord that tethers their soul to their physical body, it leaves that body wide open for other deceased spirits or demons to enter and possess the Psychic's body.

Another Persona can attempt to rouse an unconscious Psychic from Astral Projection if the Psychic is taking Wound Damage, but in doing so the Psychic automatically takes a point of Wound Damage for being violently pulled out of the Mirror World.

To use this Psychic Talent, the Psychic spends a Life Force point and uses their Psionics + Control + Card to leave or reenter their physical body, the difficulty to do this is Difficult. If a Psychic's spirit tether is severed, the Psychic can attempt to reenter their physical body at a difficulty of Very Difficult. If another entity has taken over their physical body, then the Psychic uses their Psionics + Control + Card against the possessing entity's Psionics + Control + Card, the Psychic can attempt to add more power into their bid to retake their physical body by spending their Life Force points at a cost of 1 Life Force point per + 2 added to their Contest. If a Psychic hits zero Life Force in this attempt, the Psychic's soul dissipates and the Persona is permanently retired from play. The Soul of the retired Psychic goes on to the next life, end of story for that Persona.

PSYCHIC DISCIPLINE: POSSESSION

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

The Psychic is able to take possession of another living creature while their Soul is out of their own body. The Psychic makes a Psionics + Control + 6 + Card Contest against their Target's Resist Psionics + Cards; if successful the Psychic gains possession of the Target's body for a Scene (1 hour) + 1 hour per 2 points that they beat their Target's Resist Psionics Total by.

While in possession of the Target's body, the Psychic uses the Target's Agility, Appearance, Brawn, and Vitality. This is one of the few cases where the Psychic does not take on the host body's Derived Attributes, using their own instead of that of the Host body.

AURA READING

PSYCHIC SKILLS: Scanning

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

All living things (people, plants, animals, etc.) are made up of a complex combination of atoms, molecules and energy cells. As these ingredients coexist, they generate a large magnetic energy field that can be sensed, felt and even seen around the physical body. This energy field is often called an Aura.

Auras are commonly associated with people. Sometimes we even use them to describe people, "He has an aura about him." or "She just has a glow about her". But in fact all living things generate this field of energy. When associated to a person, the aura can provide insight into the spiritual, emotional and physical aspects of the individual.

To use Aura Reading, the Psychic needs to spend a point of Life Force, then the Psychic makes a Psionics + Scanning Skill + Card Contest against their intended target; against the target's Resist Psionics Ranks + Card. If the Contest is successful, the Psychic is able to gain a psychic impression of the current state of the target's Aura. Aura Reading can identify the presence of Magic, and the Aura details connected to the spell or ritual. Through Aura Reading the Psychic can discern the following details about the target that they are Aura Reading:

AURA READING DETAILS

BLACK

Indicates hatred, negativity, depression and miserly. When this appears in an aura, it is usually localized or appears as wisps floating through the aura.

RED

Can indicate fear or anger. *Vibrant Red:* When seen in a clear, vibrant and constant state, it represents fear or strong anxiety. *Dull Red:* Generally represents anger. The deeper the red, the stronger the emotion. A Consistent Red: A consistent dark red indicates a violent nature, a selfish and deceitful attitude. *A Red Spike:* A spike of red, either vibrant or dull in appearance, indicates the same meanings as above. However instead of representing the consistent nature of the subject, the spike indicates the sudden emotion in the current conversation or situation the subject is engaged in at that moment.

YELLOW

Success, creativeness, jealousy, selfishness. It has been the experience of many Psionics that a person with a thin line (1-4 inches) of yellow takes on the characteristics of this color in either their personal or professional life, but not both. A yellow aura wider than 5 inches, indicates characteristics in both aspects of the subject's life. *Vibrant Yellow:* Clear yellow denotes intelligence, wisdom, and success. *Dull Yellow:* A dull yellow indicates jealousy, a selfishness and negative outlook.

GREEN

Healing. *Light Green shades,* indicate the onset or potential for injury and the subject should be cautious for the next few weeks. *Darker Green shades,* generally indicate the injury has already occurred and is in the process of healing.

BLUE

Spiritually searching. A dissatisfaction or a feeling that there's something more. *Vibrant Blue*: Pride, adoration, dedication. A subject with any shade of the lighter blues is generally beginning their spiritual quest. (This does not mean a metaphysical quest, but rather a journey that will fill the 'missing' pieces of their current existence. This can just as easily be accomplished through any fundamental religion). Darker blues typically indicate the subject has found their spiritual path and is continuing their education in the chosen realm. *Dull Blue*: Taking life for granted, being too content, can appear to be selfish, narrow minded, arrogance, or self-righteous. There are many traits which accompany religious zeal, such as self-righteousness, dedication, pride, adoration and worship. These wide variations are usually indicated by some shade of blue.

PURPLE

Heightened spiritual awareness, self-esteem, and high ideals. *Light Purple*: People with lighter shades of purple are refining or polishing their spiritual nature. They are actively working on the balance of each aspect of their lives (personal, spiritual, professional), their attitudes and acceptance of others, and their existence with other life. *Mid-Dark*: Teachers of their chosen spiritual path. They maybe working on a few issues of balancing, but for the most part, they are patient, kind, and willing to go out of their way for people.

WHITE

Indicates purity and/or protection. When detected in the outer layers of the aura, can indicate an area of the body which has been over energized, or is over active. The following are not primary colors, but each is associated with very strong and consistent emotions. Unlike other combination colors, these have meanings of their own and can stand on their own merits.

PINK

Affection, love, enjoyment, pity, guilt. *Vibrant Pink*: Indicates love, affection and a resilient temperament. *Dull Pink*: Denotes 'care with caution', pity or guilt.

ORANGE

Confidence, ambition, pride. *Vibrant Orange*: Indicates ambition, pride, self-sufficient. *Dull Orange*: A lack of warmth, but a strong desire for success and popularity.

BROWN

Selfishness, deception, confusion or discouragement. *Light Brown*: Indicates confusion or discouragement. The lack of confidence in ones self, the present situation or in the subject being addressed. *Dark Brown*: Indicates selfishness, fault finding, and a tendency toward deception.

CLAIRVOYANCE

PSYCHIC SKILLS: Scanning

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Clairvoyance is the psychic talent to see objects, and visions, or to gain information regardless of its distance. The visions deal with some object, location, or physical event that is occurring in the present, recent past or even possibly the future. The Psychic reaches out their mind, in an attempt to feel the psychic vibrations that the object, location or event is currently generating or generated in the recent past. Through these vibrations, the Psychic can learn information such as; how many people were involved in the commission of a murder, their hair color, how old the victim was, where the victims body is buried, etc. These visions are not always clear to the Psychic, sometimes appearing as dreams or visions after touching an object that was connected to the event. Events that have already occurred tend to be easier for a Psychic to grasp on to; because the flow of the vibrations from the event are considered constant, as in the event has already occurred and it is something that will not change. For events dealing with the future, all of the details are always cloudy, because the flow of

time is always changing with each decision that is made by each individual; so it is entirely possible for a Psychic to have a vision of a possible future event that never comes to pass.

To use this Psychic Talent, the Psychic spends a Life Force point to use their Psionics + Scanning + Card to reach out with their mind an attempt to gain impressions of the object, location, or physical event. The higher Total Value that the Psychic gains in their Check or Contest makes the details of the event clearer in the Psychic's mind. Some events can cause a Resist Fear & Madness check because of the intensity of the event. The more raw anger or passion that is connected to the event tends to make it easier for the Psychic to grasp on to its vibrations. Events that have happened in the Past add a +1 to the Difficulty per week that has past since the event occurred. Events that may possibly happen in the Future add a +2 to the Difficulty per week away from the event because all future events are possibilities in the timeline, not something that is set in place. Events that are happening in the here and now do not have a modifier to the Difficulty to scan for them.

CRYOKINESIS

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

Cryokinesis is the Psionic Talent that decreases the kinetic energy of atoms and thus is able to reduce the temperature, often used to control, or create ice.

To use Cryokinetics; the Psychic needs to spend 3 Life Force Points, then Psychic makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card.

If the Contest is successful, the Psychic is able to use Cryokinetics to lower the temperatures around them to the point that they can freeze over the environment around them. Whatever their target is, it takes a point of damage due to the freezing effects of this Talent, against people, for every 2 points over their target number that a Cryokinetic succeeds, the Freezer does an additional point of wound damage to their target. Obviously, when Freezers become enraged or deranged, they can have horrifying effects on their environment around them and the people that inhabit that environment.

Cryokinetics can also direct blasts of extreme cold at their targets to the point that they could potentially freeze a person solid.

Should a Freezer pull a Joker when attempting to use their Talent, they automatically take a point of wound damage, whatever they were attempting to do fails, and they lose the activating point of Life Force. Jokers in *Center Stage Game System* are meant to have bad effects.

Personas taking this Psionic Talent can not take Electrokinesis, Psychokinesis, or Pyrokinesis.

CYBERMANCY

PSYCHIC SKILLS: Control & Scanning

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

Cybermancy is the Psychic Talent that allows a Psychic to merge their mind with the raw data or a computer system, and through this merging, the Psychic is able to bend a computer's system to his or her will. A Cybermancer can link him or herself to a computer through simple touch without needing a physical medium (such as a keyboard, mouse or monitor). The Psychic is able to mentally take control of the device and make it perform whatever functions that the Psychic wishes, as long as it falls within the limits to the computing device. Cybermancers can also read the data that is stored on disk (floppy disks, CDs, DVDs, etc.). To a limited degree, a Psychic with this Psychic Talent can even copy the data into their minds to be passed on to a prepared storage device within a relatively short period of time.

To use this Psychic Talent, the Cybermancer must spend 3 Life Force Points and makes a Psionics + Scanning or Control + Card Check to merge their mind with the computer system, or to read a storage device. For every change that the Psychic wishes to make, or every function that the Cybermancer attempts to perform using the computing device, the Psychic must

make an additional Psionics + Scanning or Control + Card Check. For every 2 points above the Difficulty that the Psychic succeeds in their Cybermancy Talent that the Psychic succeeds by, the Psychic is able to “remember” 1 Gigabyte of Data.

DREAM WALKING

PSYCHIC SKILLS: Broadcasting, Control, Scanning, & Shielding

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Dream Walking is the Psionic Talent that allows the Psychic to walk among the dreams of others. Through this Psychic Talent, the Psychic is able to impose his will upon the dreams of others; allowing him or her to create new images, alter images that are already being dreamed about, and the ability to banish nightmares, or to craft totally new horrors with which to terrorize his or her target. The images that the Psychic is able to craft in the dreams of others are totally realistic and almost impossible to distinguish from real dreams. Only other Dream Walkers are able to take notice of the changes that another Dream Walker may be attempting to introduce into their dreamscapes.

To use Dream Walking; the Psychic needs to spend 1 Life Force Point, then Psychic makes a Psionics + Scanning Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card to look into their target’s dream. Once the Psychic has gotten a look inside of their target’s dream, then the Psychic makes a Psionics + Broadcasting Skill + Card against their target’s Resist Psionics + Card to enter the target’s dreamscape. If the Psychic wishes to alter some details of the target’s dreamscape, the Psychic makes a Psionics + Control Skill + Card against their target’s Resist Psionics + Card.

Dream Walkers automatically add their Shielding Skill Ranks to their Psionics + Card when defending against another Dream Walker that may be attempting to invade his or her dreamscape.

Every additional Life Force point past the initial Life Force point that was spent to activate Dream Walking, the Psychic adds another +2 to their Psionics for all Dream Walking based actions for the rest of the scene. Should a Psychic draw a Joker while attempting to Dream Walk, that Psychic automatically takes a point of Wound Damage as normal, and then suffers a horrific nightmare as his or her own subconscious takes control of the dream.

PSYCHIC DISCIPLINE: DEVOURER OF DREAMS

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

The Psychic is able to enter the dreams of their Target and draw upon the power of the Target’s dreaming mind, turning that power into Life Force Points for them selves. The Psychic makes a Psionics + Control + 6 + Card Contest against their Target’s Resist Psionics + Card, if successful the Psychic is able to gain 4 Life Force Points from their Target and their Target awakens the following day feeling tired and with a -2 penalty to all Checks and Contests for the next 6 hours. After the 6 hour period has passed; the Target returns to normal. The Psychic can only use this Psychic Discipline once per day per Target.

ELECTROKINESIS

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

Electrokinesis is the Psionic Talent that allows the Psychic to control, create, dissipate and intensify electricity. This Psychic Talent also gives the Persona a limited control over electromagnetism (items that a Psychic has magnetized will draw smaller metallic items to them and will hold them fast if pressed up against a ferrous metal or other magnetized source). Psychics with this Psychic Talent tend to have problems dealing with electronic devices, most especially computers, because they have a habit of wiping the storage drives due to the electromagnetic forces that their body naturally produces.

To use Electrokinesis; the Psychic needs to spend 3 Life Force Points, then Psychic makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card.

If the Contest is successful, the Psychic is able to use Electrokinesis to control, create, dissipate or intensify electricity that is around them. Whatever their target is, it takes a point of damage due to the shocking effects of this Talent, against people, for every 2 points over their target number that an Electrokinetic succeeds; the Psychic does an additional point of wound damage to their target. Obviously, when Electrokinetics become enraged or deranged, they can have horrifying effects on their environment around them and the people that inhabit that environment.

Electrokinetics can also direct horrifying surges of electricity at their targets to the point that they could potentially electrocute a person.

Should a Electrokinetic pull a Joker when attempting to use their Talent, they automatically take a point of wound damage, whatever they were attempting to do fails, and they lose the activating point of Life Force. Jokers in *Center Stage Game System* are meant to have bad effects.

Personas taking this Psionic Talent can not take Cryokinesis, Psychokinesis, or Pyrokinesis.

PSYCHIC DISCIPLINE: ELECTROKINETIC SHIELD

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

The Psychic is able to create an electrified shield of electro-kinetic energy that surrounds them as a protective barrier against incoming attacks; this electrokinetic shield can be projected up to 10 feet out from the Psychic (allowing the Psychic to protect more than just themselves) or be as close to them as 6 inches from their body (becoming a visible electro-kinetic personal body armor). The Psychic makes a Psionics + Control + 6 + Card Check against a Target Difficulty of: Very Difficult; if successful the Psychic gains a +5 bonus to their Toughness for the rest of the Scene (1 hour).

PSYCHIC DISCIPLINE: STUN PULSE

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

The Psychic is able to create and throw a bolt of electro-kinetic energy at their target that does 6 points of Stun Damage to their target, for every two points that the Psychic beats their Target Difficulty by; the Psychic will do an additional point of Stun Damage to their target. Should the Psychic render their target unconscious through Stun Damage, then all additional Stun Damage turns into Wound Damage on the Target. To use this Psychic Discipline, the Psychic makes a Psionics + Control + 6 + Card Contest against a Target Difficulty of Difficult, their target resisting the Psychic through their Resist Psionics Ranks.

MESMERISM

PSYCHIC SKILLS: Control

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Mesmerism is the Psychic Talent that allows the Psychic control the minds of others. Through mesmerism, the Psychic can remove portions of a targets memory or they can add false memories. The more time a Psychic has to perform mesmerism with their target, the more memories can be altered or removed. The most common use of mesmerism is by Psychics that are attempting to unlock memories that have been lost to their target. Some rather unscrupulous Mesmerists have used this Talent to force their targets into signing away their lives fortunes, or in some of the most extreme cases, to end their own lives. The most common use of mesmerism among Atlanteans and Lilans is to remove all memories relating to a Lilan feeding upon a mundane. Another example would be altering the minds of those that have witnessed a Lilan using his or her powers.

To use Mesmerism; the Psychic needs to spend 1 Life Force Point, then Psychic makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card. If the Contest is successful, the Psychic is able to dominate the target will into performs actions that they otherwise would not consider doing.

Every additional Life Force point past the initial Life Force point that was spent to activate Mesmerism, the Psychic adds another +2 to their Psionics for all Mesmerism based actions for the rest of the scene. True Blooded Atlanteans gain a automatic +2 to their Resist Magic & Psionics rating when defending against another Psychic that is attempting to use Mesmerism on them.

PSYCHIC DISCIPLINE: MIND SHREDDER

PSYCHIC SKILLS: Control & Scanning

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

It was the Atlanteans that originally developed this Psychic Discipline; basically it allows the Psychic to go in to the memories of their target and selectively remove all memories that are connected to a specific situation. This Psychic Discipline requires that the Psychic has both the Psychic Talents of Mesmerism and Telepathy. Using Telepathy the Psychic is able to look into the memories of their target in order to find the memories that are connected to a situation that the Psychic would rather be forgotten. In order to use this Psychic Discipline, the Psychic first makes a Psionics + Scanning + 6 + Card Contest against their intended Target's Resist Psionics + Card in an attempt to break into the Target's mind to find the offending memories. Then the Psychic makes a Psionics + Control + 6 + Card Contest against the Target's Resist Psionics + Card to skillfully remove the memories of the situation. In some cases the Psychics make a point to replace the missing memories with a fictional event in order to replace the missing time.

PHANTASM

PSYCHIC SKILLS: Broadcasting & Control

TALENT CATEGORY: Common

ACTIVATION COST: 3 Life Force Points

Phantasm is the Psionic Talent that allows the Psychic to project an illusionary image or environment into the mind of their intended target. Through this Psionic Talent, the Psychic could make their intended target think that everyone in a crowded room suddenly disappeared and only the target and the Psychic remained in the room (combined with Telepathy, this particular instance could make it possible for a Psychic to make sure their intended target knew exactly who they were "speaking" to. Another disturbing instance of this Psionic Talent is the intended target and the Psychic are standing on a street corner, waiting for the crosswalk light to change to walk. The Psychic projects the image into the mind of their target that the light has changed and there are currently no cars traveling through the intersection, when in fact there may be dozens of cars racing through that same intersection. In this case if the target walks into the intersection there is a good chance that they are going to get hit by a moving vehicle and possibly killed. Yet another instance is the Psychic created the image of a demon appearing out of nowhere in front of the target and the illusionary demon rips out the target's heart while they are watching. In this case, the target would be forced to make a Resist Fear & Madness Check or they would faint or worse from believed attack. What Phantasm comes down to in the end is the imagination of the Psychic that has this Psionic Talent and what they choose to project into the minds of their potential targets. Not actual harm comes from the use of Phantasm on the target; it's the target's actions or reactions that always cause the harm in the end.

To use Phantasm; the Psychic needs to spend 3 Life Force Points, then the Psychic makes a Psionics + Broadcast Skill + Card Contest against their intended target; against the target's Resist Psionics Ranks + Card. For every round that the Psychic keeps up this Psionic Talent they must spend an additional Life Force point, and make a Psionics + Control Skill + Card Contest against their intended target; against the target's Resist Psionics Ranks + Card to maintain the Phantasm that the target is seeing.

For every additional Life Force point past the initial Life Force point that was spent to activate Phantasm, the Psychic adds another +2 to their Psionics for all Phantasm based actions for the rest of the scene.

PSYCHIC DISCIPLINE: DIRE METAMORPHOSIS

PSYCHIC SKILLS: Broadcasting & Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

The Psychic is able to alter their physical form in the mind of their intended Target, into the form of a terrifying creature (such as; a Medusa, a Werewolf, or a man made totally out of maggots). The point of the Dire Metamorphosis Psychic Discipline is to inspire fear and terror in the hearts and minds of their intended Target. The Psychic first makes a Psionics + Broadcasting + 6 + Card Contest against their intended Target's Resist Psionics + Card in an attempt to break into the Target's mind. The Psychic then makes a Psionics + Control + 6 + Card Contest against their Target's Resist Psionics + Card; if successful the Psychic will force their intended Target into making a Resist Fear & Madness Check against a Target Difficulty of: Very Difficult. If the Target fails their Resist Fear & Madness Check; see the Fear & Madness section in the Rules Chapter for effects.

PSYCHIC DISCIPLINE: DISLOCATION

PSYCHIC SKILLS: Broadcasting & Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

The Psychic is able to project the mental image of a double of the Psychic that appears 10 feet away from their actual position in the Scene while mentally erasing them selves from their current location to all within the Scene. The Psychic first makes a Psionics + Broadcasting + 6 + Card Contest against their intended Target's Resist Psionics + Card in an attempt to break into the Target's mind. The Psychic then makes a Psionics + Control + 6 + Card against a Target Difficulty of: Very Difficult; if successful all Personas in the Scene see and interacts with the double of the Psychic and ignore the actual Psychic in the Scene.

PSYCHIC DISCIPLINE: IN PLAIN SIGHT

PSYCHIC SKILLS: Broadcasting & Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

The Psychic is able to hide within a crowded Scene; for anyone that is actively searching for the Psychic, the Psychic's clothing and appearance blur to the point that it become almost impossible for some one to locate the Psychic in the crowd that they are hiding in. The Psychic makes a Psionics + Broadcasting + 6 + Card Check against a Target Difficulty of: Very Difficult; if successful the Psychic is able to hide within the crowd unnoticed by anyone that might be pursuing them.

PSYCHIC HEALING

PSYCHIC SKILLS: Control & Scanning

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Psychic Healing is the Psychic Talent that allows the Psychic to see into their patient to determine what the malady was that they were suffering from and then to use the Psychic's own Life Force to heal the patient. Psychic Healing can not regenerate severed limbs, but it can regenerate Would Damage that a patient is suffering from. Combined with modern medicine, a Psychic Healer can bring a severed limb back to full working condition.

To use Psychic Healing, the Psychic spends 1 Life Force Point to use their Psionics + Scan + Card to look into the patient to determine what is wrong with them; which the body automatically resists through the Patient's Resist Psionics + Card. If the Psychic is successful in their Scan Contest, then the Psychic uses their Psionics + Control + Card in an attempt to heal the Patient. The Patient's body will try to rests this through Resist Psionics + Card, but if the Patient is already down Wound Ranks, then their body will be resisting at a penalty. If the Psychic is successful in this Contest, the Psychic spends 3 Life Force points per Wound Rank that is healed. Grievous life threatening Wounds can take more than one session with the Psychic Healer to heal.

PSYCHIC DISCIPLINE: MORPHIC CLEANSING

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

Morphic Cleansing is a discipline of Psychic Healing that allows the Psychic to manipulate and bolster the antibodies and cells within a body; purging it of toxins, illness and even repair the damage such maladies cause. A Psychic with this discipline may use this power to suppress the effects of toxins, diseases and even spells that create such effects. More accomplished Psychics develop the ability to heal loss of Attribute ranks.

To use Morphic Cleansing, the Psychic must Identify the problem within the patient. Just as with Psychic Healing, the Psychic spends 1 Life Force Point to use their Psionics + Scan + Card to look into the patient to determine what is wrong with them; which the body automatically resists through the Patient's Resist Psionics + Card. If the Scan is successful then the Psychic gains the knowledge of what caused the problem (though not necessarily how the patient was exposed to it). The Psychic also gains understanding of the effects of the malady. For example if the scan revealed that the patient was suffering from poisoning, the Psychic would learn all of the information regarding the effects of the toxin affecting them. The scan will also reveal whether or not the patient has suffered any loss of Attribute Ranks due to poison or disease.

If the scan is successful the Psychic may attempt to affect the malady or the patient. By affecting the malady the Psychic may attempt to either isolate and suppress the problem for a time, or purge the malady entirely. In order to suppress the malady the Psychic uses Psionics + Control + Card against the Difficulty of the malady (for example, attempting to affect a weak toxin would be difficulty: simple). If successful the malady is isolated into what amounts to a Psychic tumor. This will not heal any effects that the patient has suffered from, but any ongoing effects are immediately suspended and no further effects occur. The Psychic must spend 1 life force point for every three hours they wish the tumor to persist. Once this duration has ended the malady resumes affecting the patient from where it left off as if no time had passed.

It may be possible to attempt to remove the tumor from the patient by surgical means. Because of the nature of the tumor, the difficulty of the skill check is increased by one step. Additionally the Psychic must be present at the surgery and must make a Psionics + Control + Card against the skill check of the surgeon in order to keep the tumor intact. Failure by either will end the effects of the tumor as if the duration had run out. The tumor itself is still hazardous and unless disposed of can affect others who come into contact with it.

Powerful Psychics may attempt to purge the malady entirely. The malady is affected in the same manner as suppressing it, except that the life force cost for affecting the malady is increased to 2 and the difficulty is increased by one step. If successful the Psychic must make a final check against the patient's Resist Psionics + Card. If successful the body purges the malady violently from the system. Infected material is forcefully ejected from orifices and pores over 5+ card rounds, covering the body in a layer of harmless filth. For each round this purge occurs the patient suffers one rank of stun damage. If the patient survives, the malady is cured. Any loss of Attribute ranks is still applied but all other effects of the malady are removed as if the Patient had never suffered from it.

The most powerful Psychics may attempt to repair damage at the cellular level in such a way that the Patient recovers Attribute rank loss. If the initial scan is successful the Psychic may attempt to repair damage to one attribute. The Psychic uses their Psionics + Control + Card against the Patient's Resist Psionics + Card + double the next Attribute Rank (will add +6 to the Patient's check.) If Successful the Psychic must spend two life force points per Rank of the Attribute he is healing (For example to heal an Attribute from 2 to 3 will cost 6 life force points.) This process takes one scene to complete, and the Psychic may only attempt to recover one attribute point per day. This also exhausts the Patient, reducing them to unconsciousness for 6 to 8 hours. This use of the Morphic Cleansing discipline cannot be used to recover lost ranks that have been repurchased through building points.

PSYCHIC VAMPIRISM

PSYCHIC SKILLS: Control

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Psychic Vampirism is the Psionic Talent that allows the Psychic to steal the Life Force of those around them. Psychic Vampirism tends to form the basis for the legends of vampires throughout history, as well as the dark tales of Sorcerers who use magic to steal of the Life Force of others to selfishly extend their lives at the cost of their victims. Similar in some ways to Lilans, Revenants, or Thralls; Psychic Vampires steal the Life Force of those around them, but in the Psychic Vampire's case, it is something that comes naturally to them, rather than ancient Atlantean Sorcery. Through this theft of Life Force, the Psychic Vampire is able to extend their own lives, stave off sickness or disease, or power other Psychic Talents through the Life Force that has been stolen.

Just as Lilans, Revenants, or Thralls; Psychic Vampires can use the Life Force that they steal to enhance their Attributes, up to the Maximum for Humans or Faux Blooded Atlanteans. To do this the Psychic spends 1 Life Force Point per Attribute increase; which only lasts for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

Psychic Vampires can also use the stolen Life Force to heal their injuries, though no where near as efficiently as a Lilan. These Psychics can heal a point of Wound Damage a day through the expenditure of 2 Life Force points (Maximum of 1 Wound Rank per day).

To use this Psychic Talent; the Psychic must spend 1 Life Force Point. To Drain the Life Force of a victim, the Psychic uses their Psionics + Control + Card against their victims Resist Psionics + Card. Should the Psychic succeed, they are able to drain their victims Life Force at 2 Life Force points per Round. The Life Force Point that is spent to activate this Psychic Talent is only required the first Round that the Psychic begins draining their victim and lasts for the rest of the Scene or until the Psychic breaks contact with their victim.

PSYCHIC DISCIPLINE: DEATH FIELD

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

The Psychic is able to create an invisible field of negative energy that extends out from them for 20 feet in all directions; this Death Field does physical harm to all living creatures that are within it (example: plants begin withering and dying while the Psychic is near them, living creatures begin showing deep bruising that inflicts physical pain to them; if a living creature were to remain in this death field for a long enough time they could actually die). The Psychic makes a Psionics + Control + 6 + Card against a Target Difficulty of: Very Difficult; if successful all creatures that are within 20 feet of the Psychic begin taking a point of Wound damage per Round that they remain within the Death Field.

PSYCHIC DISCIPLINE: FEAST OF SOULS

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

The Psychic is able to draw upon the Physical Attributes of their Target to convert the stolen Physical Attribute Ranks into Life Force Points for them selves; the Attributes stolen appear on the Target in the form of unnatural accelerated aging (example: if the Psychic draws upon the Appearance Attribute of their Target, then the Target begins showing a wrinkled appearance all over their body as if they had just been aged 10 years in a matter of seconds). The Psychic must physically touch their intended Target and make a Psionics + Control + 6 + Card Contest against their Target's Resist Psionics + Card; if successful the Psychic gains 5 Life Force Points per Rank of a Physical Attribute that is stolen from their Target. (Note: It takes the human body 1 year to naturally recover Physical Attributes that are lost in this fashion; but they can be replaced through the purchase of new Physical Attribute Ranks over the course of a month of concentrated rehabilitation on the part of the Victim of this horrific Psychic Discipline). If a Psychic steals all of a Target's Vitality and brings the Target to 0 Ranks in Vitality, then the Target immediately dies.

PSYCHOKINESIS

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

Psychokinesis is the Psionic Talent that allows the Psychic to move objects, deflect attacks, and strike at opponents with the power of the mind. Through Psychokinesis; a Psychic can do things from choking an opponent's throat, to crushing an opponent's heart to the point that it can kill them. A Psychic could use the power of the mind to pick up a sword and attack an opponent, to throwing a chair or desk at their opponent. Distance is not a factor as long as the Psychic can clearly see the opponent they are trying to affect. Simple rule of thumb; if the Psychic can see their intended target, they are far game.

Many in this day and age believe that Psychokinesis is all connected to the spirit world; or Mirror World for those in the know.

To use Psychokinesis; the Psychic needs to spend 3 Life Force Points, then Psychic makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card, if they are attempting to crush an opponents heart or throat, or cause bodily harm with Psychokinesis allow. If the Psychic is using Psychokinesis to toss a desk or chair, or is trying to slice at their opponent with a sword, or even use a gun; the opponent must make a Agility + Dodge + Card Contest as normal. The Psychic will always use their Psionics + Control Skill + Card on all attempts to use this Psionic Talent; it is not possible to add the Psychics Firearms Skill or Melee Weapons skill to this Contest because their Agility Attribute is not being used in conjunction with this Contest.

If the Contest is successful, the Psychic is able to use Psychokinesis. Whatever their target is, it takes a point of damage due to the effects of this Talent, against people, for every 2 points over their target number that a Psychic succeeds; the Psychic does an additional point of wound damage to their target. A Psychic is able to lift an object/person of 100 pounds; for every 2 points that the Psychic beats their target difficulty by, the Psychic is able to lift up an additional 100 pounds. Obviously, when Psychokinetics become enraged or deranged, they can have horrifying effects on their environment around them and the people that inhabit that environment.

Should a Psychokinetic pull a Joker when attempting to use their Talent, they automatically take a point of wound damage, whatever they were attempting to do fails, and they lose the activating point of Life Force. Jokes in CENTER STAGE GAME SYSTEM are meant to have bad effects.

Personas taking this Psionic Talent can not take Cryokinesis, Electrokinesis, or Pyrokinesis.

PSYCHIC DISCIPLINE: PSYCHOKINETIC SHIELD

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

The Psychic is able to create an invisible shield of psychokinetic energy that surrounds them as a protective barrier against incoming attacks; this psychokinetic shield can be projected up to 10 feet out from the Psychic (allowing the Psychic to protect more than just them selves) or be as close to them as 6 inches from their body (becoming invisible personal body armor). The Psychic makes a Psionics + Control + 6 + Card Check against a Target Difficulty of: Very Difficult; if successful the Psychic gains a +5 bonus to their Toughness for the rest of the Scene (1 hour).

PSYCHIC DISCIPLINE: DEFLECTION

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

The Psychic is able to create an invisible shield of psychokinetic energy that surrounds them as a protective barrier against incoming attacks; this psychokinetic shield can be projected up to 10 feet out from the Psychic (allowing the Psychic to protect more than just them selves) or be as close to them as 6 inches from their body (becoming invisible personal body armor) and allows the Psychic to deflect any incoming ranged attacks against the Psychic. The Psychic makes a Psionics + Control + 6 + Card Check against a Target Difficulty of: Very Difficult; if successful all ranged attacks made against the Psychic or those that the Psychic is protecting deflect harmlessly away from them.

PYROKINESIS

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

Pyrokinesis is the Psionic Talent that increases the kinetic energy of atoms and thus; increases temperature, often used to control or create fires.

To use Pyrokinesis; the Psychic needs to spend 3 Life Force Points, then Psychic makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card.

If the Contest is successful, the Psychic is able to use Pyrokinesis to raise the temperatures around them to the point that they can ignite the environment around them. Whatever their target is, it takes a point of damage due to the burning effects of this Talent, against people, for every 2 points over their target number that a Pyrokinetic succeeds; the Psychic does an additional point of wound damage to their target. Obviously, when Pyrokinesis become enraged or deranged, they can have horrifying effects on their environment around them and the people that inhabit that environment.

Burners can also direct blasts of extreme heat at their targets to the point that they could potentially burn a person to cinders.

Should a Burner pull a Joker when attempting to use their Talent, they automatically take a point of wound damage, whatever they were attempting to do fails, and they lose the activating point of Life Force. Jokers in *Center Stage Game System* are meant to have bad effects.

Personas taking this Psionic Talent can not take Cryokinesis, Electrokinesis, or Psychokinesis

PSYCHIC DISCIPLINE: PYROKINETIC SHIELD

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

The Psychic is able to create a flaming shield of pyrokinetic energy that surrounds them as a protective barrier against incoming attacks; this pyrokinetic shield can be projected up to 10 feet out from the Psychic (allowing the Psychic to protect more than just themselves) or be as close to them as 6 inches from their body (becoming invisible personal body armor). The Psychic makes a Psionics + Control + 6 + Card Check against a Target Difficulty of: Very Difficult; if successful the Psychic gains a +5 bonus to their Toughness for the rest of the Scene (1 hour). Anyone that comes in contact with the Pyrokinetic Shield (except the Psychic) will take 4 points of Wound damage for every Round that they are in contact with the Pyrokinetic Shield.

PSYCHIC DISCIPLINE: FIREBALL

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 3 Life Force Points

The Psychic is able to throw fireballs from their hands at their intended Targets; these fireballs are about the size of a small basketball. The Psychic makes a Psionics + Control + 6 + Card Check against a Target Difficulty of: Very Difficult; if successful the Psychic is able to throw a fireball from their hands at their Target that will do 5 points of Wound damage per successful hit (the Target can attempt to Dodge out of the way of the fireball, using the Psychic's Total result as the Target Difficulty that they must beat in order the dodge away from the Psychic's attack). For every Life Force Point spent above the required activation cost, the Psychic will do an additional 2 points of Wound damage to their Target.

SPIRIT MEDIUM

PSYCHIC SKILLS: Broadcasting, Control, Scanning, & Shielding

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Spirit Medium is the Psychic Talent that allows the Psychic to be able to facilitate communication with spirits of the deceased or other non-corporeal entities, either by going into a trance and allowing a spirit to use their body, or by using extrasensory perception to relay messages from the spirits. In some cases the Spirit Medium is able to see the deceased spirit or non-corporeal entity, in other cases the Spirit Medium is able to hear the deceased spirit or non-corporeal entity. In some of the more extreme cases, the Spirit Medium allows the deceased spirit or non-corporeal entity to enter his or her body in an attempt to allow it to communicate with those across the barrier between the physical world and the Mirror World

To use Spirit Medium, the Psychic spends 1 Life Force Point and uses their Psionics + Scanning + Card to look into the Mirror World for the psychic energy that is associated with deceased spirits or non-corporeal entities. Once the Psychic has found the deceased spirit or non-corporeal entity, the Psychic uses their Psionics + Broadcasting + Card in an attempt to communicate with the deceased spirit or non-corporeal entity. To hear what the deceased spirit or non-corporeal entity attempts to communicate to the Psychic, the Psychic uses Psionics + Scanning + Card. This goes back and forth between the Psychic and the deceased spirit or non-corporeal entity until communication is ended by either party.

To allow the deceased spirit or non-corporeal entity to enter the Psychic's body to communicate using actual verbal communication, the Psychic uses their Psionics + Broadcasting + Card to notify the deceased spirit or non-corporeal entity of their willingness to become an open channel for the deceased spirit or non-corporeal entity to communicate with the physical world. To remain in control of the Psychic's body; as in to keep the deceased spirit or non-corporeal entity from using it to go walk about or commit some act of violence against others, the Psychic uses their Psionics + Control + Card to remain in control while the deceased spirit or non-corporeal entity uses their voice to communicate.

For a Spirit Medium to block entry deceased spirits or non-corporeal entities from entering their body against their will, the Psychic uses Psionics + Shielding + Card. If successful, the deceased spirits or non-corporeal entities are held at bay and can not enter the Psychic.

Note: Spirit Mediums are like a beacon to deceased spirits or non-corporeal entities in the Mirror World, and because of this these Psychics are constantly shielding themselves against deceased spirits or non-corporeal entities from interfering with their day to day lives. Under normal circumstances, the Actors and Director should considering the Shielding Skill to always be "On", therefore then defending against normal deceased spirits or non-corporeal entities, the Psychic always uses their Psionics + Shielding + Card to defend against these intrusions. The only way this changes is if the Psychic specifically drops his or her shielding for the purpose of communication with deceased spirits or non-corporeal entities.

TELEPATHY

PSYCHIC SKILLS: Broadcasting, Scanning, & Shielding

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Telepathy is the Psychic Talent that allows the Psychic to look into the minds of others, in some cases to look so deeply into their target's mind that it causes the target physical harm as the Psychic picks through their deepest secrets. These Psychics can also broadcast their thoughts into the minds of their targets in an attempt to communicate with them.

To use Telepathy; the Psychic needs to spend 1 Life Force Point, then Psychic makes a Psionics + Broadcast or Scan Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card.

If the Contest is successful, the Psychic is able to use Telepathy to Broadcast thoughts into their targets mind, or Scan what surface thoughts that are presently going through the target's mind. If the Psychic beats their target in a Contest by 10 or more points, then the Psychic is able to gain free access to all of the targets thoughts, both surface and deep. Please note that deep scans cause a target 1 point of wound damage per round that the deep scan is active.

Every additional Life Force point past the initial Life Force point that was spent to activate Telepathy, the Psychic adds another +2 to their Psionics for all Telepathy based actions for the rest of the scene.

Telepaths automatically add their Shielding Skill Ranks to their Psionics + Card when defending against another Telepath that may be attempting to invade his or her mind.

PSYCHIC DISCIPLINE: DISRUPT THE FLOW

PSYCHIC SKILLS: Broadcasting

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

The Psychic is able to reach into the mind of their Target and disrupt their flow of thoughts; making the Target unable to communicate any thoughts out loud. Every time the Target attempts to speak, all that will come out is a jumble of nonsensical speech. The Psychic makes a Psionics + Broadcasting + 6 + Card Contest against the Target's Resist Psionics + Card, if successful the effect of this Psychic Discipline will last for the Scene.

PSYCHIC DISCIPLINE: FORTRESS OF THE MIND

PSYCHIC SKILLS: Shielding

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

The Psychic is able to create an impenetrable barrier around their mind that makes it almost impossible to penetrate. The Psychic makes a Psionics + Shielding + 6 + Card Check against a Target Difficulty of: Very Difficult; if successful the Psychic gains a +6 bonus to add to their Psionics + Shielding Contests for the rest of the Scene when defending against the Psionic intrusions of other Psychics.

THE REVENANT

These are the vampires of legend, stalking the nights in search of the blood and life force of the living.

These creatures are very much undead, in some ways the most powerful of the undead that still walk the earth. Like most of the legends tell, Revenants have superhuman strength, the ability to climb or walk on walls with their bare hands and feet, and the ability to fly. They also have the ability to turn to mist when they feel they are in eminent danger, and most of all they have the ability to regenerate staggering amounts of physical damage to their own bodies.

Anyone that is killed from loss of blood by one of these terrifying creatures is doomed to rise up again the following evening as one of the undead.

Template Cost: *Advantage: Revenant* (40 Study Points)



REVENANT STRENGTHS & WEAKNESSES

REVENANT STRENGTHS

CREATE THRALL

Revenants can create Thralls; these are quasi-undead creatures that have many of the same abilities as Revenants, while still remaining a living creature. (For more about Thralls, see the Thralls entry in Chapter 1: The Setting. For the Strengths and Weaknesses of a Thrall, see the Thrall entry in this Chapter).

ENHANCE ATTRIBUTE

Revenants can enhance an Attribute at the cost of 1 Life Force Point per Attribute increase; this only last for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

FLIGHT

Revenants have the ability to fly at 10 times their Agility Ranks as an Action during a Round.

MIST FORM

Revenants can spend a point of Life Force to turn to mist when in situations that they fear they're unlivable are in danger or in cases where they need to get into a location that would normally bar them from entry. They need but a crack in the door frame or window to be able to enter a room or dwelling in this fashion. Transforming into their mist form takes one Round for them complete the transformation.

NIGHTVISION

Revenants have the ability to see in darkness with perfect clarity at a distance of up to 300 ft.

LIFE FORCE DRAIN

Revenants have the ability of draining a victim's Life Force through drinking their blood; at a rate of 2 Life Force points per Round.

MESMERISM

PSYCHIC SKILLS: Control

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Mesmerism is the Psychic Talent that allows the Revenant to control the minds of others. Through mesmerism, the Revenant can remove portions of a targets memory or they can add false memories. The more time a Revenant has to perform mesmerism with their target, the more memories can be altered or removed. The most common use of mesmerism is by Revenant that are attempting to unlock memories that have been lost to their target. Some rather unscrupulous Mesmerists have used this Talent to force their targets into signing away their lives fortunes, or in some of the most extreme cases, to end their own lives. The most common use of mesmerism among Revenant is to remove all memories relating to a Revenant feeding upon a mundane. Another example would be altering the minds of those that have witnessed a Revenant using his or her powers.

To use Mesmerism; the Psychic needs to spend 1 Life Force Point, then Revenant makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card. If the Contest is successful, the Revenant is able to dominate the target will into performs actions that they otherwise would not consider doing.

Every additional Life Force point past the initial Life Force point that was spent to activate Mesmerism, the Revenant adds another +2 to their Psionics for all Mesmerism based actions for the rest of the scene.

RECOGNIZE BY SIGHT

Revenants have the ability to recognize other Revenants and Thralls by sight.

PHYSICAL ATTACKS

Revenants have the ability to use a Bite attack using their Strike Skill against their victims that does their Brawn +2 points in Wound Damage every time they make a successful attack. They also have razor sharp finger nails that can be used to Claw using their Strike Skill against their victims, doing their Brawn +1 point in Wound Damage every time they make a successful attack.

SHAPE CHANGING

The Revenant is able to alter its form, allowing it to take on the form of a bat, black cat, raven, or wolf. To shape change requires that the Revenant expend 3 Life Force Points per transformation. For Stats on the bat, black cat, raven, or wolf, please refer to their entries in this chapter under Animals.

WALK ON WALLS

Revenants have the ability to climb and walk on sheer surfaces with the ease of a spider. They are able to move at their normal walking movement rate when doing this.

REGENERATION

A Revenant can regenerate physical damage at a pace that no other known creature can equal. Entire limbs, eyes, hair, skin, grow back in a matter of hours to days. To be able to regenerate Wound Damage, a Revenant must be able to sleep for 8 hours. Body parts such as Eyes, Hair and Skin can regenerate over the period of a single night of rest (8 hours of undisturbed rest); at which point their body regenerates 1 Rank of Wound Damage per hour (up to 8 Wounds per night in this fashion). Should a limb be utterly destroyed, it takes 5 days for the limb to regenerate. The Revenants are immune to Stun Damage Revenants can regenerate Wound Damage at 1 Rank per Life Force point spent. Revenants can only regenerate Fire, Silver or Blessed Damage through expending 3 Life Force Points per Rank of Wound Damage, and only during the night cycle (up to 8 Wounds per night).

REVENANT WEAKNESSES

CASTS NO SHADOW

Revenants because of their undead condition do not cast a shadow. Some believe this is because they have no soul, and are thus permanently disconnected from the Mirror World.

MASTERS DOMINATION

Revenants are always at a disadvantage when attempting to resist the commands of their Revenant that created them. Whenever they attempt to defy the commands of their Revenant Master, they resist with half their normal Ranks in their Resist Psionics Ranks.

FEAR OF FIRE & HOLY PLACES

Uncontrolled Fire (fire that is not under the control of the Revenant) to Revenants automatically provokes a Fight or Flight response, because of this; Revenants must make a Psyche Check at "Difficult" when they must deal with Fire. Failure means they flee from the Fire. For some unknown reason, the Revenant Curse produces an instinctive Fear of Holy places, because of this Revenants must make a Psyche Check at "Difficult" to enter places of Faith.

PHYSICAL EVIDENCE

So long as there physical evidence of a Revenant showing some part of their supernatural nature; be it by photograph, video or digital recording, it is not possible to use Mesmerism to erase the witnesses memories of the incident. Once the Physical Evidence is destroyed, it is possible to use Mesmerism on the Witness.

SUSCEPTIBILITY TO FAITH, FIRE, GARLIC, SILVER & SUNLIGHT

Revenants take 2 Wounds per Round that they are hit with faith and fire damage, against Silver weapons and silver bullets, the Revenant takes double the bullet or weapons listed damage. Revenants take 1 Rank of Stun Damage for each round they are exposed to Garlic. Revenants take 2 Wounds per Round that they are expose to direct sunlight or the light from an Ultra Violet lamp.

THE THIRST

Revenants lose 1 Life Force point upon rising at night. Upon dropping to 5 or less Life Force points, the Revenants will begin feeling the unconscious need to feed in the form of irritability when dealing with others. The Revenant must make a Resist Fear & Madness Check at -2 Ranks, or they will feed on the first person that they come across.

DRINKING LIFE FORCE

Revenants must be careful to stop drawing from a human before death occurs, lest they be dragged into the darkness of true death themselves. All Revenants must make a Psyche Check at -3 to stop feeding from a human before death occurs. Revenants that drain a human to the point of death and beyond are tasting of true death, and because of this brush with a Revenants greatest fear, the Revenants must succeed in a Resist Fear & Madness Check, or gain a permanent Madness (See Fear & Madness Section)

DRINKING FROM THE RECENTLY DEAD (1 Hour Maximum)

All Revenants that drink from the recently dead must always make a Resist Fear & Madness Check every time they attempt this (See Fear & Madness Section). Revenants that regularly feed from the dead face madness and insanity within a relatively short period of time. Blood from recently dead humans that has passed the 1 hour mark becomes unusable by Revenants, as all of the Life Force that had been residing within the dead man has escaped into the next world.



SERVITOR OF ATLANTIS

The Servitors of Atlantis are members of the human families that have been loyally serving the Families of the Atlantean Houses for generations.

These Servitors have been trusted to run the households, to guard over and protect the very lives of the Children of Atlantis.

Because of their loyal service to their Atlantean Masters, they have been rewarded with better lives than the most of the rest of humanity. Atlanteans feel quite at ease to speak of internal matters in the presence of their Servitor Families because the Servitors stand to lose just as much or more should their masters be laid low.

Both the Second Atlantean Empire and the Renegade Houses employ Servitor Families in order to protect and maintain their vast holding in the world.

Many Servitors will serve their Masters loyally all their lives in the hopes that they will be adopted into the Atlantean Families that they serve, in doing so they become a part of the vast hidden civilization that is the Children of Atlantis.

Template Cost: *Advantage: Servitor Family* (6 Study Points)



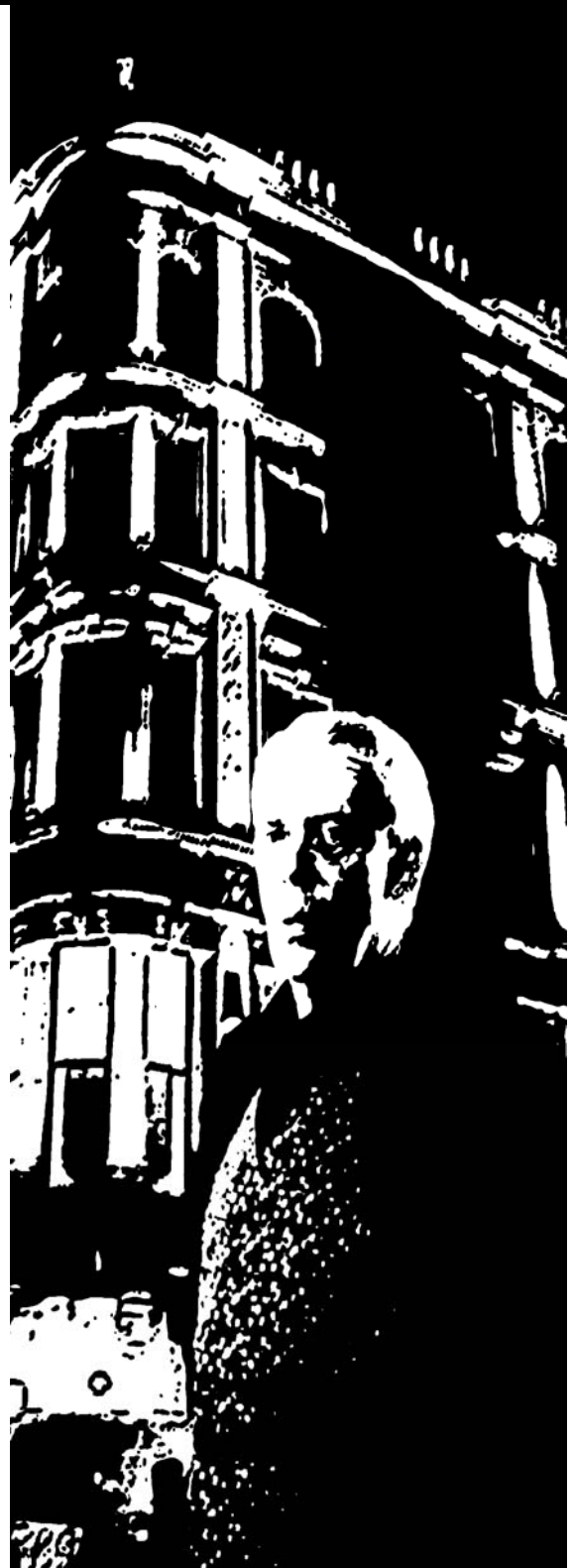
THE SORCERER

The Sorcerers are the magicians and wizards of old. They are the witches that practiced their crafts in the Ancient World through to the Dark Ages and the new age pagans that gather in covens and practice witchcraft even today.

These are the individuals that seek the lost and forgotten secrets; they seek the forbidden lore that has been lost to the ages. All of this is done in their attempt to make the world a better place or to rule it.

The Sorcerers stand on both sides of the fence, some allying with the unholy demons and spirits of the Mirror World and some watching over and protecting humanity from the damnation that awaits them should they fall to the temptations of the denizens of the Mirror World.

Template Cost: *Advantage: Sorcerer* (10 Study Points)



THE THRALL

The Thrall is a creature that is not completely Revenant, nor completely human, but something that is trapped in between. These creatures have a great many of the supernatural powers of the Revenant, while not being a Revenant themselves.

A Thrall comes about when a Revenant gives a portion of its blood to a human; the transformation creates a creature that is totally subservient to the Revenant that created it.

Thralls tend to be used by Revenants as their servants and more importantly as a means to gather sustenance. Unlike the Revenant, Thralls can not create others of their kind, only the Revenants have that ability.

Life for a Thrall is a perpetual state of living in fear of the light of day and in fear of the whims of their Revenant master. Most Thralls know that they are doomed to forever live this half-life as a quasi-undead creature that is totally at the mercy of their master. Hoping and praying for the day that they either die or that their Revenant master fully brings them across into the full state of undeath.

Revenants tend to pick the most attractive mortals to turn into Thralls, because it is easier for an attractive Thrall to tend to their feeding needs than it would be for someone that is average to below average in appearance.

Template Cost: *Advantage: Thrall* (35 Study Points)



THRALL STRENGTHS & WEAKNESSES

THRALL STRENGTHS

ENHANCE ATTRIBUTE

Thralls can enhance an Attribute at the cost of 1 Life Force Point per Attribute increase; this only last for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

FLIGHT

Thralls have the ability to fly at 10 times their Agility Ranks as an Action during a Round.

LIFE FORCE DRAIN

Thralls have the ability of draining a victim's Life Force through drinking their blood; at a rate of 2 Life Force points per Round.

NIGHTVISION

Thralls have the ability to see in darkness with perfect clarity at a distance of up to 300 ft.

PHYSICAL ATTACKS

Thralls have the ability to use a Bite attack using their Strike Skill against their victims that does their Brawn +2 points in Wound Damage every time they make a successful attack. They also have razor sharp finger nails that can be used to Claw using their Strike Skill against their victims, doing their Brawn +1 point in Wound Damage every time they make a successful attack.

RECOGNIZE BY SIGHT

Thralls have the ability to recognize other Revenants and Thrall by sight.

WALK ON WALLS

Thralls, like Revenants, have the ability to climb and walk on sheer surfaces with the ease of a spider. They are able to move at their normal walking movement rate when doing this.

MESMERISM

PSYCHIC SKILLS: Control

TALENT CATEGORY: Common

ACTIVATION COST: 1 Life Force Point

Mesmerism is the Psychic Talent that allows the Revenant to control the minds of others. Through mesmerism, the Thrall can remove portions of a targets memory or they can add false memories. The more time a Thrall has to perform mesmerism with their target, the more memories can be altered or removed. The most common use of mesmerism is by Thralls that are attempting to unlock memories that have been lost to their target. Some rather unscrupulous Mesmerists have used this Talent to force their targets into signing away their lives fortunes, or in some of the most extreme cases, to end their own lives. The most common use of mesmerism among Thrall is to remove all memories relating to a Thrall feeding upon a mundane. Another example would be altering the minds of those that have witnessed a Revenant using his or her powers.

To use Mesmerism; the Psychic needs to spend 1 Life Force Point, then Revenant makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card. If the Contest is successful, the Revenant is able to dominate the target will into performs actions that they otherwise would not consider doing.

Every additional Life Force point past the initial Life Force point that was spent to activate Mesmerism, the Thrall adds another +2 to their Psionics for all Mesmerism based actions for the rest of the scene.

REGENERATION

A Thrall can regenerate physical damage at a pace that no other known creature can equal. Entire limbs, eyes, hair, skin, grow back in a matter of hours to days. To be able to regenerate Wound Damage, a Thrall must be able to sleep for 8 hours. Body parts such as Eyes, Hair and Skin can regenerate over the period of a single night of rest (8 hours of undisturbed rest); at which point their body regenerates 1 Rank of Wound Damage per hour (up to 8 Wounds per night in this fashion). Should a limb be utterly destroyed, it takes 5 days for the limb to regenerate. The Thralls are not immune to Stun Damage. Thralls can regenerate Wound Damage at 1 Rank per Life Force point spent. Thralls can only regenerate Fire, Silver or Blessed Damage through expending 3 Life Force Points per Rank of Wound Damage, and only during the night cycle (up to 8 Wounds per night).

THRALL WEAKNESSES

FEAR OF FIRE & HOLY PLACES

Uncontrolled Fire (fire that is not under the control of the Thrall) to Thralls automatically provokes a Fight or Flight response, because of this; Thralls must make a Psyche Check at "Difficult" when they must deal with Fire. Failure means they flee from the Fire. For some unknown reason, the Thrall's quasi-undead condition produces an instinctive Fear of Holy places, because of this Thralls must make a Psyche Check at "Difficult" to enter places of Faith.

PHYSICAL EVIDENCE

So long as there physical evidence of a Thrall showing some part of their supernatural nature; be it by photograph, video or digital recording, it is not possible to use Mesmerism to erase the witness' memories of the incident. Once the Physical Evidence is destroyed, it is possible to use Mesmerism on the Witness.

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DRINKING FROM THE RECENTLY DEAD (1 HOUR MAXIMUM)

All Thralls that drink from the recently dead must always make a Resist Fear & Madness Check every time they attempt this (See Fear & Madness Section). Thralls that regularly feed from the dead face madness and insanity within a relatively short period of time. Blood from recently dead humans that has passed the 1 hour mark becomes unusable by Thralls, as all of the Life Force that had been residing within the dead man has escaped into the next world.

MASTERS DOMINATION

Thralls are always at a disadvantage when attempting to resist the commands of their Revenant Masters. Whenever they attempt to defy the commands of their Revenant Master, they resist with half their normal Ranks in their Resist Psionics Ranks.

SUSCEPTIBILITY TO FAITH, FIRE, GARLIC, SILVER, & SUNLIGHT

Thralls take 2 Wounds per Round that they are hit with faith and fire damage, against Silver weapons and silver bullets, the Thralls take double the bullet or weapons listed damage. Thralls take 1 Rank of Stun Damage for each round they are exposed to Garlic. Thralls take 3 Wounds per Round that they are expose to direct sunlight or the light from an Ultra Violet lamp.



CHAPTER 3:

PERSONA CREATION

GAME TERMINOLOGY

Action: Anything performed by an Actor, by it speaking or performing some type of task.

Actor: The person who is portraying a Persona.

Actor Controlled Persona: This is the Persona that the Actor in a Dark Aeons game plays.

Advantages: These are perks that are used to help further define a Persona. They give the Persona special abilities or connections that help the Persona in their trials through life.

Attribute: A Trait that describes what a Persona inherently is. Attributes are things such as Agility, Brawn, etc.

Cast: A group of Actors within an Episode or Series.

Contested Action: An action in which two Actors are competing with one another for the success of an opposed action.

Derived Attributed: This is a characteristic that describes what the combination of 2 Attributes meld into; it is a secondary Attribute for a lack of a better word.

Difficulty Value: The difficulty of a specific action.

Director: The person who creates and weaves the flow of an episode or series by taking on the roles of all the characters that are not filled by the Actors. The Director also determines the events that are beyond the control of the Actors.

Director Controlled Persona: This is a Persona that the Director of a Dark Aeons game portrays in order to help provide flesh to the setting.

Disadvantages: These are failings that are used to help make a Persona more real, they give the Persona special problems that they must overcome through the struggles in life.

Health: This determines the level of Physical Wellbeing that a Persona is currently at.

Persona: A character is the fictional person that a player creates to be played in a roleplaying game.

Rank: A number describing the static value of a Attribute, Skill, Advantage or Disadvantage.

Study Points: These are improvement points that an Actor is given to help flesh-out their Persona.

Time

- **Turn:** One unit of time within a give Round.
- **Round:** 10 Seconds.
- **Scene:** One period of action and roleplaying which takes place in a single locale.
- **Episode:** All action that takes place during the course of an evening of play.
- **Serial/Series:** A group of inter-linked Episodes that form a story.
- **Epic:** A group of inter-linked Serials that form a greater story.

Skill: A skill that describes what a Persona knows and has learned.

System: A set of rules established to help guide that course of play by adding complications to any given situation.

PERSONA CREATION BY THE NUMBERS...

Creating a Persona under the Center Stage Game System is simple; by following the steps below you should be able to create your Persona within the next 20 to 30 minutes.

In a Dark Aeons: The Atlantean Chronicles Season, the first thing that comes to mind for a new Director when having their Cast create their Personas should be “How experienced do I want the Actor Controlled Personas to be at that start of the Season?” One thing to keep in mind in the Lovecraftian world of Dark Aeons is that there will always be horrors out there that defy reason that are more powerful than the Actor Controlled Personas, so the Director should start out with what they feel comfortable with. If the Director is going for the feel of H.P. Lovecraft’s stories, then he or she will want to start out the Actors with an Average Persona. If the Director feels that his or her Cast has the experience and willingness, and is ready to play a more experienced Persona, then they need to decide how experienced they want their Actor’s Personas to be. Only remember, if you start low, you can always give the Actor extra Study Points to help them along, but if you start the Actors out high, then the every nature of the Actor Controlled Persona’s extra experience means that the Director will need to additional challenges at their Actors to make sure that the Season is a challenging one for his or her Cast.

For those Directors that choose to start out their Cast of Actors with more advanced Personas, here is the point breakdown. Any Actors wishing to play a Persona past the Average Persona should be willing to give the Director at least a 2 to 3 page back story for their intended Persona. If the back story is good enough in the Director’s opinion, then let the Actor use one of the advanced Persona builds listed below.

PERSONA EXPERIENCE LEVEL	STUDY POINTS
AVERAGE PERSONA	100
MINOR SUPPORTING PERSONA	150
MINOR PERSONA	200
MAJOR SUPPORTING PERSONA	250
MAJOR PERSONA	300

STEP ONE: CHOOSE PERSONA TEMPLATE

Have a look through Chapter 2 and decide what Persona Template that you as an Actor would like to explore through role-playing as a Persona in Dark Aeons: The Atlantean Chronicles. The Templates such as; The Atlantean require the Actor purchase the Advantage: True Blooded, or the Advantage: Faux Blooded. If an Actor wanted to play the Psychic or the Sorcerer, the Actor purchases the Advantage: Psychic or the Advantage: Sorcerer, and so on and so forth. For more details see Chapter 4: Advantages & Disadvantages.

Some Persona Templates can overlap; such as it is possible to be a True Blooded Atlantean, a Lilan, and a Sorcerer. Other Persona Templates do not allow for overlaps, the easiest way to be sure of what is allowable and what isn’t allowable is to fully read through the descriptions of the required Advantages for the Persona Template.

STEP TWO: CHOOSE OCCUPATIONAL SKILL SET

Once you have determined the Persona Template that you want for your Persona; below is a listing of Occupational Skill Sets. These skill sets are what represent all of the skills that your Persona has learned over the course of their life in the pursuit of their chosen Profession. Each Persona automatically gains 1 Free Rank in each of their Occupational Skills.

OCCUPATIONAL SKILL SETS

These Occupational Skill Sets have been provided to help Actors and Directors in creating Personas that fit into the skill sets below. By no means are these the only skill sets that an Actor can take for their Persona, but from experience these have been the most common occupations that Actors tend to pick for their Personas. If one or two Skills out of the Skill Set do not seem appropriate for your Persona’s occupation, ask your Director if you may be allowed to substitute another Skill or Skills in for the ones that do not fit. Ultimately it is up to the Director to determine whether or not a Skill substitute is warranted.

SOLDIER/MERCENARY SKILL SET

The Persona is well versed in the arts of war and has extensive knowledge in military operations. Whether the Persona is still a member of their nations standing military forces or they have gone on the road of the mercenary, the Persona has the Skills to be a formidable opponent on any battlefield.

Climb
Drive
Firearms
Heavy Weapons
Melee Weapons

INVESTIGATOR SKILL SET

The Persona is one of the intrepid explorers of the world, asking the questions few have the initiative to ask and searching for people and places that few have had the time or inclination to seek out them selves. For these Personas, it is who, why, how and where that they seek to explain; for them selves and others.

Academics
Firearms
Investigation
Persuasion
Subterfuge

CRIMINAL SKILL SET

The Persona has extensive knowledge of the streets and the pecking order that exists around them. These Personas seek to make a living by preying on the weak and the weak-minded; everything that these Personas do revolves around obtaining wealth and power through illegal means.

Firearms
Intimidation
Larceny
Persuasion
Subterfuge

PRIEST SKILL SET

Those that seek to become Priests of their respective religions do so out of a personal need to spread the beliefs of their religion and to aide the laymen and women of their faith. These Personas go out of their way to uphold the tenets of their faith through daily devotion to their chosen higher power.

Academics
Investigation
Persuasion
Science: Theology
Social Grace

LAW ENFORCEMENT SKILL SET

The Persona is a member of Law Enforcement, such as; a Police Officer, a member of the FBI, or another such Federal Law Enforcement Agency. Those with this Skill Set are well versed in the ways of Law Enforcement and in the protection of the general public from those that would harm them.

Academics
First Aid
Firearms
Investigation
Law

ENTERTAINER SKILL SET

These Personas have always sought to entertain those around them, whether it was through acting or oration, through the written word or through their ability to craft truly beautiful creations from empty canvases or lumps of clay; these Personas have always had that need to give something of them selves to others through their skills in entertainment.

Academics
Arts
Persuasion
Social Grace
Style

MEDIA REPORTER SKILL SET

The Persona is well versed in communicating with individuals or the public at large. Those with this Skill Set have made it their livelihood to inform the masses about the events that are occurring in the world, whether behind the scenes or in the forefront of the news.

Academics
Investigation
Persuasion
Social Grace
Subterfuge

SEDUCER SKILL SET

The Persona knows the value of their appearance and their skills in oration and seduction. Those Personas that choose to become Seducers do so because they either have no choice because of their lot in life, or because they have found out that sex truly does sell, and they are more than willing to sell them selves for wealth and power.

Investigation
Larceny
Persuasion
Seduction
Subterfuge

HACKER SKILL SET

The Persona has extensive knowledge in computers and the way that computer networks operate. These Personas tend to be curious of spirit, always seeking to learn new things from the computer networks and systems that they choose to invade.

Academics
Computers
Investigation
Persuasion
Repair (Electronics)

SCHOLAR SKILL SET

The Persona is a learned member of the academic community. These Personas seek to better them selves and others through the knowledge that they learn in Colleges and Universities, for the Scholar there is never a time that they are not seeking to add to their list of degrees and academic accomplishments.

Academics
History
Investigation
Research
Science: Specific or General

CORPORATE SKILL SET

The Persona is a part of the corporate machine. These Personas have realized that all corporations can be made to bend to their own whims. Those that join corporations do so because they can see them selves in a place of power and authority somewhere down in the road in their corporate careers. These Personas know just how far laws can be bent because they reach the breaking point.

Academics
Investigation
Law
Persuasion
Subterfuge

ATHLETE SKILL SET

The Persona has dedicated their life to the perfection of a sport or their own bodies. These Personas choose to become amateur or professional athletes, competing with others in their profession to become world-class champions of their chosen sport, or even becoming world renowned Olympians.

Acrobatics
Climb
Dodge
Style
Swim

MEDICAL DOCTOR SKILL SET

The Persona is a skilled practitioner in the medical sciences. These Personas have dedicated their lives to healing those around them; whether they are the town doctor that knows all of the families around them, or they are the ER doctor that works at the local hospital treating the sick.

Academics
Computers
Investigation
Medicine
Science: Specific or General

OCCULTIST SKILL SET

The Persona is a seeker of the occult and the unknown, they have made it their live's goal to learn as much as they can about the hidden secrets of the world, and through those secrets they are able to gain a position of recognition and quite possibly, power over those around them.

Academics
Enigmas
Investigation
Linguistics
Mythos: Occult

DIPLOMAT OR NOBLE SKILL SET

The Persona as extensive knowledge in settling diplomatic affairs, through their skill in finding that middle ground that is needed to avoid situations where parties come into conflict. Whether they come from noble blood or they have been formally schooled in the art of compromise, these Personas tend to be at the forefront of defusing potentially disastrous situations.

Academics
Persuasion
Politics
Social Grace
Subterfuge

SOCIALITE SKILL SET

These Personas are the social butterflies to tend to wander throughout high society, interaction with their peers while seeking the praise and assistance of those above their station in an attempt to raise their social standing. The Socialite is quite comfortable entertaining those around them if only to gain the attention of others.

Academics
Social Grace
Style
Seduction
Persuasion

TECHNICIAN Skill Set

The Persona is highly skilled in repairing and maintaining mechanical and electrical devices. These Personas tend to be rather focused in their chosen trade and perfectionists when it comes to making sure that the devices that they work on actually perform their intended purposes. When around other technicians, the Persona tends to babble on about their trade and their accomplishments, confusing those not in the know.

Academic

Computer

Investigation

Repair (Electronics or Mechanical)

Science: Specific or General

BIKER Skill Set

The Persona is a free spirit that seeks the freedom of the open roads. Most Bikers in this day and age tend to work middle to upper class jobs, and in their free times they hit the roads in an attempt to explore the world around them. Bikers tend to congregate with others of their kind and most are rather protective and confrontational when non-bikers attempt to meddle in the affairs of their peers.

Drive

Firearms

Intimidation

Investigation

Repair (Mechanical)

STEP THREE: CHOOSE PERSONALITY TRAITS

Now that you have chosen your Persona Template and Occupational Skill Set, its time to choose your Personality Traits. In the *CENTER STAGE GAME SYSTEM*, Personality Traits are a way for the Actors to help flesh out their Personas. Each Personality Trait has a brief description of a type of behavior that is normal for the given trait. Each Actor picks 3 Personality Traits for their Personas, once in play; the Actors use these traits as guidelines for portraying their Personas. This is also a means for Directors to judge Personas giving out Study Points at the end of the Episode.

PERSONALITY TRAITS

ABRASIVE

The Persona is difficult and demanding in conversation, which tends to oppress those around them.

ABSENT-MINDED

The Persona is always pondering on the task at hand. Because of this, the rest of their life becomes trivial, thus not worth as much thought. They forget appointments, names, where they parked, or even to make sure their socks match. They irritate their associates with their forgetfulness, but show their worth by commitment to their assignments.

ADAPTABLE

The Persona is open to various ways of thinking and can change according to the demands of the situation. They find learning new things easy.

AGGRESSIVE

The Persona tends to be more ready to start confrontations than talk. They are often the first one in the fray, usually being the one that starts the fight. Their eagerness to engage the enemy is often respected by superiors. This eagerness for the fight tends to leave the Persona injured because of the fight, often taking blows others would be careful to avoid. This is the person others stand behind.

CAUTIOUS

The Persona is cautious in combat, even a bit cowardly, and they take more care to defend themselves than others.

CONTROLLING

The Persona likes to be in control of any given situation at all times and is good at manipulating situations to their advantage. These Personas sometimes assume that they understand situations even when they haven't the slightest clue; because of this Personas that are *Controlling* tend to react badly when confronted with their lack of understanding or knowledge of situations.

CURIOUS

The Persona has this irresistible urge to know why everything occurs around them. In some ways this makes them a busy-body that is always trying to get into other peoples busy, but in their minds the Persona is simply quenching a thirst for knowledge that was previously unknown to them.

DECEPTIVE NATURE

The Persona tends to be deceitful and insincere when around others; Personas like this tend to not other people knowing where they are coming from or going, because of this they tend to shroud their lives in lies and half-truths.

EMOTIONALLY-DETACHED	The Persona prefers not to form any meaningful relationships with those around them. This tends to have negative side effects when those around them are in danger, the Persona questions whether or not they should act or stand by silently while something bad occurs to their associates.
EMOTIONAL	The Persona believes in the strength of their emotions, they tend to lead from the heart. Because of this, these Personas are willing to believe others when their sob stories seem unbelievable or at worst outright lies. The Emotional Persona is generally able to understand the feelings of other better than most.
EXTRASPECTIVE	The Persona is very aware of the environment around them; as in how many chairs are in a room, or how many exists that the room has, including windows. When it comes to details about the environment around them, these Personas are always on top of things.
FLAMBOYANT	The Persona loves to get attention, as such these Personas tend to dress in the newest styles and latch onto the newest trends. Because of this though, these Personas are often quick to drop a style, trend, or even friendships that go against what is currently accepted by the In-Crowd.
FOCUSED	The Persona tends to be able concentrate on actions or tasks and complete it despite any distractions that might be occurring in the background. Because of this, the Persona has a habit of missing important details that might be occurring around them.
HEARTLESS	The Persona has a cruel streak that few others can match; because of this the Persona tends to have problems showing empathy for the plight of others. These Personas tend to have a cruel and sadistic side to them when it comes to dealing with their perceived enemies and rivals.
HONEST NATURE	The Persona is prefers the honest approach when dealing with others, in some ways this helps them a great deal in dealings with others because everyone knows where they stand with the Persona. On the negative side of things, the Persona tends to have issues with being taken advantage of by people, because people automatically assume that they can lie to or deceive these Personas whenever it suits them.
IMPULSIVE	The Persona rarely thinks about the consequences of their actions, because of this they naturally push forward into situations where angels fear to tread.
INTROSPECTIVE	The Persona is very aware of their internal environment, as in when they don't feel well, or there is dust on their coat sleeve. When it comes to details about their own person, they are always on top of things.
LAI D BACK	The Persona is friendly and easy to relate to, making all of those around them comfortable being in their presence. Everything comes in its own time, and because of this Personas with Laid Back tend to take their time getting to everything in their lives.
PASSIONATE	The Persona is made of tougher stuff than the average person, but they are highly suggestible.
POLITE	The Persona is courteous, dignified, and well spoken.
PROUD	The Persona thinks a lot of themselves and has great pride in their upbringing and heritage. This pride tends to become a disadvantage to them when dealing with negative situations that came about from their <i>Proud</i> nature.
SPIRITUAL	The Persona likes a good mystery or enigma... too much heavy handed explaining spoils things, something only needs to be intuitively correct.
STUBBORN	The Persona is hard to sway once they have set their mind to a certain line of thought. These Personas are the kind that refuses to admit when they are wrong, because it would go against their stubborn streak.
SUSPICIOUS	The Persona is naturally suspicious of everyone and everything. While this trait makes them hard to fool, it makes others slightly less likely to agree with them or find them threatening.
UNCIVILIZED	The Persona simply does not understand polite society, or the need to speak their minds without offending others. In situation that requires sophistication and guile, this Persona displays neither.

UPTIGHT

The Persona does not react well to stressful situations, they tend to overreact when real pressure to placed on them to perform some task. When given the time to do things right, the Persona does well, but it's the short notice situations that throw these Personas into a hissy-fit.

STEP FOUR (FOR ATLANTIAN PERSONAS): CHOOSE ATLANTIAN HOUSE & FAMILY

If you chose to play an Atlantean Persona, now it is time to go back to Chapter 1: The Setting. Within this Chapter you will find the histories and descriptions of the Atlantean Houses and their Families. Have a read through all of the Houses and their Families, and decide which House best suits your desires for the Persona that you wish to play. If you chose to not play an Atlantean Persona, then ignore this step.

STEP FIVE: SPENDING YOUR STUDY POINTS

Now that you have determined what your Persona is and what their Profession is; it is time to start dealing with the meat of Persona Creation. The starting Actor is given 100 Study Points to build their Persona; 120 Study Points if the Actor chooses a Mundane Persona; The Actor chose not to take any of the Persona Template required Advantages (such as; Psychic Talent, Sorcerer, Faux Blooded, True Blooded, etc.).

The easiest way to handle dealing with building your Persona is to spend your Study Points in the following order; 1st: Attributes, 2nd: Advantages, & 3rd: Skills. The reason why this method works best is because it allows you to spend your Study Points in the order of most expensive costs to least expensive costs. You will need a piece of scrap paper on hand to jot down all of your Study Point expenditures

STUDY POINT COSTS	
ATTRIBUTES & SKILLS (1 TO 5)	ADVANCED ATTRIBUTES, & SKILLS (RANKS 6 TO 10)
• Attributes: New Rank x2 • New Skill: 1 Study Point • Skills: New Rank • Advantages: The Cost of the Advantage, per Director approval • Disadvantages: Double the Study Point cost of the Disadvantage that the Actor wishes to remove. Also only with the Directors Approval • Spells & Rituals: See Sorcerer's Grimoire for costs and learn times for Spells and Rituals.	• Attributes: New Rank x3 • Skills: New Rank x2

STEP SIX: ATTRIBUTES & DERIVED ATTRIBUTES

Your Attributes are: Agility, Appearance, Brawn, Intellect, Psyche, & Vitality. The easiest way to handle Study Point expenditures in this area is to set aside how many of your Study Points that you are willing to spend into your Attributes, and then spend all of these points until they are gone. It is kind of like going to a casino, never go in with your bank card; go in with a set amount that you are willing to spend and once you hit that predetermined number, then stop spending and move on.

Each Persona automatically starts out with 1 Rank in all of their Attributes

Once you have spent your Study Points into your Persona's Attributes, it is time to determine what your Derived Attributes are (Charm, Life Force, Mental Stability, Psionics, & Toughness). Unlike Attributes, Derived Attributes can not be raised through spending Study Points into them; they can only be raised by spending Study Points into the Attributes that combine to form each of the Derived Attributes.

ATTRIBUTES

Attribute Ranks & Bonus Please note that the bonuses connected to each Rank of an Attribute are not cumulative, when a Persona rises in Rank in an Attribute they take on the bonus of the new Rank.

AGILITY

Attribute dealing with movement and dexterity.

Combat Actions: These Actions per Agility Rank are not cumulative, upon going from one Rank to the next; the Actor takes the New Ranks Combat Actions. Additional Combat Actions after 2 receive a -2 cumulative penalty to Actions.

APPEARANCE

Attribute dealing with looks and beauty.

When a Persona's Appearance is 3 Ranks or higher, they gain a bonus to their Reaction Rating when first meeting new Personae and Director Controlled Personae.

RANK	COMBAT ACTIONS	INITIATIVE BONUS	RANK	BONUS
1	2	+0 to Initiative	1	+0 to Reaction Rating
2	2	+0 to Initiative	2	+0 to Reaction Rating
3	2	+1 to Initiative	3	+0 to Reaction Rating
4	3	+2 to Initiative	4	+1 to Reaction Rating
5	3	+3 to Initiative	5	+2 to Reaction Rating
6	3	+4 to Initiative	6	+3 to Reaction Rating
7	4	+5 to Initiative	7	+4 to Reaction Rating
8	4	+6 to Initiative	8	+5 to Reaction Rating
9	4	+7 to Initiative	9	+6 to Reaction Rating
10	5	+8 to Initiative	10	+7 to Reaction Rating

BRAWN

Attribute dealing with raw physical strength. This attribute also determines how much damage a Persona does in Combat. (Example: Bob has Brawn 3; therefore every time he hits another Persona in a fist fight, he does 3 Ranks of Stun Damage.)

For every Rank of Brawn a Persona has, they do a Rank of Stun or Wound Damage when in Hand to Hand or Melee Weapons combat.

RANK	MAX LIFT	DAMAGE
1	Lift: 45 lbs	1 Stun Damage
2	Lift: 170 lbs	2 Stun Damage
3	Lift: 250 lbs	3 Stun Damage
4	Lift: 500 lbs	4 Stun Damage
5	Lift: 900 lbs	5 Stun Damage
6	Lift: 1,500 lbs	6 Stun Damage
7	Lift: 1 ton	7 Wounds
8	Lift: 1.5 tons	8 Wounds
9	Lift: 2 tons	9 Wounds
10	Lift: 3 tons	10 Wounds

INTELLECT

Attribute dealing with Intelligence and a characters basic 5 senses (taste, touch, sight, smell, and hearing).

The Attribute Bonus is added to the Persona's Occupational Skills in free Skill Ranks. If a Persona started the game with 4 Ranks in Intellect, then the Actor is given 1 Skill Rank to be added to one of his or her Occupational Skills. If an Actor raises their Persona's Intellect from 4 Ranks to 5 Ranks, then the Actor gains the difference in Skill Ranks (i.e. Their Persona gains 1 additional Skill Rank, not 2 Skill Ranks.).

RANK	BONUS
1	+0
2	+0
3	+0
4	+1 Skill Rank added to one of the Persona's Occupational Skills.
5	+2 Skill Ranks added to one of the Persona's Occupational Skills.
6	+3 Skill Ranks added to one of the Persona's Occupational Skills.
7	+4 Skill Ranks added to one of the Persona's Occupational Skills.
8	+5 Skill Ranks added to one of the Persona's Occupational Skills.
9	+6 Skill Ranks added to one of the Persona's Occupational Skills.
10	+7 Skill Ranks added to one of the Persona's Occupational Skills.



PSYCHE

Attribute dealing with Mental stability and inner strength.

The Persona's Psyche Ranks is the Base Rating for their Resistance Ranks for to Resist Fear & Madness, Magical and Psychic Attacks

RANK	BONUS
1	+0 Ranks to Resistance Ranks
2	+0 Ranks to Resistance Ranks
3	+0 Ranks to Resistance Ranks
4	+0 Ranks to Resistance Ranks
5	+1 Rank to Resistance Ranks (Allocate Bonus into One Resistance Rating)
6	+2 Ranks to Resistance Ranks (Allocate Bonus into One Resistance Rating)
7	+3 Ranks to Resistance Ranks (Allocate Bonus into One Resistance Rating)
8	+4 Ranks to Resistance Ranks (Allocate Bonus into One Resistance Rating)
9	+5 Ranks to Resistance Ranks (Allocate Bonus into One Resistance Rating)
10	+6 Ranks to Resistance Ranks (Allocate Bonus into One Resistance Rating)

VITALITY

Attribute dealing with how much of a beating that a characters body can take.

When a Persona's Vitality reaches 7 Ranks or higher, whether through raising the Attribute through Study Points (if possible) or through the expenditure of Life Force Points because of the Supernatural Power; Enhance Attribute (which is a temporary Attribute raise), the Persona gains the benefits of additional Toughness Ranks with which to resist all damaging attacks that successfully strike the Persona.

RANK	BONUS
1	+0
2	+0
3	+0
4	+0
5	+0
6	+0
7	+1 to Toughness
8	+2 to Toughness
9	+3 to Toughness
10	+4 to Toughness



DERIVED ATTRIBUTES

CHARM

This Derived Attribute is determined by adding Appearance + Intellect, dividing the result by 2 and rounding down. This Derived Attribute deals with just how likeable your Persona is to others.

When a Persona's Appearance is 4 Ranks or higher, they gain a bonus to their Reaction Rating when first meeting new Personas and Non-Actor Personas.

PSIONICS

This Derived Attribute deals with a Persona's innate Psionic Talents, most people never gain access to them; making the number of "real" psychics in the world relatively small. Psyche + Intellect divided by 2 rounded down.

The Derived Attribute Bonus is added to the Persona's Psychic Skills in free Skill Ranks. If a Persona started the game with 5 Ranks in Psionics, then the Actor is given 1 Skill Rank to be added to one of his or her Psychic Skills. If an Actor is able to raise their Psionics Ranks through raising their Intellect and Psyche to 6 Ranks, then the Actor gains the difference in Skill Ranks (i.e. Their Persona gains 1 additional Skill Rank, not 2 Skill Ranks.).

RANK	BONUS
1	+0 to Reaction Rating
2	+0 to Reaction Rating
3	+0 to Reaction Rating
4	+1 to Reaction Rating
5	+2 to Reaction Rating
6	+3 to Reaction Rating
7	+4 to Reaction Rating
8	+5 to Reaction Rating
9	+6 to Reaction Rating
10	+7 to Reaction Rating

RANK	BONUS
1	+0
2	+0
3	+0
4	+0
5	+1 Skill Rank added to one of the Persona's Psychic Skills.
6	+2 Skill Ranks added to one of the Persona's Psychic Skills.
7	+3 Skill Ranks added to one of the Persona's Psychic Skills.
8	+4 Skill Ranks added to one of the Persona's Psychic Skills.
9	+5 Skill Ranks added to one of the Persona's Psychic Skills.
10	+6 Skill Ranks added to one of the Persona's Psychic Skills.

LIFE FORCE

This Derived Attribute is determined by adding 6+ Psyche + Vitality. This Attribute is the pool of Life energy that all living things have within them, but only the few who have access to either Magic or the Psychic Powers can draw from.

MENTAL STABILITY

This Derived Attribute is a direct reflection of a Persona's overall mental fortitude and the distance they must travel in their descent into a madness that they will never be able to escape from. When a Persona reaches 0 (zero) Mental Stability, that Persona lapses into a permanent state of catatonia from which there is no return; at which point the Persona is permanently retired from play. This Derived Attribute is determined by adding the Persona's Intellect + Psyche x 15.

TOUGHNESS

This Derived Attribute is determined by adding Vitality + Brawn divided by 3 and rounding down. This Attribute subtracts from the total damage that a character takes when he or she is wounded.

ATTRIBUTE MAXIMUMS BY PERSONA AGE

MAXIMUM	AGE	ATTRIBUTE MODIFIERS
FAUX BLOODED ATLANTEANS		
2 Ranks	<i>16 Years Old & Younger</i>	No Modifier
7 Ranks	<i>17 to 70 Years Old</i>	No Modifier
7 Ranks	<i>71 to 90 Years Old</i>	-1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
7 Ranks	<i>91 to 110 Years Old</i>	-1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
7 Ranks	<i>111 to 130 Years Old</i>	-1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
TRUE BLOODED ATLANTEANS		
2 Ranks	<i>16 Years Old & Younger</i>	No Modifier
7 Ranks	<i>17 to 100 Years Old</i>	No Modifier
7 Ranks	<i>101 to 140 Years Old</i>	-1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
7 Ranks	<i>141 to 165 Years Old</i>	-1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
7 Ranks	<i>166 to 200 Years Old</i>	-1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
DEADERS & HUMANS		
2 Ranks	<i>16 Years Old & Younger</i>	No Modifier
6 Ranks	<i>17 to 40 Years Old</i>	No Modifier
6 Ranks	<i>41 to 65 Years Old</i>	-1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
6 Ranks	<i>66 to 85 Years Old</i>	-1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
6 Ranks	<i>85+ Years Old</i>	-1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)

DHAMPERS & THRALLS

Both Dhampir and Thralls age off of this table. Dhampir age like any living being, but their aging process takes longer for the debilitating effects of old age to have any effect on them. Thralls do not suffer the effects of aging as normal humans do, their outer bodies do not age; everything on the inside does and eventually they die due to old age and because of organ failure.

3 Ranks	<i>16 Years Old & Younger</i>	No Modifier
10 Ranks	<i>17 to 150 Years Old</i>	No Modifier
10 Ranks	<i>151 to 200 Years Old</i>	Dhampir: -1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank) Thrall: -1 Rank to Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
10 Ranks	<i>201 to 270 Years Old</i>	Dhampir: -1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank) Thrall: -1 Rank to Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)
10 Ranks	<i>271 to 350 Years Old</i>	Dhampir: -1 Rank to Agility, Appearance, Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank) Thrall: -1 Rank to Brawn or Vitality. +1 Rank to Intellect or Psyche (Minimum Attribute 1 Rank)

LILANS & REVENANTS

Lilans & Revenants do not suffer the debilitating effects of the Age Modifiers that non-Lilans and Non-Revenants suffer, because Lilans & Revenants do not Age in the conventional mortal sense. This is because the Lilan & Revenant Conditions are ultimately tied to the Dark Sorcery that created Lilans & Revenants in the first place. The Maximum Attribute for Lilans is 10 Ranks, the Maximum Attribute for Revenants is 10 Ranks.

NEPHILIM & LICHES

Nephilim and Liches do not suffer the debilitating effects of the Age Modifiers that humans suffer, because Nephilim and Liches do not Age in the conventional mortal sense; this is because the Nephilim and Liches are ultimately tied to the Dark Sorcery that created them in the first place. The Maximum Attribute for Nephilim is 8 Ranks, the Maximum Attribute for Liches is based on their Race (6 Ranks for Humans, 7 Ranks for Faux Blooded and True Blooded Atlanteans)

INCREASING ATTRIBUTES

Each Persona in the *Center Stage Game System* has the ability to increase the Attributes that they already possess. All Attributes take time to increase, as such use the below chart to determine how long it will take a Persona to move from one Rank of expertise to the next Rank of expertise in a given Attribute.

ATTRIBUTE RANK	LEARN TIME	TITLE	DESCRIPTION
1	1 Month	<i>Poor</i>	<i>The Persona has achieved a very basic aptitude in this Attribute, but has never pursued the Attribute any further than this.</i>
2	1 Month	<i>Average</i>	<i>The Persona has done personal training in the Attribute and possesses what the average person would have in regards to the Attribute.</i>
3	2 Months	<i>Above Average</i>	<i>The Persona has done personal training in the Attribute and has achieved an above average aptitude in this Attribute.</i>

4	2 Months	Exceptional	<i>The Persona has received formal training with the Attribute (such as at a gym), and is considered to have a professional level of the expertise and its uses.</i>
5	3 Months	Masterful	<i>The Persona has achieved an expertise with this Attribute that labels them as an expert in their chosen Attribute.</i>
6	3 Months	Amazing	<i>The Persona is considered to be the best in this Attribute that his or her city has to offer; generally there are only about 1 in 100,000 people with this level in an Attribute.</i>
7	4 Months	Extraordinary	<i>The Persona is considered to be the best in this Attribute that his or her state or province has to offer; generally there are only about 1 in 1,000,000 people with this level in an Attribute.</i>
8	4 Months	Legendary	<i>The Persona is considered a legend in their chosen Attribute, they are the best that their nation has to offer; generally there are only about 1 in 10,000,000 people with this level in an Attribute.</i>
9	5 Months	Unbelievable	<i>The Persona's expertise in their Attribute is considered unbelievable, they are the best that their continent has to offer; generally there are only about 1 in 100,000,000 people with this level in an Attribute.</i>
10+	5 Months	Godlike	<i>The Persona's expertise in their chosen Attribute is considered godlike, they are one of a handful of the best that the world has to offer; generally there are only about 1 in 1,000,000,000 people with this level in an Attribute.</i>

STEP SEVEN: ADVANTAGES & DISADVANTAGES

Each Persona has Advantages and Disadvantages; in simplest terms, Advantages give Personas special benefits that help them to tell their stories over the course of game play. Disadvantages are special penalties that affect the Persona in some negative way over the course of their personal stories and in game play. At this point, just like you did in Step Five; you will want to set aside some of your Study Points to spend into Advantages. It should be noted that some of the Advantages have rather steep costs, and because of it you will want to be very picky about determining the Advantages that best suit your Persona.

Certain Persona Templates require the purchase of specific Advantages; with that in mind these specific Advantages should be purchased first. Once you have purchased these Persona Template specific Advantages, then it is time to start buying the Advantages the help to further flesh out the Persona that you as the Actor are seeking to breathe life into.

If you chose to create an Atlantean, then each House through their Families will give you FREE Advantages that are specific to these Families. It is also possible to create your own Family should none of the Family specific Advantages suit your needs; in doing this you will refer to the default House Advantages to create your Persona.

Some Advantages require specific Ranks in certain Attributes and Skills, or a combination of both. When creating your Persona; always be sure to that you have fulfilled the requirements of the Advantages before taking the desired Advantage.

There is no limit to the number of Advantages that a Persona can have over the course of game play, in Persona Creation the only limit is the number of Study Points that you have to spend.

In regards to Disadvantages, a Persona is allowed to take up to 20 Study Points worth of Disadvantages. Unlike Advantages where you must spend Study Points to purchase them, Disadvantages give the Persona back points equal to the individual costs of the Disadvantages in the form of Study Points that can be spent anywhere on the Persona.

Just as Atlantean Personas gain FREE Advantages that are connected to their Houses and Families, Atlantean Personas also gain Disadvantages that are specific to their House. Unlike the 20 Study Points that the Actor can spend towards raising their Persona's Attributes, Advantages and Skills, these Disadvantages do not give the Actor Study Points that can be used to better their Persona. These Disadvantages are inherited because of the Persona's connections to their House and can never be bought off.

STEP EIGHT: PERSONAL SKILLS

In Step Two, you chose your Occupational Skill Set; now it is time select all of the Personal Skills that are known to your Persona. In this case, you purchase your Skill Ranks just as you Purchased Ranks in Attributes and Advantages before. For Study Point costs, please refer to the costs chart in Step Four.

Each Persona automatically starts out with 1 Rank in the Combat Skills of Dodge, Grapple, Strike and Throw. All Personas start out with 5 Ranks in Linguistics in the dominant language of their country of origin.

STEP NINE: THE DEVIL IS IN THE DETAILS

In this step, you will be finishing up. Below are the final steps:

1st: Determine Persona's Age: See Attribute Maximums By Age Chart.

2nd: Determine Initiative Base: See Attribute Bonuses Charts.

3rd: Determine Reaction Rating: This is how other Personas, both Actor and Director controlled; react when they encounter your Persona. A Persona's Reaction Rating is their Appearance + Charm divided by 3 and then rounded down.

4th: Determine Reaction Bonuses: See Attribute Bonuses Charts.

5th: Movement Rates (All Movement in Feet): Walking Speed = Agility x2, Running Speed = Agility x4, Short Sprint = Agility x8.

6th: Determine Resistance Ranks: Base equals Ranks in Psyche Attribute.

7th: Spells & Rituals (Sorcerers Only): All Sorcerers start out with 3 Spells and 2 Rituals that are drawn from the Rank 1 and Rank 2 Spells and Rituals from Chapter 9: Sorcery & Religious Rituals (Sorcerers do not have access to the Religious Rituals, that requires the Actor purchase the *Advantage: Ordained Cleric*.)

8th: Religious Rituals (Faithful Only): All Faithful start out with the following Religious Rituals; Rite of Absolution, Rite of Benediction, and Rite of Consecration: Dimidius (The Faithful only have access to the Religious Rituals, to have access to the Spells and Rituals of a Sorcerer requires the Actor purchase the *Advantage: Sorcerer*.)

9th: Fate Points: All Personas start the game with 5 Fate Points that can be spent to help them during the course of Episodes. For more information on Fate Points, see Chapter 12: Directors Guide.





CHAPTER 4:

SKILLS

INCREASING SKILLS & LEARNING NEW SKILLS

Each Persona in the *CENTER STAGE GAME SYSTEM* has the ability to increase the Skills that they already possess, and to also learn new Skills that they did not previously have. All Skills take time to learn, as such use the below chart to determine how long it will take a Persona to move from one Rank of expertise to the next Rank of expertise in a given Skill. Another option for Directors to use is to require all Skills that an Actor wishes to raise be a Skill that they have successfully made a Skill Check in during the course of the past Episode.

SKILL RANK DESCRIPTIONS

SKILL RANK	LEARN TIME	TITLE	DESCRIPTION
1	1 Week	<i>Student</i>	<i>The Persona has achieved a very basic understanding of the skill, but has never pursued the skill any further than this.</i>
2	1 Week	<i>Student</i>	<i>The Persona has studied the skill and knows what the average person would know in regards to the skill.</i>
3	1 Week	<i>Novice</i>	<i>The Persona has studied the skill and has achieved an above average understanding of the skill.</i>
4	2 Weeks	<i>Novice</i>	<i>The Persona has received formal training with the skill, and is considered to have a professional knowledge of the skill and its uses.</i>
5	2 Weeks	<i>Adept</i>	<i>The Persona has achieved an expertise with this skill that labels them as an expert in their chosen field of study.</i>
6	3 Weeks	<i>Adept</i>	<i>The Persona is considered to be the best in this skill that his or her city has to offer; generally there are only about 1 in 100,000 people with this level of knowledge in a skill.</i>
7	4 Weeks	<i>Expert</i>	<i>The Persona is considered to be the best in this skill that his or her state or province has to offer; generally there are only about 1 in 1,000,000 people with this level of knowledge in a skill.</i>
8	5 Weeks	<i>Expert</i>	<i>The Persona is considered a legend in their chosen field of study, they are the best that their nation has to offer; generally there are only about 1 in 10,000,000 people with this level of knowledge in a skill.</i>
9	6 Weeks	<i>Master</i>	<i>The Persona's expertise in their chosen field of study is considered unbelievable, they are the best that their continent has to offer; generally there are only about 1 in 100,000,000 people with this level of knowledge in a skill.</i>
10+	7 Weeks	<i>Master</i>	<i>The Persona's expertise in their chosen field of study is considered godlike, they are one of a handful of the best that the world has to offer; generally there are only about 1 in 1,000,000,000 people with this level of knowledge in a skill.</i>

SKILL SYNERGY

While all skills encompass a persona's knowledge or ability in a specific area, there are many times in which other skills might overlap or aid in a given skill challenge. These times are when skill synergy applies.

When a persona has at least five ranks in a given skill, then the persona can gain a +1 bonus to the skill during challenges when the synergy would apply. The following are the most common examples of skill synergy; however it is by no means exhaustive. The Director should feel free to grant the bonus if she feels that an unlisted skill synergy is applicable to a given challenge.

SKILL	EXAMPLE SYNERGIES
ACADEMICS	The Academics Skill provides a bonus to all Sciences. Higher education starts with the basics.
ASTROLOGY	Astrology provides a bonus to Divination when attempting to interpret celestial events.
CRAFTSMANSHIP	The Craftsmanship Skill provides a bonus to Art when fashioning functional items that have beautiful additions. Craftsmanship also provides a bonus to Repair when attempting to fabricate new parts.
HERBALISM	The Herbalism Skill provides a bonus to first aid when attempting to create salves from local plant life. Herbalism also provides a bonus to Alchemy when using herbs and plants as part of the mixture.
HISTORY	The History Skill provides a bonus to Tactics whenever the Persona can compare an old battle to the current one. History also provides a bonus to Divination when attempting to predict future events by looking at past ones.
INTIMIDATION	The Intimidation Skill provides a bonus to Command in any situation where the persona is willing to use "harsher" methods of getting things done.
PERSUASION	The Persuasion Skill provides a bonus to Command when the Persona wants to convince others to do what they want through compelling words.
SCIENCE	All Science Skills provide a bonus to Research whenever researching the specific science. Additionally Science (Forensics) also provides a bonus to Investigation and Science (Medicine) also provides a bonus to First Aid.
SOCIAL GRACE	The Social Grace Skill provides a bonus to Persuasion when dealing with the social elite and nobility.
STYLE	The Style Skill provides a bonus to Disguise in any case where appearance matters.
SUBTERFUGE	The Subterfuge Skill provides a bonus to Disguise in any case where talking becomes important. Subterfuge provides a bonus to Persuasion whenever flattery will get you everywhere. Subterfuge provides a bonus to Larceny when attempting to distract the mark. Subterfuge provides a bonus to Gambling when bluffing becomes important. Subterfuge, Persuasion and Social Grace provide a bonus to Politics depending on the particular tact the Persona is using.
TRACKING	The Tracking Skill provides a bonus to Survival when attempting hunt game.

AGILITY SKILLS

ACROBATICS

The skill of Acrobatics involves difficult feats of balance, agility and coordination.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is capable of navigating a flight of stairs.</i>
Novice	3 to 4	<i>The Persona is capable of performing a summersault or walking slowly on a balance beam.</i>
Adept	5 to 6	<i>The Persona is capable of performing a cartwheel, edging along a thin ledge, etc.</i>
Expert	7 to 8	<i>The Persona is capable of walking a tight rope, walking along the ledge of a building during high winds, etc.</i>
Master	9 to 10+	<i>The Persona is capable of running across a tight rope during a wind storm.</i>

DRIVE

This skill allows a Persona to operate motor vehicles.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is capable of riding a bicycle with training wheels on it. The Persona may have passed their drivers test to drive an automobile at this point.</i>
Novice	3 to 4	<i>The Persona is capable of riding a bicycle or driving a golf cart. The Persona is capable of driving a small car or truck under normal driving conditions.</i>
Adept	5 to 6	<i>The Persona is capable of driving a car or a motorcycle under normal conditions. The Persona is capable of retaining control of a car or truck at higher than normal speeds.</i>
Expert	7 to 8	<i>The Persona is capable of driving a semi-truck with enough skill to qualify for a license. They are also capable of driving military vehicles, such as a tank, or APC, under normal conditions. They are able to control trucks and smaller vehicles at high speeds under poor conditions, such as a car chase without fear of damage to themselves or their passengers.</i>
Master	9 to 10+	<i>The Persona is capable of controlling a motor vehicle without the luxury of brake. They are also able to perform insane feats of driving skill, such as racing a truck down city streets, during a sleet storm.</i>

LARCENY

The skill of how to steal from others and get away with it. The Persona is trained in all manner of illicit activities, from stealing someone's wallet to cracking a safe, to breaking into a secure building.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is capable of stealing a pack of gum off a shelf while no one is paying attention. Taking items from a home while no one is present to witness the theft.</i>
Novice	3 to 4	<i>The Persona is capable of forging a person's name with a copy of that person's signature.</i>
Adept	5 to 6	<i>The Persona is capable of lifting a wallet from a distracted individual. Picking a lock with the required lock picking tools, or stealing another person's identity through their social security number or drivers license.</i>
Expert	7 to 8	<i>The Persona is capable of cracking a mechanical combination lock, such as a safe door. With the right equipment, the Persona can create counterfeit money that can fool casual inspection.</i>
Master	9 to 10+	<i>The Persona is capable of cracking an electronic combination lock, such as a digital safe door or pass code doors in a secure area. With the right equipment, the Persona can create counterfeit money that can fool most Secret Service and Treasury Inspectors.</i>

PILOT

The skill to pilot a vehicle (Aircraft or Sea craft), such as piloting a two seater Cessna in the sky to piloting a cigar boat in the waters of the Florida Keys. This skill also allows for the piloting of military vehicles that are not covered by the drive skill, such as hovercraft, jet fighters, etc.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is capable of steering a rowboat.</i>
Novice	3 to 4	<i>The Persona is capable of steering a boat with an outboard motor. The Persona is capable of piloting one Air or Water Craft at this point.</i>
Adept	5 to 6	<i>The Persona is capable of piloting a light aircraft, such as a single prop plane, or a small sailing ship. The Persona is capable of piloting two types of Air or Water Craft at this point.</i>
Expert	7 to 8	<i>The Persona is capable of piloting a large aircraft or a large sea vessel. The Persona can control most small craft at high speeds or under difficult conditions. The Persona is capable of piloting three types of Air or Water Craft at this point.</i>
Master	9 to 10+	<i>The Persona is capable of piloting a large plane during a lightning storm or piloting a large sea vessel during a hurricane. The Persona is capable of piloting four types of Air or Water Craft at this point.</i>

RIDE

The skill to ride various types of animals, such as; a horse, camel, donkey or even an elephant.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is capable of riding a tethered horse.</i>
Novice	3 to 4	<i>The Persona is capable of riding a horse or camel at a trot.</i>
Adept	5 to 6	<i>The Persona is capable of riding a horse or camel at a gallop, riding a donkey or mule at a trot.</i>
Expert	7 to 8	<i>The Persona is capable of riding a horse or camel into battle and controlling it during throughout the battle.</i>
Master	9 to 10+	<i>The Persona is capable of riding a bucking bronco for an extended period of time or an ill tempered yak from Los Angeles to Boston.</i>

STEALTH

The skill to hide and move about silently while remaining unseen.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is able to walk in the shadows at night without being noticed.</i>
Novice	3 to 4	<i>The Persona is able to move unobtrusively in a crowd of people without being noticed.</i>
Adept	5 to 6	<i>The Persona is able to move about on a creaky floor without being noticed.</i>
Expert	7 to 8	<i>The Persona is able to move across a room that is being monitored by multiple video cameras without being noticed.</i>
Master	9 to 10+	<i>The Persona is able to move throughout a building that has the best in security surveillance without being noticed.</i>

TEAMSTER

This skill allows a Persona to drive carts and wagons.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
<i>Student</i>	1 to 2	<i>The Persona is able to drive a carriage or wagon on a paved road.</i>
<i>Novice</i>	3 to 4	<i>The Persona is able to drive a carriage or wagon on a muddy dirt road.</i>
<i>Adept</i>	5 to 6	<i>The Persona is able to drive a carriage or wagon on rough ground. The Persona can control a wagon or carriage at high speeds down a paved road.</i>
<i>Expert</i>	7 to 8	<i>The Persona is able to drive a carriage or wagon on very rough ground.</i>
<i>Master</i>	9 to 10+	<i>The Persona is able to drive a carriage or wagon on extremely rough ground at high speeds.</i>



APPEARANCE SKILLS

DISGUISE

The skill of altering ones appearance through the use of make-up and wardrobe in an attempt to conceal ones' identity.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is capable of wearing clothing to conceal ones appearance. Passing ones self off as older or young, up to five years difference.</i>
Novice	3 to 4	<i>The Persona is capable of altering minor facial features through the use of false beards to changing ones hair color.</i>
Adept	5 to 6	<i>The Persona is capable of disguising to appear as another of the same race; attempting to pass casual inspection as a member of a certain profession based on uniform or style of dress.</i>
Expert	7 to 8	<i>The Persona is capable of disguising ones self as a member of a different racial group; Disguising ones self to appear to be a specific individual in order to pass casual inspection.</i>
Master	9 to 10+	<i>The Persona is capable of disguising ones self to appear to be a specific individual in order to pass close inspection, with the ability to fool both friends and family alike.</i>

STYLE

This skill deals with knowing the right clothing to wear, at the right time, in order to make the best possible first impression on others.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is capable of wearing matching socks.</i>
Novice	3 to 4	<i>The Persona is capable of wearing clothing that does not clash.</i>
Adept	5 to 6	<i>The Persona is capable of wearing the current year's fashions well.</i>
Expert	7 to 8	<i>The Persona is capable of setting a fashion trend for the current year in the Persona's area.</i>
Master	9 to 10+	<i>The Persona is capable of setting a fashion trend for the next decade.</i>

BRAWN SKILLS

CLIMB

The skill of ascending and descending, or scaling, a steep surface with hands and feet. Done for either recreational or professional reasons. This skill may also be used for rappelling or a controlled, rapid, descent.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona is able to climb a slightly sloped surface, one with easily found handholds, or a ladder or knotted rope with something to brace against. The Persona is able to climb their Brawn in feet per Round.</i>
Novice	3 to 4	<i>The Persona is able to climb a steep hill or similar surface, one with a moderate number of handholds such as a tree, or an unknotted rope with something to brace against. The Persona can maintain a slow, controlled, descent with the aid of climbing equipment. The Persona is able to climb their Brawn in feet per Round.</i>
Adept	5 to 6	<i>The Persona is able to climb a steep surface, one with only a few handholds such as the face of a cliff, or an unknotted rope with nothing to brace against. The Persona can maintain a fast, controlled, decent with the aid of climbing equipment. The Persona is able to climb their Brawn in feet per Round.</i>
Expert	7 to 8	<i>The Persona is able to climb a near vertical slope or a surface with no hand holds, such as a sheer cliff. The Persona can maintain a fast, controlled, descent down a steep slope, ladder or rope without any other equipment. Able to climb their Brawn x2 in feet per Round.</i>
Master	9 to 10+	<i>The Persona is able to climb a perfectly smooth surface. Able to climb their Brawn x3 in feet per Round.</i>

SWIM

The skill of Swim is the ability to move through a liquids surface while partially or totally submerged in it (Though what the liquid is may cause problems of its own). This skill is also used for just staying afloat when faced with a current.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona is able to swim their Brawn in feet per Round. The Persona is capable of treading water, though any current will move them.</i>
Novice	3 to 4	<i>The Persona is able to swim their Brawn x2 in feet per Round. The Persona is able to tread water and hold their position when faced with a gentle current, such as a slow moving stream.</i>
Adept	5 to 6	<i>The Persona is able to swim their Brawn x3 in feet per Round. The Persona is able to tread water and hold their position when faced with a moderate current, such as small river.</i>
Expert	7 to 8	<i>The Persona is able to swim their Brawn x4 in feet per Round. The Persona is able to tread water and hold their position when faced with a strong current, such as an undertow.</i>
Master	9 to 10+	<i>The Persona is able to swim their Brawn x5 in feet per Round. The Persona is able to tread water and hold their position when faced with a strong current, such as swimming a few feet from the edge of a waterfall, or when caught in a maelstrom.</i>



CHARM SKILLS

ARTS

This skill encompasses visual arts, performing arts, language arts, culinary arts, and physical arts. Many artistic disciplines involve aspects of the various arts, so the definitions of these terms overlap to some degree.

Skill Ranks		Tasks Possible by Skill Ranks
Student	1 to 2	<i>The Persona knows what they like and have very basic skills in drawing, painting or playing music. The Persona is able to prepare pre-made meals to an edible level.</i>
Novice	3 to 4	<i>The Persona has the ability to create leisure art with little to no innovation; such as grade school level arts and crafts, or singing in a grade school choir. Acting in a Grade School Play or Musical. Cooking at a level consistent for a local fast food restaurant.</i>
Adept	5 to 6	<i>The Persona is capable of performing in an amateur level stage production. They are capable of cooking at a commercially acceptable level; such as cooking for a restaurant. They are also capable of producing street vender quality arts and crafts that have the potential to earn revenue.</i>
Expert	7 to 8	<i>The Persona is capable of cooking at the level of a master chef. Performing in a Broadway caliber stage performance. The Persona can create visual art at a high professional level, such as artwork that appears at an art gallery.</i>
Master	9 to 10+	<i>The Persona is capable of creating or sculpting with the skill level that surpasses the achievements of the masters. They are capable of creating culinary masterpiece that has the ability to bring tears to the eyes of even the greatest of food critics. They are also capable of performing an existing masterpiece to a level that establishes a new standard of excellence.</i>

COMMAND

The skill to lead and organize others; this can range from a small group such as a neighborhood watch or a committee to something as large as an entire military organization.

Skill Ranks		Tasks Possible by Skill Ranks
Student	1 to 2	<i>The Persona is capable of leading A small group towards a simple task, such as organizing a cleaning effort to help restore an old church.</i>
Novice	3 to 4	<i>The Persona is capable of directing the actions of 6 to eight people, such as leading a patrol of soldiers through the streets of a town.</i>
Adept	5 to 6	<i>The Persona is capable of organizing a large group of people towards a common goal, such as coordinating a neighborhood watch to protect a community from its lesser elements.</i>
Expert	7 to 8	<i>The Persona is capable of organizing a large group of people towards a common goal, such as coordinating a neighborhood watch to protect a community from its lesser elements.</i>
Master	9 to 10+	<i>The Persona is capable of single-handed seeing to the day-to-day operations of a truly vast organization, such as running all aspects of the Presidents Cabinet.</i>



INTIMIDATION

The skill dealing with attempting to threaten by speaking or acting in a dominating manner, often with the goal of making a person or people do what the intimidator wants.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona has the ability make their opponents think twice about confronting them in verbal or physical combat.</i>
Novice	3 to 4	<i>The Persona has the ability to become menacing with others to the point that their opponents actually believe that the Persona is capable of physically harming them.</i>
Adept	5 to 6	<i>The Persona has become quite adept at using menacing phrases and physical violence to extract information with their opponents.</i>
Expert	7 to 8	<i>The Persona has become so skilled at extracting information from others that any counter-terrorism organization in the world would be willing to give the Persona a job.</i>
Master	9 to 10+	<i>There are very few people in the world as menacing and terrifying as the Persona. It takes very little effort on the part of the Persona to extract information or even false confessions from their interrogation subjects.</i>

PERSUASION

The skill of Persuasion is a form of influence. It is the process of guiding people toward the adoption of an idea, attitude, or action by rational and symbolic (though not always logical) means. It is strategy of problem-solving relying on "appeals" rather than force. This skill is also the art and practice of conducting diplomatic negotiations between individuals or groups; this can range from something as simple as convincing young children to share their toys to brokering an international weapons treaty.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona is able to convince others to more strongly follow their existing ideologies.</i>
Novice	3 to 4	<i>The Persona capable of convincing someone to more strongly believe in an ideology that they already had similar beliefs on.</i>
Adept	5 to 6	<i>With a few choice words, the Persona is capable of convincing individuals of her way of thinking on a subject that her opponent is undecided on.</i>
Expert	7 to 8	<i>The Persona is capable of negotiating treaties or agreements between groups or individuals with opposing ideologies. She is also capable of getting someone of an opposing view point to agree with her on a certain point of reference.</i>
Master	9 to 10+	<i>The Persona is master orator without equal, capable of speaking with unparalleled eloquence. They are so skilled at persuasion that they can make even a true believer doubt their beliefs.</i>

SEDUCTION

The skill of knowing when to use seduction and sexual innuendo to influence the decisions of others.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona has the seductive capabilities of a teenager. At times it seems as if the Persona is trying to hard to make their sexual advances on their target.</i>
Novice	3 to 4	<i>The Persona has been in several sexual relationships and knows the signs that another man or woman is interested in the Persona's sexual advances.</i>
Adept	5 to 6	<i>The Persona knows what buttons to push on most people, and how to seduce them.</i>
Expert	7 to 8	<i>The Persona is able to seduce their targets within moments of meeting them.</i>
Master	9 to 10+	<i>The Persona is able to seduce a target that has been labeled un-seduceable.</i>

SOCIAL GRACE

The skill deals with Personas knowing the right things to do and say in social situations.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
<i>Student</i>	1 to 2	<i>The Persona is capable of using common greetings when meeting new people.</i>
<i>Novice</i>	3 to 4	<i>The Persona's presence is tolerated in the circles of the social elite, provided they stay in the background. Amongst those of her own standing she is considered cordial and pleasant.</i>
<i>Adept</i>	5 to 6	<i>The Persona is well versed in the social norms of high society; they are comfortable in moving around in social circles that hold those of great importance.</i>
<i>Expert</i>	7 to 8	<i>The Persona knows when to say the right thing at the right time; they are comfortable interacting with those of great importance and high authority in social and ceremonial functions.</i>
<i>Master</i>	9 to 10+	<i>The Persona is the epitome of grace and wit. She knows who to address, when to address them and what title to use. Within the presence of great individuals their company is not only tolerated, it is desired.</i>

SUBTERFUGE

The skill to deceive and confuse others through the use of fast talking (confusing and convince another with seemingly important useless information), lying and bluffing of an opponent. This skill is also used to determine if someone is attempting to use subterfuge on the Persona.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
<i>Student</i>	1 to 2	<i>The Persona is capable of telling a little white lie, such as giving a false compliment.</i>
<i>Novice</i>	3 to 4	<i>The Persona is capable of distracting someone in conversation by changing the subject matter midway through the conversation.</i>
<i>Adept</i>	5 to 6	<i>The Persona is capable of convincing an informed person that you are more or less knowledgeable about a subject than you actually are.</i>
<i>Expert</i>	7 to 8	<i>The Persona is capable of convincing someone that you are a person of authority without any physical credentials.</i>
<i>Master</i>	9 to 10+	<i>The Persona is capable of successfully selling someone the Brooklyn Bridge.</i>



INTELLECT SKILLS

ACADEMICS

This skill deals with the basic book learning that comes with a formal education. Personas with this skill automatically have the ability to read and write in their own language.

Skill Ranks		Tasks Possible by Skill Ranks
Student	1 to 2	<i>The Persona possesses the equivalent knowledge of a 1st through 2nd Grade Education.</i>
Novice	3 to 4	<i>The Persona possesses the equivalent knowledge of a 3rd through 6th Grade Education.</i>
Adept	5 to 6	<i>The Persona possesses the equivalent knowledge of a Junior High School to High School Education.</i>
Expert	7 to 8	<i>The Persona possesses the equivalent knowledge of a High School Honor Student Education and 4 Year University Education.</i>
Master	9 to 10+	<i>The Persona possesses the equivalent knowledge of a Masters Degree to a Doctorate Degree.</i>

APPRAISAL

This skill represents the Persona's familiarity with the economic value of material objects; books, real estate, collectibles, etc.

Skill Ranks		Tasks Possible by Skill Ranks
Student	1 to 2	<i>The Persona is capable of identifying an old coin that might have value to it.</i>
Novice	3 to 4	<i>The Persona is capable of identifying old books that are valuable to collectors.</i>
Adept	5 to 6	<i>The Persona is capable of identifying true objects of value and rarely is tricked by forgeries.</i>
Expert	7 to 8	<i>The Persona is capable of identifying ancient relics from another age and only about 10% makes a mistake.</i>
Master	9 to 10+	<i>The Persona is capable of identifying just about anything of value and is almost never wrong.</i>

COMPUTERS

This skill allows a Persona to use a computer to create simple to complex programs and viruses. It allows a Persona to know how to build a computer and how each part works and is connected to the whole. Computer Networks and complex super-computers also fall with this skill, as well as the knowledge of how to hack into a simple to complex network system.

Skill Ranks		Tasks Possible by Skill Ranks
Student	1 to 2	<i>The Persona knows how to turn their computer on, use it for word processing and checking their email, and they have a basic knowledge in how to save data to digital storage medium such as; Floppy Disks, CDs, DVDs, FlashDrives, etc.</i>
Novice	3 to 4	<i>The Persona has a rudimentary knowledge of network systems and has the knowhow to enact minor computer repairs, such as; adding or replacing RAM memory and Hard Drives.</i>
Adept	5 to 6	<i>The Persona has the knowledge and knowhow to set up and manage network systems, they are also able to write simple computer programs.</i>
Expert	7 to 8	<i>The Persona has extreme knowledge in how computer programs operate and how to disable them. They have the knowhow to write complicated databases to programs and viruses and they know the ins and outs of hacking into network systems.</i>
Master	9 to 10+	<i>The Persona has designed and implemented intricate network system,; they have designed advanced application programs that are comparable to the cutting edge Virtual Reality technologies and network systems of the Darkstar Corporation.</i>

CRAFTSMANSHIP

This Skill reflects a Persona's ability to make items with his hands and the proper tools. The actor of the persona should choose a particular category to focus in; he may also take this skill more than once and select a new category each time. An example category for this skill would be blacksmithing, which would cover the creation of most objects made in a forge, such as weapons, armor and horseshoes. Other categories include pottery, stone-cutting and sewing; however this list is by no means exhaustive. This skill also covers the creation of larger, more complex objects, such as structures and vehicles. Unlike the Arts skill, objects created by this skill are functional rather than beautiful, or in the case of food, nourishing rather than flavorful. In order to make an object that is both functional and an object of beauty will require the use of both skills.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona possesses basic knowledge in their chosen category and minimal skill. For example; a Persona with a focus in Blacksmithing would be able to fashion crude weapons and iron object in the heat of the forge.</i>
Novice	3 to 4	<i>A Persona can consider them selves an apprentice within their choosen category, the object that they create within their category meet the minimum standard for fulfilling their intended purpose. For example; a Persona with a focus in Pottery could create bowl and the like, perhaps even adding handles, but unable to make something complicated or large.</i>
Adept	5 to 6	<i>The Persona with a focus in Blacksmithing is capable of fashioning a weapon or armor that will hold up under regaulr use. He is capable of assembling a stock engine for a motorcycle or assembling a computer out of component parts.</i>
Expert	7 to 8	<i>The Persona is able to to create complex objects with ease, as well as objects that are more durable and functional than normal. As an example; a Persona that is focused in mechanics is capable of assembling a motor vehicle without the aid of an industrial complex.</i>
Master	9 to 10+	<i>The Persona is unparalleled in his choosen craft, and able to create objects that require little to no maintainence. A Persona that is a Master Blacksmith is able to create weapons that never seem to dull and armor that never seems to wear; a Master Mechanic is able to machine parts by hand with flawless precision.</i>

DEMOLITIONS

This skill is the study and knowledge of using explosives in the tearing-down of buildings and other structures. The Persona has been trained in the proper use of explosives, such as C-4, dynamite, white phosphorous, or any number of other possible explosive compounds; whether building or disarming explosive devices. With this skill, the Persona has a decent chance of arming explosive devices without accidently setting them off. This skill is very dangerous to employ, since failure almost always means the premature detonation of the explosive device in question. **Note to Directors:** Personnas that do not have this skill may not attempt to build, arm, or disarm explosive devices at all.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona has a basic understanding of lighting a fuss or using a button activated demolition device.</i>
Novice	3 to 4	<i>The Persona is capable of manually combing explosive charges to produce a greater effect. For example; the Persona is also capable of rigging small timers to explosives to have them detonate at a specific time.</i>
Adept	5 to 6	<i>The Persona is trained in the use of military grade explsovives such as C-4; he is also trained in the proper methods of bomb disposal. He is capable of creating explosive material out of chemical reagents (such as; chemical pipe bombs, like those used in the Oklahoma City bombing).</i>
Expert	7 to 8	<i>The Persona is trained in the use of wiring together multiple explosives to achieve a desired result. For example; the Persona is able to wire together multiple charges in order to create a controlled demolition of a structure. The Persona is capable of disarming most explosive devices that are able to be disarmed.</i>
Master	9 to 10+	<i>The Persona's knowledge how to create, use, and disarm explosives is peerless. Given enough time, he is capable of orchestrating truly complex demolitions on a epic scale. For example; given enough time and resources he could perform a controlled demolition of an entire city.</i>

ENIGMAS

This skill deals with the solving of the puzzling, mysterious or the inexplicable, or a riddle or difficult problem.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is capable of telling and deciphering a common riddle.</i>
Novice	3 to 4	<i>The Persona is capable of following a trail of obvious and deliberate clues.</i>
Adept	5 to 6	<i>The Persona is capable of solving a rubix cube in under an hour, or determining the hidden meaning within a pictogram.</i>
Expert	7 to 8	<i>The Persona is capable of finding a pattern among a group of seemingly unconnected events.</i>
Master	9 to 10+	<i>The Persona is capable of solving the riddle of the Sphinx.</i>

FIRST AID

First aid is the provision of limited care for an illness or injury, which is provided, usually by a lay person, to a sick or injured patient until definitive medical treatment can be accessed, or until the illness or injury is dealt with (as not all illnesses or injuries will require a higher level of treatment). It generally consists of series of simple, sometimes life saving, medical techniques, that an individual, either with or without formal medical training, can be trained to perform with minimal equipment.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona is capable of applying a band aide to a small open wound.</i>
Novice	3 to 4	<i>The Persona is capable of applying a bandage to a large open wound and applying pressure to it.</i>
Adept	5 to 6	<i>The Persona is capable of applying a splint to a broken limb, cauterizing a wound.</i>
Expert	7 to 8	<i>The Persona is capable of sewing up a large laceration in the skin.</i>
Master	9 to 10+	<i>The Persona is capable of staunch the bleeding of a large wound to a major artery.</i>

GAMBLING

The Gambling Skill deals with a Persona's knowledge and ability in playing games of chance, such as; betting on horse racing, playing Poker or Black Jack, to even playing the local lottery numbers.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona has the basic knowhow to call heads or tails during a coin toss, playing local lottery..</i>
Novice	3 to 4	<i>The Persona is capable of betting on a horse race or playing a game of card (such as: Poker or Black Jack).</i>
Adept	5 to 6	<i>The Persona is capable of counting card in a single shoe of Black Jack and winning.</i>
Expert	7 to 8	<i>The Persona is capable of playing Craps or Roulette and winning.</i>
Master	9 to 10+	<i>The Persona is capable of counting card in a 6 shoe Black Jack or Poker game and winning.</i>



HERBALISM

The skill of Herbalism is a traditional medicinal or folk medicine practice based on the use of plants and plant extracts. Sometimes the scope of herbal medicine is extended to include fungi and bee products, as well as minerals, shells and certain animal parts.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona has the basic knowledge of the most commonly known avoided plants and funguses.</i>
Novice	3 to 4	<i>The Persona is capable of identifying plants by visual inspection alone and is able to determine what its properties are.</i>
Adept	5 to 6	<i>The Persona is quite adept at identifying rare plants, their properties, and the possible uses of plants as a nature medicinal.</i>
Expert	7 to 8	<i>The Persona's expertise in the field of herbalism is considered on of the best in their ability to identify common to rare plants, and their use as medicinals and poisons.</i>
Master	9 to 10+	<i>The Persona's knowledge in herbalism is almost without peer, there are only a handful of Persona's in the world with level of expertise in this field of study.</i>

HISTORY

This skill deals with the study and interpretation of verbal and written records of past cultures.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona has the basic knowledge of the history of their nation of origin and world history.</i>
Novice	3 to 4	<i>The Persona has rudimentary knowledge in certain aspects of their nations' history, world history or a specific country or era. This knowledge would be on par with the history courses taught in the High School.</i>
Adept	5 to 6	<i>The Persona is a student of history, and is well versed in the common and not so common events of world history.</i>
Expert	7 to 8	<i>The Persona is so well versed in history that they are commonly called upon to give statements as an expert in their field of study.</i>
Master	9 to 10+	<i>The Persona's knowledge of history is considered legendary, their name is world renowned and the Persona is consistently called upon to give statements about world history or their specific era of study.</i>

INVESTIGATION

This skill deals with a Persona's knowledge in investigating the scenes of crimes & mysterious occurrences.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona is capable of noticing obvious clues, such as large blood stains or large bullet holes in the wall.</i>
Novice	3 to 4	<i>The Persona knows where to look for clues in spots common in detective novels; fireplaces and waste cans for discarded or partially destroyed documents, streets for skid marks and tire tracks, or shelves in bookcases for other clues.</i>
Adept	5 to 6	<i>The Persona is capable of reading a crime scene as a professional investigator. They know what to touch, what not to touch, and where to dust for finger prints.</i>
Expert	7 to 8	<i>The Persona is capable of reading a crime scene as a forensic investigator. Armed with the proper tools, the Investigator can find nearly any clue that has been left behind.</i>
Master	9 to 10+	<i>The Persona's deductive and analytical skills are rivaled to that of the greatest detectives the world has ever known... Sherlock Holmes.</i>

LAW

In every era of the world, the cultures and societies that have existed have had rules that each culture and society have had to abide by. In the modern world, very little has changed. This skill deals with a Persona's knowledge in the common to obscure laws and the punishments of their nation of origin and even other nations.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona has the basic knowledge in the common laws of their parent nations, most of which has come from watching television court dramas.</i>
Novice	3 to 4	<i>The Persona has made a point to study the laws of their parent nation, to the point that they understand the laws better than the average person and their limits. But, the only school knowledge that the Persona has may be from their time spent in Government class in High School.</i>
Adept	5 to 6	<i>The Persona is studying pre-law in college and has a very clear picture of the laws and their limits.</i>
Expert	7 to 8	<i>The Persona has graduated from college with a law degree and has the ability to practice law in the courts.</i>
Master	9 to 10+	<i>The Persona has studied law to the point that they have a PhD in Law. The Persona is considered one of the best in the world in regards to their knowledge of the laws of their parent nation and the world at large.</i>

LINGUISTICS: MODERN LANGUAGES

Linguistics is the scientific study of language, which can be theoretical or applied. Someone who engages in this study is called a linguist.

Theoretical (or general) linguistics encompasses a number of sub-fields, such as the study of language structure (grammar) and meaning (semantics). The study of grammar encompasses morphology (formation and alteration) of words and syntax (the rules that determine the way words combine into phrases and sentences). Also a part of this field are phonology, the study of sound systems and abstract sound units, and phonetics, which is concerned with the actual properties of speech sounds (phones), non-speech sounds, and how they are produced and perceived.

Linguistics compares languages (comparative linguistics) and explores their histories, in order to find universal properties of language and to account for its development and origins (historical linguistics).

In the terms of the Center Stage Game System, each language is the equivalent of a separate skill per language that is taken. Personas automatically gain 5 Ranks in the primary Language of their country of origin at no cost. For a Listing of Languages, see below.

LANGUAGES LIST

Atlantean (Faux Blooded, True Blooded, & Lilans Only), Arabic, Chinese, English, French, German, Italian, Japanese, Church Latin, Russian, Spanish, Portuguese & Welsh (Note to Actors: By no means is this a full listing of all of the languages that are spoken in the world today, obviously there are more languages in the world, but those listed above are the most common languages that are spoken and written by the majority of the world's population. For those Actors and Directors that wish to incorporate more of the world's languages into their games, please feel free to do the research for yourselves.)

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona is able to understand basic sentences in the language, such as; "Where is the Police Station?" "Where is the restroom?" or "I would like to order a pizza and beer".</i>
Novice	3 to 4	<i>The Persona has a basic understanding of the language and is able to speak it slowly and in sometimes broken sentences, the Persona definitely has the accent of a non-native speaker of the language.</i>
Adept	5 to 6	<i>The Persona is fluent in the language and can understand it even when other native speakers are speaking the language quickly around them. The Persona's accent still shows through that he or she is not a native speaker of the language.</i>
Expert	7 to 8	<i>The Persona is capable of speaking the language as if he or she was a native speaker of the language. Only in times of duress or great stress does the Persona's native accent surface.</i>
Master	9 to 10+	<i>The Persona has mastered the language to the point that they are able to think in the language, and now even under extreme duress the Persona is able to speak the language as if they were a native and with absolutely no hint of a foreign accent.</i>

LINGUISTICS: ARCHIAC & DEAD LANGUAGES

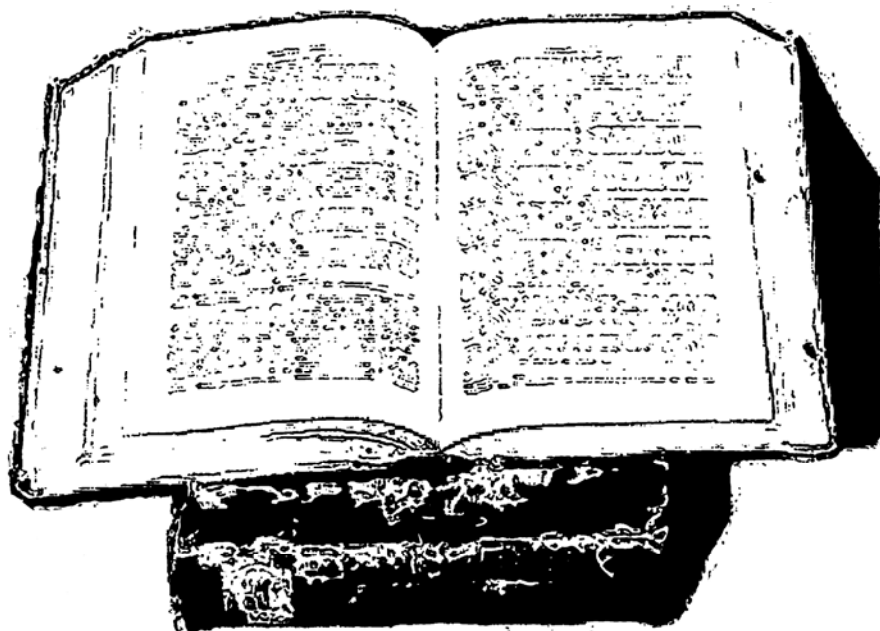
This Linguistics skill deals with ancient languages that have few living speakers or languages that are considered dead languages. All Languages under this category require intensive amounts of study to learn.

In the terms of the Center Stage Game System, each language is the equivalent of a separate skill per language that is taken. Personas automatically gain 5 Ranks in the primary Language of their country of origin at no cost. For a Listing of Languages, see below.

LANGUAGES LIST

Akkadian, Aramaic, Avestan, Breton, Cajun French, Cornish, Coptic, Cuneiform, Egyptian Hieroglyphics, Hittite, Hurrian, Elamite, Ge'ez, Gothic, Sanskrit, Old Church Slavonic, Old English, Old Tibetan, Roman Latin, & Sumerian Hieroglyphics (Note to Actors: There are many many other languages that are endangered or dead languages in the world, and because of there is no real way to list all of them. With that in mind, if an Actor wants their Persona to have a dead or endangered language that is not covered in this listing, please feel free to allow them to take the language...within reason. Directors should attempt to do a little research on any Archaic or Dead Language before allowing it into their games, doing so will give the Director some hints on how to present the Archaic or Dead Language in the confines of their game world.)

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	The Persona is able to understand basic sentences in the archaic or dead language.
Novice	3 to 4	The Persona has a basic understanding of the language and is able to speak or read it (dead languages can only be read) slowly and in sometimes broken or misinterpreted sentences, the Persona definitely has the accent of a non-native speaker of the language if the language is still spoken.
Adept	5 to 6	The Persona is fluent in reading and writing the language and can understand it even when other native speakers are speaking the language quickly around them. The Persona's accent still shows through that he or she is not a native speaker of the language if the language is still spoken.
Expert	7 to 8	The Persona is capable of reading, writing and speaking the language as if he or she was a native speaker of the language.
Master	9 to 10+	The Persona has mastered the language to the point that they are able to read, write, speak and think in the language; and now even under extreme duress the Persona is able to speak the language as if they were a native.



MYTHOS: SELECT ONE

The mythos skill is a collection of esoteric subject matter; generally subjects that are connected more to legends and folklore than in actual fact. Below is a listing of the available Mythos' that a Persona can learn.

Atlanteans: This skill deals with a general familiarity with the myths and legends connected to Atlantean society.

Demons: This skill deals with a general familiarity with the myths and legends connected to Demons and the hellish realms from which they come.

House: This skill deals with a general familiarity with the creation myths and legends connected to a specific Atlantean House within the Imperium and without, and its laws and its customs.

Imperium: This skill deals with a general familiarity with the creation myths and legends connected to Second Atlantean Empire, its laws and its customs.

Lilans: This skill deals with a general familiarity with the creation myths and legends connected to Lilans.

Occult: This skill deals with a Persona's knowledge in the occult, obscure things that exist in the world. This skill is really a catch all for bits and pieces of occult and arcane knowledge that is not covered by the other more specific Mythos skills. This skill is also the study of the academic fields of mythology, mythography, or folkloristics, a myth (mythos) is a sacred story concerning the origins of the world or how the world and the creatures in it came to have their present form. The active beings in myths are generally gods and heroes. Myths often are said to take place before recorded history begins. In saying that a myth is a sacred narrative, what is meant is that a myth is believed to be true by people who attach religious or spiritual significance to it. Use of the term by scholars does not imply that the narrative is either true or false.

Reavers: This skill deals with a general familiarity with the creation myths and legends connected to the Reaver Cadres of outcast Atlanteans, their laws and their customs.

Renegade Houses: This skill deals with a general familiarity with the creation myths and legends connected to a specific Atlantean Renegade House, its laws and its customs.

Revenants: This skill deals with a general familiarity with the creation myths and legends connected to Revenants, Thralls, and the Dhampir.

Spirits: This skill deals with a general familiarity with the myths and legends connected to Spirits, both the deceased (The Shades and Spectres) and the nature spirits (The Fae) of the world. Please note that Demons require Mythos: Demons, Mythos: Spirits can not be used as a related Skill.

The Old Ones: This skill deals with a general familiarity with the Abyssal Realm. The Abyss is the Realm that exists beyond the Elemental Realms of; Air, Earth, Fire, Water, & Spirit. Within the Abyssal Realm exists a myriad of pocket dimensions, voids of nothingness and the spiraling chaos of the universe that existed before the creation of our own universe during the Big Bang. This Mythos also deals with a general familiarity with the group of entities known as the The Old Ones. These entities are from the Abyssal Realm that is beyond the Physical and Mirror Worlds, in the bubbling chaos that exists beyond space and time.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona possesses a basic knowledge and know how in the selected mythos, such as what a dabbler in the mythos would have learned some common books on the subject.</i>
Novice	3 to 4	<i>The Persona possesses the knowledge and know how of 1st year College student in the selected mythos.</i>
Adept	5 to 6	<i>The Persona possesses the knowledge and know how of having a Bachelors Degree in the selected mythos.</i>
Expert	7 to 8	<i>The Persona possesses the knowledge and know how of having a Masters Degree in the selected mythos.</i>
Master	9 to 10+	<i>The Persona possesses the knowledge and know how of having a Doctorate Degree in the selected mythos.</i>

NAVIGATION

The skill of Navigation is the process of planning, recording, and controlling the movement of a craft or vehicle from one place to another.

SKILL RANKS	TASKS POSSIBLE BY SKILL RANKS
Student 1 to 2	<i>The Persona has a basic understanding in determining which direction is west at sun down.</i>
Novice 3 to 4	<i>The Persona is capable of finding his or her way through an area with a compass and map of that area.</i>
Adept 5 to 6	<i>The Persona is capable of finding his or her way through an area with a compass or by sun, moon, and stars.</i>
Expert 7 to 8	<i>The Persona is capable of navigating by stars alone.</i>
Master 9 to 10+	<i>The Persona is capable of finding his or her way at night with an overcast sky during a thick fog.</i>

POLITICS

This skill is the study of political behavior and examines the acquisition and application of power, through this knowledge a Persona can understand and manipulate political situations that they encounter.

SKILL RANKS	TASKS POSSIBLE BY SKILL RANKS
Student 1 to 2	<i>The Persona has a basic knowledge of the workings of their nations' government; they know who at least the main leaders are.</i>
Novice 3 to 4	<i>The Persona is capable of acting within the government's lower rungs, they know who the names of the local representatives and their contacts.</i>
Adept 5 to 6	<i>The Persona is capable of working within the government's middle rungs, acting as a go-between for various politicians and litigators. The Persona has a working knowledge of the governmental process.</i>
Expert 7 to 8	<i>The Persona is capable of playing "the game", they are able to wheel and deal with other politicians and operate comfortably within positions of governmental leadership.</i>
Master 9 to 10+	<i>The Persona is capable of comprehending the nuances and intrigues of a government that a Persona has just encountered, that the Persona had no prior knowledge of or contact there with.</i>

RESEARCH

This skill is the ability to discover information stored by traditional methods (such as books, index services, and archives) or the use of a computer to search the internet for information connected to related subjects (such as; Google, AltaVista, etc,...).

SKILL RANKS	TASKS POSSIBLE BY SKILL RANKS
Student 1 to 2	<i>The Persona has a basic knowledge of how to use a Table of Contents in a book.</i>
Novice 3 to 4	<i>The Persona is capable of using an Online Search or a Library Index to find information on a common subject.</i>
Adept 5 to 6	<i>The Persona is capable of using an Online Search or a Library Index to find information on an obscure subject.</i>
Expert 7 to 8	<i>The Persona is capable of researching a common subject across several forms of unrelated media.</i>
Master 9 to 10+	<i>The Persona is capable of researching an obscure subject across several forms of unrelated media, or researching a subject that has never been coherently recorded.</i>

REPAIR

This skill deals with the fixing of any sort of mechanical or electrical device should it become out of order or broken (repair) as well as performing the routine actions which keep the device in working order (maintenance) or prevent trouble from arising (preventive maintenance).

SKILL RANKS	TASKS POSSIBLE BY SKILL RANKS
Student 1 to 2	<i>The Persona has a basic knowledge of how use tools such as screw drivers, hammers, screws and nails in fixing a broken item. A little Duct Tape never hurts either...the handy man's secret weapon.</i>
Novice 3 to 4	<i>The Persona is capable of using glue to repair a broken vase, or putting together a new bookcase with the proper tools.</i>
Adept 5 to 6	<i>The Persona is capable of assembling or repairing a simple mechanical device (such as; a bicycle)</i>
Expert 7 to 8	<i>The Persona is capable of assembling or repairing a complex mechanical device (such as; a car or motorcycle engine).</i>
Master 9 to 10+	<i>The Persona is capable of building a vehicle out of the wreckage of a previous vehicle.</i>

SCIENCE: SELECT ONE

There are a multitude of different sciences in the world, each one specializing in one or more aspects of the physical or theoretical world. Below is a listing of some of the more widely known sciences in the world. Do keep in mind that there are many other sciences in the world, and at the Director's discretion, he or she may allow an Actor to take on that is not on the below list.

Advanced Mathematics: This skill deals with the study of Numbers and number theory.

Anthropology: This skill deals with the study of living cultures.

Archaeology: This skill deals with the study of the physical remnants of ancient cultures.

Cartography: This skill to create accurate maps of the lands a character has traveled through, as well as using photographs to draw accurate maps of a region.

Chemistry: This skill is a science concerned with the composition, structure, and properties of matter, as well as the changes it undergoes during chemical reactions. Chemistry is a physical science related to studies of various atoms, molecules, crystals and other aggregates of matter whether in isolation or combination. It also incorporates energy and entropy related studies to various chemical substances. It can be used to create and identify poisons to creating and identifying explosives.

Engineering: This skill is the applied science of acquiring and applying knowledge to design, analysis, and/or construction of structures for practical purposes.

Forensics: This skill is the science and study of crime scenes and the examination and explanation of the evidence that is left behind at a crime scene through pure factual analysis.

General: This skill is the knowledge of Science (from the Latin scientia, 'knowledge'); is a system of acquiring knowledge based on the scientific method, as well as the organized body of knowledge gained through such research.

Medicine: This skill deals with the science and "art" of Medicine; maintaining and or restoring human health through the study, diagnosis, and treatment of patients. The term is derived from the Latin ars medicina meaning the art of healing.

Philosophy: This skill deals with the study of raw knowledge and the interpretation of the human condition.

Physics: This skill deals with the study of physical action, interaction and reaction.

Psychology: This skill is both an academic and applied discipline involving the scientific study of mental processes and behavior. Psychologists study such phenomena as perception, cognition, emotion, personality, behavior, and interpersonal relationships. In basics it is the study of the human mind and its interactions with other human beings.

Theology: This skill deals mostly with the study of the Christian Religion, but the term can now be used to speak of reasoned discourse within and about a variety of different religious traditions. In its basics this skill is the study of a religion and how its followers relate to its religion specific dogmas.

SKILL RANKS	TASKS POSSIBLE BY SKILL RANKS
Student 1 to 2	<i>The Persona possesses a basic knowledge and know how in the selected science, such as what the student would have learned in High School.</i>
Novice 3 to 4	<i>The Persona possesses the knowledge and know how of 1st year College student in the selected science.</i>
Adept 5 to 6	<i>The Persona possesses the knowledge and know how of having a Bachelors Degree in the selected science.</i>
Expert 7 to 8	<i>The Persona possesses the knowledge and know how of having a Masters Degree in the selected science.</i>
Master 9 to 10+	<i>The Persona possesses the knowledge and know how of having a Doctorate Degree in the selected science.</i>

STREETWISE

This skill represents a Persona's ability to tap into the resources of the darker side of society. This skill may be used to procure stolen items, obtain weapons, contact hitmen, or score some drugs.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
<i>Student</i>	1 to 2	The Persona has a basic knowledge of which major crime organizations exist in their city, they also have a small measure of influence with the darker human elements within his or her neighborhood.
<i>Novice</i>	3 to 4	The Persona knows the territory of the local gangs and where they can go to procure stolen goods. They also know which street corners to hit up for drugs and prostitution.
<i>Adept</i>	5 to 6	The Persona knows the names of low level crimes within the local gangs. They know common pass phrases to gain access to areas where illegal activities are taking place; such as Prostitution, Cock-Fighting, and Illegal Gambling dens.
<i>Expert</i>	7 to 8	The Persona knows wheres to go to, who to talk to, and how much bring as a pay off to gain access to extremely illegal contraband, such as firearms. The Persona also knows how to arrange for "assistance" from local gangs up through the city's Mafia.
<i>Master</i>	9 to 10+	If it's illegal, the Persona knows how to get it, or who to talk to in order to get it. The Persona knows how to arrange meetings with the officers of the local gangs and officers of the Mafia. The Persona can arrange for assassinations with ease.

SURVIVAL

This skill deals with a Persona's knowledge in Survival skills that may help one to survive dangerous situations (such as storms or earthquakes), or in dangerous places (such as the desert, the mountains, and the jungle). Useful skills include lighting a fire, finding shelter, making water safe to drink, finding and identifying food, treating injuries, and climbing, swimming, and using specific or makeshift tools.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
<i>Student</i>	1 to 2	<i>The Persona has a basic knowledge of simple survival techniques; such as how to determine direction during the day or identifying what plants could obviously be poisonous.</i>
<i>Novice</i>	3 to 4	<i>The Persona has Boy Scout level survival training, is capable of identifying commonly known poisonous plants and knows to do certain things to prevent illness in the wild; such as boiling their water before drinking it.</i>
<i>Adept</i>	5 to 6	<i>The Persona can identify edible plants and perform basic First Aid while in a wilderness enviromenent. They are also able to build shelters that can give them safe haven from the elements.</i>
<i>Expert</i>	7 to 8	<i>The Persona is capable of self-sustained survival in a wilderness environment. They are capable of hunting crude weapons, snares, and the like. The Persona is able to build shelters that can give them safe haven from the harshest of the elements.</i>
<i>Master</i>	9 to 10+	<i>The Persona is a True Master of the Wilderness. They are able to survive in the wilderness for an unlimited amount of time and never have need to the coniviences of the modern world.</i>

TACTICS

The skill of tactics is the collective name for methods of engaging and defeating an enemy in battle.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
<i>Student</i>	1 to 2	<i>The Persona has a basic knowledge of following a premade battle plan</i>
<i>Novice</i>	3 to 4	<i>The Persona is capable of reacting to an opponent's actions during a conflict.</i>
<i>Adept</i>	5 to 6	<i>The Persona is capable of staying one step ahead of his or her opponent and having one contingency plan.</i>
<i>Expert</i>	7 to 8	<i>The Persona is capable of staying several steps ahead of his or her opponent and having multiple contingency plans.</i>
<i>Master</i>	9 to 10+	<i>The Persona is a master at being able to effectively fight an opponent that is much stronger tactically then you and winning the day.</i>

TRACKING

The skill of Tracking is the science and art of observing a place through animal footprints and other signs, including: tracks, beds, chews, scat, hair, etc. Specifically, mapping a changing landscape and soaking up sensory data like a sponge. Another goal is the further understanding of the systems and patterns around you, including that of the animal life.

SKILL RANKS

TASKS POSSIBLE BY SKILL RANKS

Student	1 to 2	<i>The Persona has a basic knowledge of following an obvious trail through snow or mud.</i>
Novice	3 to 4	<i>The Persona is able to follow basic tracks, such as foot prints across a rain soaked street or the signs left by someone tramping through high brush.</i>
Adept	5 to 6	<i>The Persona is able to track wild game through its native environment and can determine the relative age of the signs that they are following.</i>
Expert	7 to 8	<i>The Persona is truly skilled hunter, capable of pursuing their query across dry ground noticing signs that other less skilled hunters might miss.</i>
Master	9 to 10+	<i>The Persona is Master at being able to track their query. For example, the Persona would be able to track a falcon on a cloudy day.</i>



SORCERY SKILLS (INTELLECT)

ALCHEMY

The skill to craft; poisons, potions and elixirs. This skill is required to craft potions that incorporate the effects of a specific Spell or Ritual.

SKILL RANKS	TASKS POSSIBLE BY SKILL RANKS
Student 1 to 2	<i>The Persona has a basic knowledge in identify alchemical substances and their general properties.</i>
Novice 3 to 4	<i>The Persona is capable of reverse engineering a substance; craft powders.</i>
Adept 5 to 6	<i>The Persona is capable of crafting Greek Fire.</i>
Expert 7 to 8	<i>The Persona is capable of crafting alchemical healing potions.</i>
Master 9 to 10+	<i>The Persona is a master at using Alchemy to transmute one base substance into another; brew elixirs of power; that allow a Persona to gain the benefits of a Spell or Ritual like effect.</i>

ASTROLOGY

The skill of Astrology is the ability to gain insight from analyzing the movement of the stars, planets, and other heavenly bodies. A Persona with this skill may generate astrological charts, and advise someone on the past, present, or future events and access the talents and Personality Traits of someone else with whom the Persona interacts. The level of accuracy that a Persona is able to obtain is directly tied to how high the Total Value of their Check for Astrology ends up being, and due to what information the Director decides will best help the Persona in the evenings Episode.

SKILL RANKS	TASKS POSSIBLE BY SKILL RANKS
Student 1 to 2	<i>The Persona has a basic knowledge in identifying the known constellations</i>
Novice 3 to 4	<i>The Persona is capable of identifying the general meanings of the known constellations and planets.</i>
Adept 5 to 6	<i>The Persona is capable of identifying previously unknown constellations; determine if a celestial event is of meaningful importance.</i>
Expert 7 to 8	<i>The Persona is capable of identifying a celestial event is it is occurring; determine the meaning of a celestial event.</i>
Master 9 to 10+	<i>The Persona is a master at understanding the true meaning and potential of a celestial event.</i>

DIVINATION

Divination is a generalized skill that deals with a wide array of methods of divining the future. Through this skill, the Persona is able to gain fresh insight into problems and past actions. This is skill taken multiple times to represent the different forms of Divination. Each time a Person takes this skill, they are learning a different method of Divination and they can gain Ranks in that form respectively to any other methods of Divination that the Persona might also have. Here are some examples of Divination methods ; Tarot Reading, Palm Reading, Crystalomancy (reading crystals, mirrors or pools of water), Pyromancy (reading the shapes that fire makes), etc. As this Skill requires a lot of work on the Directors part, at least in regards to divining the future, there is always a 50% chance that the reading will be false because of the decisions of others that change the flow of future events.

SKILL RANKS	TASKS POSSIBLE BY SKILL RANKS
Student 1 to 2	<i>The Persona has a basic knowledge in finding a link between old prophesies and current events. At this point details are very vague and could easily have several interpretations.</i>
Novice 3 to 4	<i>The Persona is capable of interpreting a fortune reading and being able to accurately determine the meanings of the signs and portents of the reading.</i>
Adept 5 to 6	<i>The Persona is capable of interpreting a fortune reading and being able to accurately and in great detail determine the meanings of the signs and portents of the reading.</i>
Expert 7 to 8	<i>The Persona is capable of predicting the potential destiny of a person or event with incredible accuracy.</i>
Master 9 to 10+	<i>The Persona is a master at predicting the potential destiny of a person or event with 95% accuracy.</i>

MEDITATION

This Skill is a discipline in which the mind is focused on an object of thought or awareness. This state usually involved turning attention to a single point of reference. In practice, this skill is used in an attempt to engender a higher state of consciousness. This skill is common among Martial Artists and Sorcerers. For Sorcerers, this skill is necessary for the Sorcerer to reach the crossroads between the elemental realms that is known only as The Nexus.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona has a basic knowledge of simple breathing exercises.</i>
Novice	3 to 4	<i>The Persona is capable of clearing ones mind in an attempt to have a calming effect.</i>
Adept	5 to 6	<i>The Persona has reached the level of success that is necessary for a Sorcerer to reach The Nexus. A Persona that is attempting to lessen the debilitating effects of injury; for every two points that the Persona is able to beat their Target Difficulty by, the Persona is able to ignore 1 point of Wound Damage for 5 Rounds.</i>
Expert	7 to 8	<i>The Persona has reached the level of success that is necessary for a Sorcerer that is in the Nexus to reach out their mind in an attempt to locate another Sorcerer that is in the Nexus. A Persona that is attempting to lessen the debilitating effects of injury; for every two points that the Persona is able to beat their Target Difficulty by, the Persona is able to ignore 1 point of Wound Damage for 5 Minutes.</i>
Master	9 to 10+	<i>The Persona is a master at attempting to lessen the debilitating effects of injury; for every two points that the Persona is able to beat their Target Difficulty by, the Persona is able to ignore 1 point of Wound Damage for 30 Minutes.</i>

RITUAL CRAFT (SORCERER ONLY)

This skill is a Persona's knowledge of casting and working rituals. Such instances of ritualcraft can require the use of various gems, herbs, incense, candles, colours, meditation, chanting, astrology, and numerology.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona has a basic knowledge of recognizing a supernatural effect as being linked to a Ritual. It is possible to cast rituals at this point, but they tend to be with great difficulty.</i>
Novice	3 to 4	<i>The Persona is capable of weaving the simplest of the Rituals and recognizing common Rituals when they are cast.</i>
Adept	5 to 6	<i>The Persona competent at wielding basic Sorcery and has capability of calling upon greater Rituals with difficulty.</i>
Expert	7 to 8	<i>The Persona has an advanced knowledge of Sorcery, he or she is capable of identifying most Rituals and their effects.</i>
Master	9 to 10+	<i>The Persona is a Master of Sorcery, by any definition. He understands the inner workings of magic and has knowledge the most advanced and powerful of Rituals.</i>

SPELL CRAFT (SORCERER ONLY)

This skill is a Persona's knowledge of casting and working spells. Such instances of spellcraft can require the use of various gems, herbs, incense, candles, colors, meditation, chanting, astrology, and numerology.

SKILL RANKS		TASKS POSSIBLE BY SKILL RANKS
Student	1 to 2	<i>The Persona has a basic knowledge of recognizing a supernatural effect as being linked to a Spell. It is possible to cast spells at this point, but they tend to be with great difficulty.</i>
Novice	3 to 4	<i>The Persona is capable of weaving the simplest of the Spells and recognizing common Spells when they are cast.</i>
Adept	5 to 6	<i>The Persona competent at wielding basic Sorcery and has capability of calling upon greater Spells with difficulty.</i>
Expert	7 to 8	<i>The Persona has an advanced knowledge of Sorcery, he or she is capable of identifying most Spells and their effects.</i>
Master	9 to 10+	<i>The Persona is a Master of Sorcery, by any definition. He understands the inner workings of magic and has knowledge the most advanced and powerful of Spells.</i>

COMBAT SKILLS (AGILITY)

The Reason why the Combat Skills do not have a Ranks rating similar to all of the other skills in this section is for the simple reason that whenever these skills come into use, they are almost always a Persona versus Persona, or Persona versus Director Controlled Persona. The Persona or Director Controlled Persona with the higher ranks in the Skill tends to have a better chance than one with fewer ranks in the skill.

ARCHERY

The skill of Archery is the practice of using a bow to shoot arrows. Archery has historically been used in hunting and combat and has become a precision sport.

BLOCK

The skill that allows a Persona to block the punches and kicks of an opponent. If used successfully, the Persona takes no damage from a striking opponent.

CROSSBOW

The skill to use crossbows.

DODGE

The skill to avoid being struck. The Persona moves their Agility x2 feet away from the opponent to avoid being hit each time they use this Skill.

FIREARMS

The ability to wield modern projectile weapons; light pistols, heavy pistols, submachine guns, and rifles. Anything larger requires the Heavy Weapons Skill.

GRAPPLE

The skill that allows a Persona to grab on to an opponent in an attempt to restrain them, it is possible for the Persona to do their Brawn in damage to the opponent through squeezing or strangling their opponent. It is also possible for a Persona to use Grapple to throw an opponent their Brawn x2 in distance away from them.

HEAVY WEAPONS

The ability to wield heavy weapons, from an assault rifle up to a rocket launcher and beyond. This Skill is typically known by Mercenaries and Soldiers. In order to use this skill, the Persona enters into a Heavy Weapons Contest against their opponent using their Agility + Heavy Weapons Skill + Card against their opponent's Agility + Dodge Skill + Card. This skill can be used to clear a jammed Heavy Weapon



MELEE WEAPONS

The skill to wield hand-held weapons. This skill also allows Personas to use improvised weapons (such as chairs, lamps, or sign posts) to attack their opponents. In order to use this skill, the Persona enters into a Melee Weapons Contest against their opponent using their Agility + Melee Weapons Skill + Card against their opponent's Agility + Dodge Skill + Card.

PARRY

The Skill that allows a Persona to deflect or ward off a thrust or blow, from opponents that are attacking them with Melee Weapons. The Persona does not move away from their opponent when parrying their opponent's blows. The Parry Bonus of Weapons used to Parry is listed in their entry in the Weapons Section. The Parry Bonus of Shields used to Parry with is listed in the Armor Section.

STRIKE

This skill allows a Persona to defend them self using hands, head, legs and feet. This is the most basic form of defense and does not give the Persona any of the special abilities during attacking opponents. The Martial Arts Advantages give the Actor more options, but also require more than just the Strike Skill.

THROW

This skill is used to throw weapons such as bolas, daggers, spears and other similar weapons.



PSIONIC SKILLS (PSIONICS)

A Psychic's ability to control their Psychic Talents is all dependent on their understanding of how certain aspects of their Psychic Talents work. The more Ranks that a Psychic has in their respective Psychic Skills represent their understanding of those aspects of their Psychic Talents and their increased ability to control them. Here are a few examples:

The Telepathy Psychic Talent requires that the Psychic possess Broadcasting, Scanning, and Shielding; their understanding of Broadcasting allows them to project their thoughts into the minds of others, their understanding of Scanning allows the Psychic to look into the minds of others, and their understanding of Shielding allows the Psychic to stop other Psychics from using their own Telepathy or other Psychic Talent to enter their minds.

The Psychokinesis Psychic Talent requires that the Psychic possess Control. Through their understanding of the Control Skill, the Psychic is able to manipulate their Psychokinetic ability through picking up objects, holding a person with the strength of their mind, to even being able to crush a man's heart through Psychokinetic force.

And the final example is the Mesmerism Psychic Talent, it requires that the Psychic possesses the Control Skill also. Through a Psychic's skill in Control, a Psychic can use the Mesmerism Psychic Talent to change the events that a person remembers to whatever the Psychic wishes they remember. The more Ranks that the Psychic possesses means that the Psychic has a better chance of using Mesmerism on their target.

In many case, an Actor that is playing a Psychic Persona will be working against their target's Resist Psionics Ranks, therefore having a description for every possible task is unnecessary, and because each of the Psychic Talents describes what a Psychic can do with their Psychic Talent.

BROADCASTING

This skill is the knowledge that a Persona has in projecting either their Telepathic powers in such a way that others, even none psychics will be able to hear their message or feel the emotional state they are trying to convey.

CONTROL

This skill is the knowledge that a Persona has in remaining in control of some of the more difficult of the Psychic Talents; such as Cryokinesis, Electrokinesis, Mesmerism, Phantasm, Psychokinesis, etc.,.

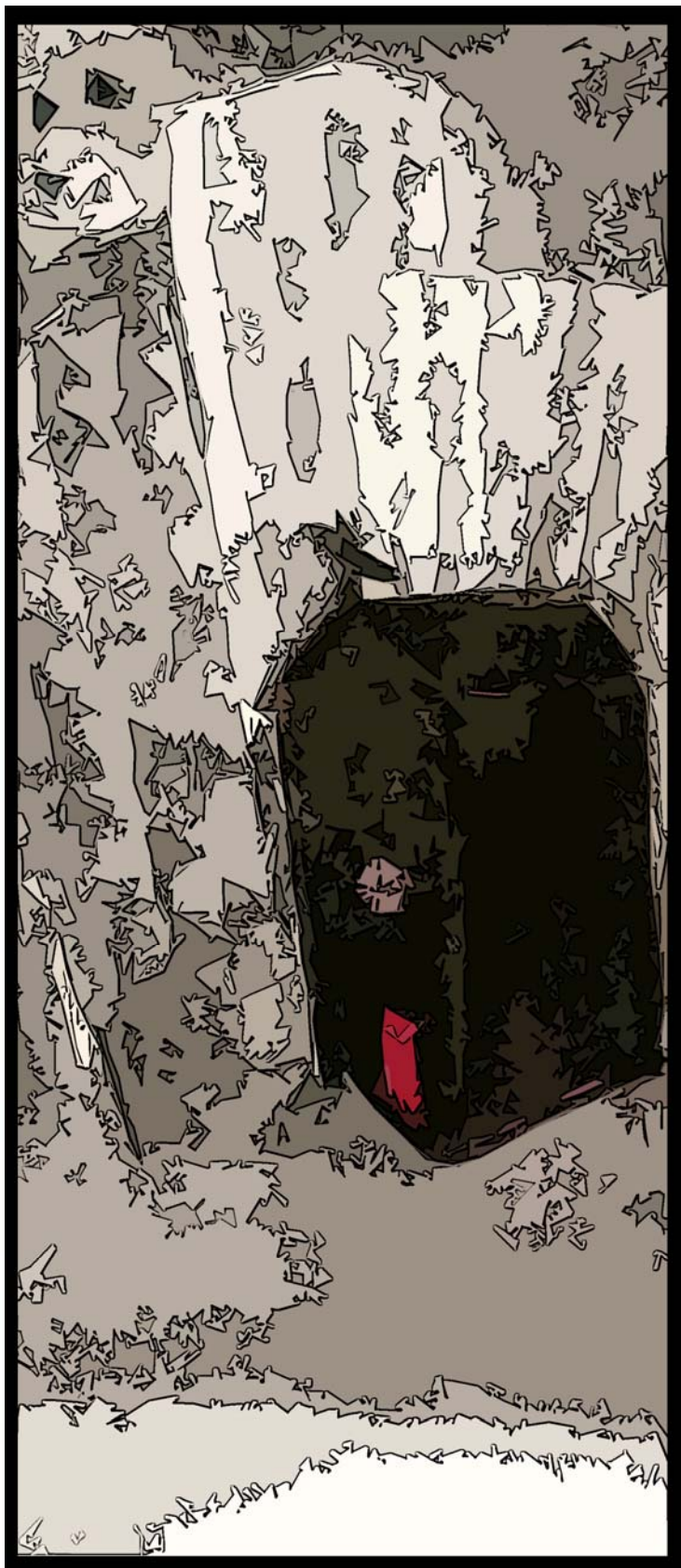
SCANNING

This skill is the knowledge that a Persona has in scanning the minds of those around them using either their Psychic Talents.

SHIELDING

This skill is the knowledge that a Persona has in shielding their minds from telepathic intrusion or shielding their emotional state of mind so that other psychics will not be able to use their emotions against them. This Skill is used when defending against Psionic attacks, the ranks that a Persona has in Shielding is added to Resist Psionics Ranks.





CHAPTER 5:

ADVANTAGES & DISADVANTAGES

ADVANTAGES & DISADVANTAGES

ADVANTAGES: These are perks that are used to help further define a Persona. They give the Persona special abilities or connections that help the Persona in their trials through life.

DISADVANTAGES: These are failings that are used to help make a Persona more real, they give the Persona special problems that they must overcome through the struggles in life.

PREREQUISITE: This is the Attribute, Advantage, or Skill that is required for a Persona to possess before they can buy a specific Advantage or take a specific Disadvantage.

PERSONA TEMPLATE ADVANTAGES

ADOPTED BY ATLANTEAN HOUSE

COST

8

PREREQUISITE None

The Persona has been adopted into one of the Atlantean Houses. Sometimes this is done as a reward for a loyal Servitor that has faithfully served their chosen House, other times it becomes necessary to clean up the mess made when a Lilan has forcefully brought a mundane across with the Dark Gift. In any case, the Persona through the purchase of this advantage gains all of the benefits and drawbacks of one of the Faux Blooded members of their chosen Atlantean House.

FAUX BLOODED

COST

5

PREREQUISITE None (can not be taken after Persona Creation)

The Persona is descended from Atlantean stock; unfortunately their bloodline has been diluted by the blood of their human side of the family. Because of their Atlantean heritage, the Persona has a maximum lifespan of 120 years and their Attribute maximum is raised to 7 Ranks. The Personas human side of the family gives them the ability to take all of the Psionic Talents that are possible. Should the Persona ever become a Lilan, they will automatically lose access to the human specific Psionic Talents, while keeping the genetic Psionic Talents of Mesmerism and Telepathy; provided they were purchased in Persona Creation. The Persona automatically starts with 1 Rank of House Prestige, the Persona gains 3 Ranks in Linguistics: Atlantean, and 1 Rank of Mythos: House and Mythos: Atlanteans.

DEADER

COST

20

PREREQUISITE None

The Persona has died, but yet has been able to reach through in to the Physical World to take over a body of the living. In returning from the dead, the Deader has been able to bring its supernatural powers into the world of the living. No matter what the reason for their return, the Deader is able to affect the Physical World in ways that no mortal could ever hope to. Deader Personas follow the standard Persona Creation; it is assumed that the body that they now inhabit has much of the same physical capabilities as that they possessed during their living days, because the Deader does not receive any Attribute bonuses. If a Deader is ever removed from their Host body, it is up to the Director to come up with the physical statistics for their new body (Agility, Appearance, Brawn, & Vitality). For more on the supernatural powers of the Deader, see the Deader Template.

DHAMPIR**Cost****10****PREREQUISITE** None

The Persona is a Dhampir, the cursed blending of Atlantean or Human and Revenant genetics. These creatures can only come from two possible events; the mating of an Atlantean or Human female and a Revenant male, or a woman that is pregnant being bitten and drained by a Revenant. The resulting child takes on a part of the Curse of the Revenant, similar in some ways to the Lilans, but with fewer supernatural powers. The Persona gains +1 to all Attributes (not Derived Attributes as these are calculated normally.) For more on the supernatural powers of the Dhampir, see the Dhampir Template.

LICH**Cost****10****PREREQUISITE** Sorcerer

The Persona has had a Sorcerer perform the Rank 5 Ritual: *Immortal Soul* to become an immortal. Lichdom is one of the few ways that a Sorcerer to stave off the debilitating effects of age. In becoming a Lich, the Persona's Heart and Soul are removed from their body and encased in a specially prepared ceramic or crystalline receptacle, once placed in this receptacle; the Persona becomes an immortal. If the receptacle of the Persona's Heart and Soul is ever destroyed, the Persona will be destroyed. Liches gain some supernatural powers; these powers can be found in Lich Template.

LILAN**Cost****30****PREREQUISITE** None

This Advantage is what turns a simple Human being into a Lilan, giving them access to the Lilan specific powers and Advantages. See Lilan Strengths & Weaknesses for more information; see Chapter 2: Persona Templates & Powers All Lilans gain +1 to all of their Attributes (not Derived Attributes; those are recalculated normally), for the Supernatural Powers of a Lilan; see the Lilan Template. The Lilan condition does allow True Blooded Atlanteans to keep the Psychic Talents of Mesmerism and Telepathy after receiving the Dark Gift.

LATENT PSYCHIC TALENT**Cost****6****PREREQUISITE** None (can not be taken after Persona Creation)

This Advantage gives a Human latent access to Psychic Talents. The Persona does not gain access to their Psychic Talents until the Director is able to work the emergence of their Psychic Talents into the storylines of the current season. It should be noted that the Director has up to 10 Episodes within the Season that the Persona appeared to have the Psychic Talents appear. Part of the reason the *Advantage: Latent Psychic Talent* is so cheap is because the Persona is totally at the mercy of the Director in regards to what the Psychic Talent. It is possible to purchase this Advantage up to a maximum of 3 times; each time being a different Latent Psychic Talent. Once the Psychic Talent appears, the Persona automatically gains 1 Rank in each of the Psychic Skills associated with the Psychic Talent. If the Persona purchases this Advantage multiple times, they only gain a Rank in the associated Psychic Skill or Skills; if the Persona already has a Rank in the associated skill because of a previous Psychic Talent, they do not gain an additional Rank in the associated Psychic Skill.

NEPHILIM**Cost****40****PREREQUISITE** None

The Persona is a Nephilim, one of the ancient warrior-race that was created by the Atlantean Science and Sorcery of the First Atlantean Empire. The Persona has recently awakened from a long torpor, and in only now starting to explore this strange new world that the ages have created. It is time for the Persona to decide whether they will go back to their old ways and become a servant of death, or if the Persona is going to once again fight to protect the world from the dark forces that seek to envelope it. All Nephilim start with 3 Ranks in all Attributes (not Derived Attributes as they are calculated normally), they also start play with 3 Ranks in Strike, Dodge, Grapple, Parry, and Melee Weapons.

ORDAINED CLERIC**Cost****10****PREREQUISITE** 3 Ranks in Science: Theology Skill

Much like the Sorcerer, the Ordained Cleric possesses the ability to cast Sorcery. But, in the case of the Ordained Cleric, the

only type of Sorcery that they have access to are the Religious Rituals. The Ordained Cleric automatically gains the Elemental Attunement in Spirit (to cast any other type of Sorcery will require that the Actor purchase the Advantage: Sorcerer as well) and the Persona gains 1 Rank in Ritualcraft. The Persona enters play with the following Religious Rituals: Rite of Absolution, Rite of Benediction, and Rite of Consecration: Dimidius.

PSYCHIC TALENT

Cost

10

PREREQUISITE None (can not be taken after Persona Creation)

This Advantage gives a Human access to Psychic Talents from the Psychic Talents Section of this book. Each time this Advantage is taken, the Persona gains an additional Psychic Talent. In addition to the Psychic Talent, the Persona gains 1 Rank in the Psychic Skills that are required for the Psychic Talent that they are taking. Only Faux Blooded Atlanteans and Mundane Humans; those Actors that are not purchasing the True Blooded Advantage, can purchase this Advantage. This Advantage is required before an Actor can choose any of the other Psychic Only Advantages. It is possible to purchase this Advantage up to a maximum of 3 times; each time being a different Psychic Talent. If the Persona purchases this Advantage multiple times, they only gain a Rank in the associated Psychic Skill; if the Persona already has a Rank in the associated skill because of a previous Psychic Talent, they do not gain an additional Rank in the associated Psychic Skill.

REVENANT

Cost

40

PREREQUISITE None

A Revenant is the vampire of myths and legends. These undead creatures originally came about because of the *Curse of the Revenant*, but most commonly Revenants are the products of those people that been killed by a Revenant through the loss their Blood and Life Force; upon rising the following evening, the victim has become a Revenant themselves. All Revenants gain +1 to all of their Attributes (not Derived Attributes; those are recalculated normally).

SERVITOR FAMILY

Cost

6

PREREQUISITE None (can only be taken in Persona Creation)

The Persona is a member of a human family that has been loyally serving one of the Families of an Atlantean House for generations. Because of their loyal service to their Atlantean Masters, the Persona gains 1 Rank in Higher Education, 1 Rank in Linguistics: Atlantean and Mythos: Atlanteans, and 1 Rank in Wealth. The Persona and their Family have been trusted with the ancient secret of the Atlanteans, and because of their trusted position, their Atlantean Masters feel at ease to discuss Family and House matter in front of the Persona.

SORCERER

Cost

10

PREREQUISITE None

This Advantage gives a Mundane Human or Atlantean access to the Spells and Rituals listed in the Grimoire Section of this book. The Persona starts out with 3 Spells and 2 Rituals from the Rank 1 & 2 Spells and Rituals. In addition to the Sorcerer Advantage, the Persona gains 1 Rank in the Sorcery Skills; Spellcraft and Ritualcraft; that are required for the casting of spells and rituals. A starting Sorcerer begins play with Spirit plus 1 Element; all other Elements must be purchased through the Advantage: Elemental Attunement. This Advantage is required before an Actor can choose any of the other Sorcerer Only Advantages.

THRALL

Cost

35

PREREQUISITE None

A Thrall is a person that has been given a portion of a Revenant's Blood and Life Force; because of this the victim becomes a quasi-undead living creature that has most of the same abilities and powers of their Revenant master. But Thralls are very much alive, suffering many of the frailties of the living. All Thralls upon creature gain a +1 to all Attributes (not Derived Attributes; as those are calculated normally). For a Thrall's supernatural powers, see Chapter 8: Atlantean, Psychic, & Supernatural Powers.

TRUE BLOODED**COST**

15

PREREQUISITE None (can only be taken in Persona Creation)

The Persona is descended from Atlantean stock; because of this they can directly trace their Atlantean lineage back to the days of Lord Ramius and the Fall of the First Atlantean Empire. Because of their Atlantean heritage, the Person has a maximum lifespan of 200 years and their Attribute maximum is raised to 7 Ranks. The Persona has the Atlantean Psionic Talents of Mesmerism and Telepathy; as such they begin play with a 1 Rank in each of the following Psionic Skills: Broadcasting, Control, Scanning, & Shielding. Should the Persona ever choose to become a Lilan, they will not lose those innate Psionic Talents This Advantage must be purchased in Persona Creation, because one is born True Blooded and can not simply become one through the course of play. Because of the Persona's True Blooded heritage, the Persona automatically starts out with 2 Ranks of House Prestige, the Persona gains 3 Ranks in Linguistics: Atlantean, and 1 Rank of Mythos: House and Mythos: Atlanteans.

GENERAL ADVANTAGES**ACTING ABILITY****COST**

2

PREREQUISITE None

The Persona gains +1 to all Charm Contests relating to Acting.

ALCOHOL TOLERANCE**COST**

6

PREREQUISITE 3 Ranks in Vitality

The Persona has proven themselves as a truly heavy drinker; in fact they are able to drink enough alcohol that would easily blitz lesser men. Because of this, the Persona gains a +3 Bonus to all Vitality Checks and Contests relating to the drinking of alcohol.

AMBIDEXTERITY**COST**

8

PREREQUISITE 3 Ranks in Agility

The Persona can wield a weapon in each hand without suffering the normal -2 penalty for wielding two weapons at the same time. The Persona gains 1 additional Attack Action with their off hand (this Attack Action can only be used for Melee Weapons, Parry, Strike, and Throw; but can not use this Attack Action for Dodge or Grapple).

ANIMAL FRIENDSHIP**COST**

2

PREREQUISITE None

The Persona gains +1 to all Charm Checks and Contests relating to animals.

ARTISTIC ABILITY**COST**

2

PREREQUISITE None

The Persona gains +1 to all Intellect Checks and Contests relating to the creation of works of "Art".

ATHLETIC ABILITY**COST**

2

PREREQUISITE 2 Ranks in Agility, Brawn, and Vitality

The Persona gains +1 to all Agility Checks and Contests relating to Athletics.

ATTRACTIVE APPEARANCE**COST**

4

PREREQUISITE 3 Ranks in Appearance (may not take Unattractive Appearance)

The Persona has some special quality that makes the attractive to others; because of this they gain a +2 to all Charm Skill Checks and Contests.

BALANCE OF THE BLACK CAT**COST**

6

PREREQUISITE 3 Ranks of Agility

This Advantage allows a Persona to gain a +3 Bonus to all Climb Skill Checks and Agility related Checks that require precise movements (such as; walking along a rope or the ledge of a tall building).

BILINGUAL**COST**

4

PREREQUISITE 3 Ranks in Intellect

The Persona can fluently speak and write in a second language; systemwise the Persona gains a second language at Rank 3.

BLACK MARKET CONNECTIONS**COST**

4

PREREQUISITE 2 Ranks in Streetwise Skill

The Persona has connections to the local Black Market of the city in which they live. For every Rank that the Persona takes in this Advantage, they gain more of an ability to gain access hard to find items and equipment. The baseline of this Advantage gives a Persona access to difficult to find ammunitions, while spending 16 points towards this Advantage gives them access to hard to obtain items like Security IDs for government facilities and military hardware. Just because a Persona has these connections does not mean that what they can get through these connections comes free, the Persona still has to use money through the Wealth Advantage to buy the items or weapons that they seek. All this Advantage does it make it easier to get to the people that are willing to sell these items or weapons.

RANK**BENEFITS**

1	<i>Low Security Clearance Identification Badges, Fake IDs, Ammunition</i>
2	<i>Hand Guns, High-Tech Software, Specialty Ammunitions</i>
3	<i>Antiques, Artifacts, and Explosives</i>
4	<i>High Security Clearance Identification Badges, heavy weapons</i>
5	<i>High-Tech Military Weapons, Top-Level Security Clearance Identification Badges</i>

BRIGHT SOUL**COST**

10

PREREQUISITE Psychic Talent or Sorcerer

There are some people in the world with an inner strength that just seems to shine through to those that have the Psychic Talents that can read Auras. In the case of the Bright Soul Advantage, the Persona gains +5 to their maximum Life Force points. For Sorcerers this Advantage gives increases their maximum Life Force points by +5, giving them a distinct advantage against Sorcerers that have not taken this Advantage. Directors should feel free to disallow this Advantage if they believe it to be unbalancing to their Episodes. This Advantage can only be taken in Persona Creation.

COMPUTER APTITUDE**COST**

2, 4, or 6

PREREQUISITE 2 Ranks in Computer Skill

The Persona gains a +1 to all Intellect Checks and Contests relating to Computers per Ranks of this Advantage.

CORPORATE CEO

Cost

10

PREREQUISITE 5 Ranks in Advantage: Wealth

The Persona is the head of a major corporation; and through this position the Persona is able to heavily influence the corporation and has access to the social and economic benefits of the corporation. Once per Episode the Persona is able to access corporate funds equal to their current Wealth +3 Ranks; also, once per Episode the Persona is able to use the Corporations Sway on the local level equal to 4 Ranks of Sway: Human Society.

DRIVE BACK THE PRIMAL MIND

Cost

10

PREREQUISITE Disadvantage: Curse of the Werewolf

Through this Advantage, a Persona that is afflicted with the Curse of the Werewolf is able to gain control of themselves when the change occurs; allowing the Persona to remain partially in control of their higher faculties while in their Werewolf form. Persona's with this advantage gain a +5 bonus to their Psyche Checks when attempting to hold the killing instincts of this Curse at bay. Without this advantage, every time the Persona changes into their Werewolf form (half-man/half-wolf) the Actor must relinquish their Persona over to the control of their Director for the duration of their time in Werewolf form. This advantage also allows the Persona to consciously remember all of the events that occurred while they were in Werewolf form. It should be noted that for every person that the Persona kills while in their Werewolf form, and they remember their murderous actions, the Persona will lose 5 Ranks of their Mental Stability. For many that have the Curse of the Werewolf and they possess this advantage, their murderous actions very much prompt them to find a way to free themselves of this Curse, even if it means ending their own lives.

ENDURANCE

Cost

6

PREREQUISITE 3 Ranks in Vitality

The Persona gains +1 to their Toughness derived attribute per Rank of this Advantage; there is a maximum of 3 Ranks in this Advantage.

FAMOUS: HUMAN SOCIETY

Cost

6

PREREQUISITE None

The Persona has made a name for themselves in Human Society, just mentioning their name is usually enough to gain recognition and praise. This can be a blessing and a curse at times. The Persona gains a +3 bonus to Reaction Checks when their name is mentioned.

FAVOR

Cost

4

PREREQUISITE None

The Persona is owed a Favor by a Non-Actor Persona or another Persona in the Cast. This Favor can be called upon by the Persona at any point during an Episode or Season, and the Non-Actor Persona or Persona in the Cast must begin to attempt to pay back the Favor that they owe. The Persona can request the use of the owing Persona's Advantage: Wealth up to the number of Ranks in the Favor that is owed, or the Persona can request that the owing Persona use their Advantage: Imperium Renown or House Prestige up to the number of Ranks in the Favor that is owed, or the Persona can request the use of the owing Persona's Sway: Human Society up to the number of Ranks in the Favor that is owed. In the case of 4 Point Favors, the use of the owing Persona's Advantages is only good for a single week of use. For each additional 4 Points that are owed in a single Favor increases the number of weeks that the owing Persona must allow the Persona to use their Advantages for an additional week. If the Favor is owed by another Persona in the Cast, then the Persona that is owes the Favor gains the *Disadvantage: Debt of Honor* to add to their Persona Sheet until the Favor is repaid in full.

FEARLESS

Cost

4

PREREQUISITE 2 Ranks in Psyche

The Persona gains +2 their Resist Fear & Madness Checks.

FLEET OF FOOT**Cost**

4

PREREQUISITE 4 Ranks of Agility

The Persona has unnaturally light footfalls over surfaces; because of this the Persona leaves little to no trace of their footprints over impressionable material (such as; mud, sand, freshly fallen snow, etc.), leaving little evidence of their passing. System wise, the Persona gains a +2 Bonus to all Stealth Skill Checks when attempting to evade discovery.

FRIENDS: ATLANTIAN SOCIETY**Cost**

4

PREREQUISITE None

These are Friends in Atlantean society that can assist the Persona in times of need. These would be the people that would willingly risk their own necks to keep the Persona out of danger. For every 4 points spent into this advantage, the Persona gains an Atlantean friend that they can turn to in times of need.

FRIENDS: HUMAN SOCIETY**Cost**

2

PREREQUISITE None

These are Friends in human society that can assist the Persona in times of need. These would be the people that would willingly risk their own necks to keep the Persona out of danger. For every 2 points spent into this advantage, the Persona gains a human friend that they can turn to in times of need.

FRIEND OF THE CHURCH**Cost**

6

PREREQUISITE None

The Persona has made a friend among the local clergy. This person would willingly risk their own neck to keep the Persona out of danger. For every 6 points spent into this advantage, the Persona gains another friend among the local clergy of their city that they can turn to in times of need. For example; it could be the Priest that the Persona goes to for confession, it could be a Nun that does office work for the local Church, etc.

GOVERNMENT SANCTION**Cost**

8

PREREQUISITE Hacker, Investigator, Law Enforcement, Soldier, or Technician Occupational Skill Set

The Persona is under the employ of one of United States government's federal agencies, such as; the FBI, the CIA, the NSA, or any one of the many smaller agencies that is connected to the federal government. Because of their employment with the government, the Persona gains 2 Ranks in the Wealth Advantage for as long as they possess this advantage. This Advantage can be taken multiple times; each Rank bought in this Advantage confers 1 additional Rank of Wealth.

GOVERNMENT SANCTION: OBSIDIAN GROUP**Cost**

12

PREREQUISITE Hacker, Investigator, Law Enforcement, Occultist, Scholar, Soldier, or Technician Occupational Skill Set

The Persona is under the employ of the Obsidian Group. The Obsidian Group is a privately managed, governmentally funded organization that deals with paranormal investigations. For more information on the Obsidian Group, see Directors Guide; Section II: Dark Conspiracies and Secret Societies (pages 398 – 405). This Advantage can be taken multiple times; for each time it is taken, the Persona rises in organizational rank and paygrade. This Advantage can be taken multiple times, each time it is purchased the Persona's rank within the organization rises.

RANK**BENEFITS**

1	Junior Investigator: The Persona gains 1 Rank in Wealth.
2	Investigator: The Persona gains 1 Rank in Wealth and also gains Rank 1 (Alpha) in Security Clearance.
3	Inspector: The Persona gains 1 Rank in Wealth and also gains Rank 1 (Alpha) in Security Clearance.
4	Senior Inspector: The Persona gains 1 Rank in Wealth and also gains Rank 2 (Beta) in Security Clearance.

- 5 **Lt. Colonel:** The Persona gains 1 Rank in Wealth and also gains Rank 2 (Beta) in Security Clearance.
- 6 **Colonel:** The Persona gains 1 Rank in Wealth and also gains Rank 3 (Gamma) in Security Clearance.

GOVERNMENT SANCTION: SECURITY CLEARANCE

COST

8

PREREQUISITE Government Sanction or Government Sanction: Obsidian Group

The Persona has been given access to secure information that requires a Security Clearance; this does not mean that the Persona automatically knows this secure information, but having this Advantage gives the Persona the ability to research up to their Security Clearance Rank of accessible secure information. This Advantage can be taken multiple times; each time it is taken the Persona's Security Clearance rises to the next Rank. Whenever a Persona wishes to use this Advantage during the course of an Episode, the Actor should consult their Director with their query and the Director will tell them if their Persona has the required Security Clearance to have access to the desired secure information.

RANK	BENEFITS
0	Public Information: This is any information that is accessible through research of general public records.
1 (Alpha)	Confidential Information: This information consists of employment records, police records, federal law enforcement case records and the records of the Social Security Administration.
2 (Beta)	Secret Information: This information consists of data that would cause serious damage and political embarrassment if it fell into the wrong hands. This is the kind of information that could strain relations with foreign powers, it could be intelligence or military plans that if revealed the intelligence or military assets of the nation could be placed in danger; or it could be compromising data about scientific developments that could endanger the national security of the country.
3 (Gamma)	Top Secret Information: This information consists of data that could result in grave consequences to national security; this is information that would ignite armed conflicts between the United States, or its allies. This information could result in the disruption of foreign relations, it could compromise secure communications systems, or this information could reveal vital technological data that could end if foreign powers gaining access to technologies that help to defend the nation against its enemies.
4 (Delta)	Eyes Only Information: This information consists of data that is considered so secret that simply speaking its contents aloud could result in grave consequences to national security.

GOVERNMENT SANCTION: SPECIALIZED EQUIPMENT

COST

4

PREREQUISITE Government Sanction: Obsidian Group

The Persona has made connections within the Obsidian Group and has earned the access to some of the more advanced high-tech equipment that the Obsidian Group has to offer. Each Rank of this Advantage decreases the amount of time that it takes to gain access to the desired equipment.

RANK	BENEFITS
1	The Persona can get special equipment within one day, but must fill out all of the required forms. Examples of Special Equipment: Confidential Security Clearance Identification Badges, Fake IDs, Ammunition
2	The Persona can get special equipment in a matter of hours, but still has to fill out all the required forms. Examples of Special Equipment: Hand Guns, High-Tech Software, Specialty Ammunitions
3	The Persona can get special equipment in a day, no forms required. Examples of Special Equipment: Antiques, Artifacts, and Explosives
4	The Persona can get special equipment within two hours, no forms required. Examples of Special Equipment: Secret Security Clearance Identification Badges, Heavy Weapons
5	The folks in the Research & Development lab are willing to drop everything to accommodate the Persona. Examples of Special Equipment: High-Tech Military Weapons, Top Secret to Eyes Only Security Clearance Identification Badges

GREAT STATURE**Cost**

6

PREREQUISITE 3 Ranks in Brawn and Vitality

The Persona has since a very early age been abnormally larger and tougher than his or her peers. Because of their larger size, Personas with this Advantage gain a +1 Bonus to their Toughness Ranks, making it easier for them to resist Stun and Wound damage.

HIGHER EDUCATION**Cost**

4, 6, or 8

PREREQUISITE 2 Ranks in Academics

The Persona has attended a minor to major university and graduated, as such, the Persona gains +2 (Bachelors Degree), +3 (Masters Degree), or +4 (Doctorate Degree) to all Intellect Checks and Contests relating to Academics per Rank of this Advantage.

HONOR BOUND**Cost**

4

PREREQUISITE 2 Ranks in Psyche

By taking this Advantage, the Persona has a set Code of Conduct that he or she will not deviate from. Whenever someone attempts to force you into going against this Code, the Persona gains a +1 to Psyche in Defense.

HUNTING GROUNDS**Cost**

10

PREREQUISITE Dhampir, Lilan, Revenant, or Thrall

For Dhampirs, Lilans, Revenants, and Thralls; the need to ingest the blood and life force of living creatures is one of the absolutes of their existences. Through this Advantage, the Persona gains a specific area in the city or community in which they reside to hunt in; these Hunting Grounds automatically gives the Persona 3 uses per Episode that allows them to regain 8 points of Life Force per use. Should the Persona require more blood and life force than what this Advantage gives them, the Actor will be forced to consult the Director about handling a hunting scene in which there is a chance of failure for their Persona.

INFORMANT**Cost**

2

PREREQUISITE None

The Persona with this Advantage is able to gain access to information among the local human population through Informants that they have in the city. For every 2 points spent into this Advantage, the Persona gains an Informant that helps to keep them informed on local goings on; when the Persona searches them out for information. It is possible to take this Advantage multiple times.

JACK OF ALL TRADES**Cost**

4

PREREQUISITE 3 Ranks in Intellect

This Advantage allows a Persona to attempt any single Skill that they do not currently possess once per Episode at no penalty.

KNOW YOUR AUDIENCE**Cost**

2

PREREQUISITE 2 Ranks in Social Grace Skill

The Persona just seems to associate with all of the right crowds, knows the right things to say when called upon at parties, because of this the Persona gains a +1 to all Intellect Checks and Contests relating to topics of interest to groups of people.

LIGHT SLEEPER**COST**

4

PREREQUISITE None

The Persona gains +2 to all Intellect Checks and Contests relating to resisting being caught off guard while asleep.

LUCKY**COST**

4

PREREQUISITE None

This Advantage allows a Persona to redraw any single Skill Check or Contest or Attack Contest once per Episode. The Persona must accept the second result, even if it is worse than the original card draw.

MECHANICAL APTITUDE**COST**

2

PREREQUISITE 2 Ranks in Intellect

The Persona gains +1 to all Checks and Contests relating to the repairing or altering of mechanical devices.

MELODIC VOICE**COST**

6

PREREQUISITE 2 Ranks in Charm

The Persona has a melodic voice that just seems to draw others to them and is equally good at keeping the listeners attention once they have them. This Advantage gives the Persona a +3 bonus to all Skill Checks that involve music, singing or storytelling.

MUSICAL ABILITY**COST**

2

PREREQUISITE 2 Ranks in Intellect

The Persona gains +1 to all Arts Checks and Contests relating to Music.

NATURAL LIE DETECTOR**COST**

2, 4, or 6

PREREQUISITE 2 Ranks in Intellect

The Persona gains +1 to all Intellect Checks and Contests per Rank of this Advantage when attempting to determine when someone is trying to lie to them.

NIGHT EYES**COST**

4

PREREQUISITE None

The Persona gains +1 to all Intellect Checks and Contests when attempting to see in the dark.

NIMBLE FINGERS**COST**

2

PREREQUISITE 3 Ranks of Agility

The Persona's fingers are very long and extremely dexterous; because of this the Persona gains a +1 Bonus to all Skill Checks that require fine or precision work with their hands.

OBSCURE KNOWLEDGE**COST**

2

PREREQUISITE 1 Rank in Academics

The Persona gains +1 to all Intellect Checks and Contests relating to Obscure Knowledge (Example: The year a certain book may have been written, or how many participants are required for a Hindu wedding ceremony, etc.).

OBSERVATION**COST**

2, 4, or 6

PREREQUISITE 2 Ranks in Intellect

The Persona gains +1, +2, or +3 to all Intellect and Investigation Checks and Contests per Rank; when attempting to notice the details and happenings around them.

OCCULT LIBRARY**COST**

8

PREREQUISITE 3 Ranks in Advantage: Wealth, 2 Ranks of Mythos: Occult Skill

The Persona owns a decent sized collection of rare and arcane books. Through this occult collection the Persona is able to research an occult subject or mystery once per Episode, gaining a +4 Bonus to their Research, Occult, Spellcraft, or Ritualcraft Skill Checks. To clarify, having this occult library does not make the Persona an expert on the subject, but it does give the Persona the ability to perform occult research without having to leave the confines of their home.

PAIN RESISTANCE**COST**

6

PREREQUISITE 3 Ranks in Vitality

Through this Advantage, the Persona can overcome the effects of pain through sheer discipline and force of will. While most creatures are particularly susceptible to the effects of pain, those Personas with this Advantage have a special resistance to it. Whenever this Persona experiences episodes of extreme pain or wounds that would be debilitating, this Persona is able to spend 2 Life Force Points to ignore their wound penalties for each round that they are spent. Pain Resistance doesn't allow a Persona to resist wound damage or recover from injury quicker, but allows him to grit his teeth against the pain and keep going.

PAST LIFE MEMORIES**COST**

6

PREREQUISITE 4 Ranks in Psyche

This Advantage allows a Persona to draw upon the memories of one of their past lives in an attempt to assist them in the here and now. Once per Episode the Persona may attempt to make a Skill Check for a Skill that the Persona does not currently possess. The Persona gains a +3 Bonus to the Skill Check when they use this Advantage at no penalty for having 0 Ranks. This Advantage the Persona also can gain glimpses of past lives that they lived through the Director, but these glimpses of their past lives are done so when the Director chooses to employ them; they are best used to help Episodes along in ways the promote drama for all of the participants.

PIERCING GAZE**COST**

4

PREREQUISITE 3 Ranks in Psyche

The Persona has the ability to make other people and their opponents feel uneasy, just as if the Persona was seeing right into their souls; with all of their dirty little secrets on display for the whole world to see. Those Personas with ulterior motives, uneasy consciences, nervous dispositions, and those that are just plain attempting to lie to the Persona with this Advantage take a -2 penalty when attempting to lie to or deceive the Persona.

PHOTOGRAPHIC MEMORY**COST**

6

PREREQUISITE 3 Ranks in Intellect

The Persona gains +3 to all Intellect Checks and Contests relating memory. Upon a successful Intellect Check, the Persona is able to recall the details of a conversation or an event that they witnessed with incredible accuracy.

PRESENCE**COST**

2, 4, or 6

PREREQUISITE 3 Ranks in Appearance

The Persona gains +1, +2, or +3 to all Charm Checks and Contests per Rank of this Advantage; relating to gaining the attention and respect of others.

RELIGIOUS UPRISING

Cost

4

PREREQUISITE None

The Persona has great personal conviction in their religious beliefs. Because of this great sense of faith, whenever the Persona confronts a situation that would cause them great fear or doubt in their personal abilities, the Person gains a +2 Bonus to Resist Fear & Madness Checks, and can call upon this great personal conviction to perform a Skill Check at +2 Bonus once per Episode.

SKILL EXPERT

Cost

8

PREREQUISITE 4 Ranks in (Select Skill) Skill

The Persona is considered an expert with the selected skill, because of this the Persona gains a +4 Bonus when performing Skill Checks connected to this Skill. This Advantage can not be taken in Combat Skills.

SPY NETWORK: HUMAN SOCIETY

Cost

4

PREREQUISITE None

The Persona has a Spy Network within Human Society that gives them information when they start asking questions about the goings on of local human society. It can allow one to find out when a new playhouse is opening to when the Police Shift changes occur. This Advantage is best role-played out between the Actor and the Director in private, because the other Actors do not count as part of the Spy Network; it is made up of Non-Actor Personas that are controlled by the Director. For every 4 points spent into this Advantage, the Persona gains the ability to ask a question that is to be answered by the Spy Network. It is possible to take this Advantage multiple times.

STICKY FINGERS

Cost

6

PREREQUISITE 2 Ranks in Agility, 1 Rank in Larceny

The Persona has a knack for the Larceny Skill, because of this Advantages the Persona gains a +3 bonus too all Larceny Skill Checks and Contests.

SWAY: HUMAN SOCIETY

Cost

5

PREREQUISITE None

The Persona has some Sway of local human society. It could be from having the ear of the local Police Chief to getting free tickets to a local sporting event because you have some Sway over the local head of the league, regardless, the Persona has the ability to ask for favors that allows them some aspect of control over local human society. For every 5 points spent into this Advantage, the Persona gains a Rank in their preferred area of Sway. For more information on the Sway Rules, look to the last pages of this section.

STONE FACED

Cost

4

PREREQUISITE 3 Ranks in Psyche

The Persona has the ability to take a large amount of pain without showing any outward signs of injury. An important trait if someone is trying to hide the fact that he's been in combat. This advantage does not mean that the Persona doesn't suffer injury. A bullet still leaves a nasty hole that bleeds a lot, but in this case the Persona just doesn't show any outward signs, such as limping or grimacing.

SUBCULTURE & JARGON

Cost

2

PREREQUISITE 1 Rank in Social Grace Skill

The Persona just seems to associate with all of the right crowds, knows the right things to say when called upon at parties, because of this the Persona gains a +1 to all Intellect Checks and Contests relating to Subcultures and Jargon.

TALES OF LEGENDS**COST****8****PREREQUISITE** 4 Rank in Persuasion Skill

The Persona has become so adept at dealing their audiences that with but a single tale the Persona is able to inspire their audience to view the subject of the tale in the best possible light or turning the subject of the tale in to the worst villain imaginable. When the Persona speaks praise in a tale about a subject, if the subject happens to be present they gain a +4 Bonus to their Reaction Rating when dealing with the crowd. If the Persona speaks of villainous acts on the part of the subject, then if the subject happens to be present they gain a -4 penalty to their Reaction Rating when attempting to deal with the crowd. Just because the Persona speaks of wondrous acts of courage or horrifying acts of carnage, doesn't make any of it true...

THE LAND PROVIDES**COST****6****PREREQUISITE** 2 Ranks of Intellect, 2 Ranks in Survival

This Advantage allows a Persona to survive in the wilderness, living off of what the land provides them to eat and drink; as such the Persona gains a +3 bonus to all Survival Skill Checks that involve finding clean and untainted food and water while in the wilderness.

TRUE BELIEVER**COST****4****PREREQUISITE** 2 Ranks in Psyche

The Persona is a True Believer; they believe in miracles, psychics and sorcery, and that there are supernatural world hiding behind the curtain of disbelief that the modern science has hoisted up to turn people away from superstitions. This Persona holds true to their believes so much so that whenever they encounter the supernatural; the Persona gains a +2 bonus to their Resist Fear & Madness Checks (See Fear & Madness Section).

WEALTH**COST****4****PREREQUISITE** None

The Persona has access to funds and resources that allow them to lead a happy life. As they say, money is what makes the world go around that it is through the Wealth Advantages that Personas gain access to this money. It might be from the job they work at day in and day out, or the money that they have invested in the local or international stock market, but in any case this Advantage dictates the kind of funding that a Persona has access to during the course of Episodes. Do remember; with money comes the ability in some cases to change the minds of those that would otherwise disagree with you. For every 4 points spent into this Advantage, the Persona gains a Rank 1 in Wealth.

RANKS	DESCRIPTION
0	<i>You are dead broke, probably living with Mom & Dad or in some cheap apartment. You do not have a car, so buses or walking are your way of getting around and you have a Savings Account at a local bank with \$700.00 in it.</i>
1	<i>Yearly Income; \$12,000. Savings; \$20,000, Stock & Bonds (convertible in 30 days); \$20,000, Property; \$20,000</i>
2	<i>Yearly Income; \$20,000. Savings; \$34,000, Stocks & Bonds (convertible in 30 days); \$33,000, Property; \$33,000</i>
3	<i>Yearly Income; \$50,000. Savings; \$84,000, Stocks & Bonds (convertible in 30 days); \$83,000, Property; \$83,000</i>
4	<i>Yearly Income; \$100,000. Savings; \$167,000, Stocks & Bonds (convertible in 30 days); \$166,000, Property; \$166,000</i>
5	<i>Yearly Income; \$300,000. Savings; \$500,000, Stocks & Bonds (convertible in 30 days); \$500,000, Property; \$500,000</i>
6	<i>Yearly Income; \$750,000. Savings; \$1,250,000, Stocks & Bonds (convertible in 30 days); \$1,250,000, Property; \$1,250,000</i>
7	<i>Yearly Income; \$1,500,000. Savings; \$2,500,000, Stocks & Bonds (convertible in 30 days); \$2,500,000, Property; \$2,500,000</i>

8	<i>Yearly Income; \$4,000,000. Savings; \$6,700,000, Stocks & Bonds (convertible in 30 days); \$6,600,000, Property; \$6,600,000</i>
9	<i>Yearly Income; \$10,000,000. Savings; \$17,000,000, Stocks & Bonds (convertible in 30 days); \$16,000,000, Property; \$16,000,000</i>
10	<i>Yearly Income; \$30,000,000. Savings; \$50,000,000, Stocks & Bonds (convertible in 30 days); \$50,000,000, Property; \$50,000,000</i>

WILLING CONSORT

Cost

6

PREREQUISITE Dhampir, Lilan, Revenant, or Thrall

The Persona has found a human that is willing to give them a portion of their Blood and Life Force, if only to be with what they believe to be a member of the undead; if only they knew the whole story. In any case, this person is willing to give up 6 points of Life Force every time the Lilan, Revenant, or Thrall Persona comes to them on feed. Actors; be careful with this Advantage, because it is very easy to turn this idealistic love struck fool into a lifeless corpse. For every 6 points spent into this Advantage, the Persona gains a willing consort that will freely let them take 6 points of their Life Force during their brief or long interludes.

WISDOM OF AGE

Cost

6

PREREQUISITE Curse of the Werewolf, Lich, Lilan, Revenant, or Thrall

Those Personas taking this Advantage are the only Atlanteans that are allowed to start off older than 100 years old. For every 100 years that a Lich, Lilan, Revenant, Thrall or Werewolf ages past their first 100 years, the Persona gains an additional 2 points to add to their maximum in Life Force points. The age maximum for Personas is 600 years old, only with the Directors approval can an Actor make a Lich, Lilan, Revenant, Thrall or Werewolf that is older than 600 years.

COMBAT ADVANTAGES

BACKSTABBER

Cost

8

PREREQUISITE 3 Ranks of Agility

This Advantage allows a Persona to gain a +4 Bonus to their Melee Weapons Skill anytime the Persona is able to attack their opponent from behind.

BERSERKER

Cost

8

PREREQUISITE 3 Ranks in the Psyche Attribute

The Persona is able to channel their anger and rage into a beneficial advantage while in combat. Once per Scene, the Persona is able to use this Advantage to enter is Berserker trance in which the Persona gains a +2 Bonus to their Brawn and Vitality (the Persona's Toughness Ranks may temporarily raise because of this Berserker trance) and the Persona gains an additional Attack Action for the period of 10 Rounds. Once the 10 Rounds ends, the Persona takes a -2 penalty to all Checks and Contests for the rest of the Scene to represent the physical exertion that the Persona spent while in the Berserker trance.

BLIND REACTION

Cost

6

PREREQUISITE 4 Ranks in Agility

The Persona has a limited mystical sixth sense when it comes to saving themselves from harm. The Persona is able to counter-attack (in hand to hand combat only) with no penalties for darkness or being obscured, if if he or she can not see or hear their opponent.

CONCENTRATED ASSAULT**COST**

8

PREREQUISITE 4 Ranks in the Melee Weapons Skill

This Advantage gives a Persona the ability to sacrifice one of their Actions during combat to increase the Stun or Wound damage that they do to their opponent in a single attack. Whenever a Persona uses this Advantage during combat, if they successfully hit their opponent they do an additional 4 points of damage.

DIE! MUTHAFUCKA! DIE!**COST**

8

PREREQUISITE 3 Ranks in Vitality

The Persona is either too stubborn or too stupid, but in any case the Persona won't die when they are supposed to. Any time the Persona takes Wound Damage that would take them past Defenseless into Death, the Persona stops at Defenseless. This Advantage is only useable once per Episode. That means if the opponent kills the Persona after they rise back up to Defenseless, the Persona is really DEAD!

ELITE MILITARY TRAINING**COST**

6

PREREQUISITE None

The Persona has undergone the most intensive military/police training possible (Army Rangers, Marine Corps, Navy Seals, Israeli Mossad, etc.). Because of this military training the Persona gains a +3 to all Combat Skill Contests. However if a Persona does not have Ranks in a specific Combat Skill, then they still suffer the appropriate penalties.

LORD OF WAR**COST**

8

PREREQUISITE 4 Ranks in Agility

This Advantage allows a Persona to gain a +4 Bonus once per Round to their Firearms Skill, Heavy Weapons Skill, or Melee Weapons Skill when attacking an opponent.

MARTIAL ARTS**COST**

6

PREREQUISITE See Martial Arts Advantages

This Advantage allows a Persona to take one of the fighting Martial Arts that are listed in the Martial Arts Advantages; it is possible to take up to 8 Ranks in a single Martial Art. For more information on the Martial Arts, skip ahead to the Martial Arts section.

MERCENARY FORCE**COST**

8

PREREQUISITE 4 Ranks in Advantage: Wealth

This Advantage represents a Persona's ability to call upon groups of armed individuals that the Persona may control. This Advantage should not be used to represent street gangs, underworld crews, or police special response teams; the individuals that the Persona may call upon are trained in the arts of war and in most cases are former military or military trained. For each Rank that a Persona purchases in this Advantage, the Persona gains access to 10 combat hardened mercenaries that are well equipped (Submachine guns, Assault Rifles, and Tactical Body Armor are common). Only Personas that have extensive wealth have the means to handle the upkeep on employing their own personal armies. The Persona must pay an upkeep of 20,000 dollars per Rank every month that the Persona possesses in this Advantage; should a Persona be unable to pay the upkeep of this Advantage, then the Persona will lose 1 Rank of this Advantage per month until they have no mercenaries left working for them. Please see the Soldier/Mercenary entry in the Allies and Antagonists Chapter the generic stats on these mercenaries.

MOUNTED COMBAT**Cost**

6

PREREQUISITE 2 Ranks in the Ride Skill

The Persona's skill in horsemanship has become so potent that the Persona gains a +3 Bonus to all Ride Checks and Combat Skills when fighting their opponents from that back of their horse.

PIERCE ARMOR**Cost**

8

PREREQUISITE 4 Ranks in the Melee Weapons Skill

The Persona's skill with their Melee Weapons Skill has increased to the point that they can attempt to make a single attack once per round that totally ignores their opponent's Armor Protection Value and their Toughness. To do this requires that the Persona enter a Contest against their opponent; the Persona takes a -2 Penalty to their attack, using their Agility + Melee Weapons + Card against their opponent's Agility + Dodge (or Parry) + Card. If successful, the Persona has struck their opponent with a potentially lethal wound.

SECOND SKIN**Cost**

6

PREREQUISITE 3 Ranks in Brawn

The Persona has grown accustomed to wearing body armor during their daily life; as such the Persona subtracts -3 from their Penalties for Agility Checks and Contests.

SERVITORS**Cost**

2

PREREQUISITE 3 Ranks of Wealth

The Persona has servants; Servitors are Humans that assist a Persona in their day to day affairs. For every 2 points that is spent in to this Advantage, the Persona gains a Servitor to serve them. To take this Advantage the Persona must take at least 3 Ranks of the Wealth Advantage. Atlanteans that gain this as a House/Family Advantage are assumed to have their House/Family paying for their Servitors.

SNIPER**Cost**

4

PREREQUISITE 3 Ranks of Archery, Crossbow, Firearms, or Heavy Weapons

The Persona is highly skilled at attacking their opponents from a distance. Whenever the Persona attacks their opponent with a ranged weapon at a minimum distance of Medium to greater, the Persona gains a +2 Bonus to their attack Contest.

SWORD BREAKER**Cost**

6

PREREQUISITE 4 Ranks in the Melee Weapons Skill and 4 Ranks in Brawn

The Persona has become quite adept at disarming their opponents through breaking their opponent's weapons with a single solid blow. Once per Round a Persona can attempt to break their opponents primary melee weapon (whatever weapon they are holding in their dominant hand) with a single attack; to succeed all the Persona need do is hit their opponent's weapon at a -4 penalty to their attack. This Advantage can also be used to destroy their opponent's shield in the same way that they would destroy a melee weapon.

ATLANTEAN ADVANTAGES

ANTIQUARIANS GUILD MEMBERSHIP

Cost

15

PREREQUISITE Faux Blooded or True Blooded

The Persona is a member of the Antiquarians Guild, the ruling caste of Atlantean society. For every 15 points spent on this Advantage, the Persona gains a Rank within the Antiquarians Guild. Maximum starting positional Rank of 2. For more information see the Antiquarians Guild; see Chapter 1: The Setting.

Many throughout history have said that knowledge is the key to true power. This statement can be no truer than it is for these individuals. The Antiquarians' Guild has been operating since the late middle ages gathering information on the origin of the Children of Atlantis and more specifically the Children of Lilith. In that time, these learned men and women have recovered many fragments of the Glyph Stones from Lost Atlantis. It is through the wisdom of these ancient artifacts that Antiquarians Guild has guided the Children of Atlantis and the Second Atlantean Empire; the Imperium Ex Atlantia. Because of the knowledge in the ancient records, it is this Guild that all other Atlanteans turn to in times of need. These learned men and women have accumulated more power within the than even the Emperor himself has through his Militant Orders.

RANKS WITHIN THE ANTIQUARIANS GUILD

RANK	PRESTIGE	RENOWN	TITLE
6	13	12	<i>Disciple of the Ancients</i>
5	12	11	<i>Keeper of Secrets</i>
4	11	10	<i>Perceptor of Truths</i>
3	10	9	<i>Seeker of Mysteries</i>
2	9	8	<i>Scholar</i>
1	8	7	<i>Guildsman</i>
0	7	6	<i>Initiate</i>

BLACK ROSE MEMBERSHIP

Cost

15

PREREQUISITE Faux Blooded or True Blooded (must be a member of a Renegade House)

The Order of the Black Rose is the Renegade Houses' equal to the Praetorian Order. Some of its members were at one time Praetorians that defected to the other side. The Order of the Black Rose are the Elite Soldiers of the Renegade Houses. Because of their treachery during World War II, the Order of the Black Rose knows how to perform the long and arduous Ritual that crafts the Praetorian Gladius. Only rank 2 or higher Black Knights start play with a Praetorian Gladius. For first Rank that is purchased in this Advantage, the Persona gains 1 Rank in Craftsmanship: Blacksmithing, 1 Rank in Ritualcraft and Elemental Attunement: Spirit At Rank 2 the Black Knight gains the Attunement in both Earth and the Craft Gladius Ritual (Ritual Rank 5, Learn Time: 15 Days), which are necessary to craft the Praetorian Gladius. For every 15 points spent on this Advantage, the Persona gains a Rank within the Order of the Black Rose. Maximum starting Rank of 2. For more information on the Order of the Black Rose; see Clan MacKlintoc.

RANKS WITHIN THE ORDER OF THE BLACK ROSE

RANK	PRESTIGE	RENOWN	TITLE
6	11	12	<i>Grand Master of the Order of the Black Rose</i>
5	10	9	<i>Knight Councilor</i>
4	9	8	<i>Lord Knight</i>
3	8	7	<i>Knight</i>
2	7	6	<i>Knight</i>
1	6	5	<i>Knight</i>

CENTURION ORDER MEMBERSHIP

Cost

15

PREREQUISITE Faux Blooded or True Blooded

The Persona is a member of the Centurion Order, the Legions of the Imperium. As a Centurion the Persona has sworn to protect the Imperium from all of its enemies; within as well as without. As with the Praetorian Order, for the Centurions of

the Second Atlantean Empire, there is no retreat and no surrender, there is only the strength and honor of serving as a protector of the great and noble Second Atlantean Empire and all those within it. Next to the Praetorian Order, the Centurions are the only other ones that are allowed to wield the Praetorian Gladius. All Centurions start play with a Praetorian Gladius, crafted with a part of their own Life Force. It has been said that only when the Centurion meets his or her end will the sword break. For every 15 points spent on this Advantage, the Persona gains a Rank within the Centurion Order. Maximum starting positional Rank of 2.

Chief among the Non-Praetorian within the Imperium, it is the duty of the Centurions to guard against internal strife within the Imperium, and to guard against human discovery of the vampire race. Centurions are known throughout the Empire for their combat prowess and professionalism in carrying out their duty to the Emperor and the Imperium at large. The centurions are the professional soldiers that the Praetorian Order regularly recruits from to fill its ranks.

THE PRAETORIAN GLADIUS: This is the weapon wielded by all Centurions and Praetorians; the Praetorian Gladius is one of the few weapons that have the ability to inflict lasting damage to all Lilans, Revenants and Thralls, yet unable to harm the additional harm if turned against the Centurion or Praetorian that it was craft for. None outside of the Praetorian Order or the Centurion Order are allowed to possess the Praetorian Gladius. The Praetorian Gladius inflicted double its standard wound ranks to Lilans, Revenants, and Thralls.

RANKS WITHIN THE CENTURION ORDER

RANK	PRESTIGE	RENOWN	TITLE
6	13	12	<i>Grand Master</i> of the Centurion Order
5	10	9	<i>Dux</i> - Generals in charge of all Centurions on a continent.
4	9	8	<i>Legatus</i> - The commander of all Centurions in a country. . <i>Legates and Military Tribunes</i> ; The Grand Master commands the whole of the Centurion Order, but each country has its own commander, called the Legatus.
3	8	7	<i>Tribune</i> - In charge of all Centurions within a city. Under each Legatus are military tribunes aka "tribuni militares", who carry out administrative duties within each respective city.
2	7	6	<i>Optio</i> - Senior Centurion, 2nd under a Tribune.
1	6	5	<i>Miles Legionarius</i> - The most common rank with the Order, these are the rank and file of the Legions of the Second Atlantean Empire.

COURT OF ROSES MEMBERSHIP

Cost

8

PREREQUISITE Faux Blooded or True Blooded

The Court of Roses is a Chivalric Society within the Imperium; its members are attempting to bring back honor and chivalric behavior to Atlantean Society. All members of the Court of Roses are considered equals; that is why there is no Prestige or Renown given by membership in this Atlantean Secret Society.

FAMOUS: ATLANTEAN SOCIETY

Cost

6

PREREQUISITE Faux Blooded or True Blooded

The Persona has made a name for themselves in Atlantean Society, just mentioning their name is usually enough to gain recognition and praise. The Persona also gains a +3 to their Reaction Rating whenever their name comes up in interactions with other Atlanteans.

HOUSE PRESTIGE

Cost

4

PREREQUISITE Faux Blooded or True Blooded

House Prestige is a measure of a House members perceived worth by their peers and those of higher station. When determining the believability of a House member, the words of those with higher House Prestige are always heeded before those of a lesser. For every 4 points spent into this advantage, the Persona gains a Rank in House Prestige. For more information on House Prestige, see Prestige/Renown Section in Chapter 6 (pages 253-254).

IMPERIUM RENOWN**Cost****6****PREREQUISITE** Faux Blooded or True Blooded

Within the Imperium Renown is a precious commodity, one's Renown dictates just how much of one's word is taken seriously and as Truth. Imperium Renown can be used freely throughout the Imperium. For every 6 points spent into this advantage, the Persona gains a Rank in Imperium Renown. For more information on Imperium Renown, see Prestige/Renown Section in Chapter 6 (pages 253-254).

PATRONAGE**Cost****12****PREREQUISITE** Faux Blooded, True Blooded, or Lilan

The Persona has an influential Patron within Altantean Society; this Patron has taken notice of the Persona's potential for greatness, and seeks to insure that the Persona has every opportunity to achieve their full potential. Once per Episode the Persona is able to request assistance from their Patron in the form of up to 3 Ranks of Imperium Renown, up to 3 Rank in the Advantage: Sway: Human Society, or up to 3 Ranks in the Advantage: Wealth. This patronage does come with a high cost though, at any point during an Episode or Season, the Patron can request a Favor of the Persona that the Persona must attempt to fulfill. Should the Persona refuse to comply with the wishes of their Patron, at the Director's option the Patron can take away their patronage until the Persona makes amends for their willful inaction of the Patrons wishes.

PRAETORIAN ORDER MEMBERSHIP**Cost****15****PREREQUISITE** Faux Blooded or True Blooded

The Persona is a member of the Praetorian Order, the Elite Soldiers of the Imperium. For the Praetorians, there is no retreat and no surrender; there is only the honor and glory of serving the Second Atlantean Empire and its Emperor. As a Praetorian the Persona has been charged with protecting the Imperium from all of its enemies; within as well as without. As a Praetorian it is the Persona's duty and honor, to sacrifice their own life in the protection of the Emperor. Only the Praetorian Order officially knows how to perform the long and arduous Ritual that crafts the Praetorian Gladius. Only rank 2 or higher Praetorians start play with a Praetorian Gladius. For first Rank that is purchased in this Advantage, the Persona gains 1 Rank in Craftsmanship: Blacksmithing, 1 Rank in Ritualcraft and Elemental Attunement: Spirit. At Rank 2 the Praetorian gains the Attunement in both Earth and the Craft Gladius Ritual (Ritual Rank 5, Learn Time: 15 Days), which are necessary to craft the Praetorian Gladius. For every 15 points spent on this Advantage, the Persona gains a Rank within the Praetorian Order. Maximum starting Rank of 2. For more information on the Praetorian Order; see Chapter 1: The Setting.

Crafters of the Praetorian Gladius, a weapon wielded only by the Praetorians and Centurians. The Praetorian Order are the Elite Legions of the Imperium. Each is highly skilled in the Art of war and in the crafting of the weapons there of. The Praetorians make up the personal guard of the Emperor; they are sworn to protect the reigning Emperor with their very lives.

THE PRAETORIAN GLADIUS: This is the weapon wielded by all Centurions and Praetorians; the Praetorian Gladius is one of the few weapons that have the ability to inflict lasting damage to all Lilans, Revenants and Thralls, yet unable to harm the additional harm if turned against the Centurion or Praetorian that it was craft for. None outside of the Praetorian Order or the Centurion Order are allowed to possess the Praetorian Gladius. The Praetorian Gladius inflicted double its standard wound ranks to Lilans, Revenants, and Thralls.

RANKS WITHIN THE PRAETORIAN ORDER

RANK	PRESTIGE	RENOWN	TITLE
6	13	12	<i>Grand Master</i> of the Order
5	11	10	<i>Legatus</i> : The commander of all Praetorians in a country. <i>Legates and Military Tribunes</i> : The Grand Master commands the whole of the Praetorian Order, but each country has its own commander, called the Legatus, who was also of Antiquarian rank.
4	10	9	<i>Tribune</i> : There are at most 6 Praetorians of this rank within a country. Under each Legatus are six military tribunes aka "tribuni militares", who carry out administrative duties within each respective country.
3	9	8	<i>Primipilus</i> : Senior Praetorian, most commonly in posted to a city.
2	8	7	<i>Epilektos</i> : These are the rank and file of the Praetorian Order.
1	7	6	<i>Apprentice</i> : A Praetorian who has yet to craft his own Gladius.

RENEGADE HOUSES RENOWN**Cost****6****PREREQUISITE** Faux Blooded or True Blooded

Within the Renegade Houses Renown is a precious commodity, one's Renown dictates just how much of one's word is taken seriously and as Truth. Renegade Houses Renown can be used freely throughout the Renegade Houses that chose to acknowledge it. For every 6 points spent into this advantage, the Persona gains a Rank in Renegade Houses Renown. For more information on House Prestige, see Prestige/Renown Section in Chapter 6 (pages 253-254).

RENEGADE SPY**Cost****12****PREREQUISITE** Faux Blooded or True Blooded

The Persona is a member of one of the Renegade Houses; living in Imperium controlled territory. It is they're mission to keep an eye on the goings on of the local Imperium for the Spy Master that controls them. These Personas are taking a great risk in working and living in Imperium territory, because if ever they were found out, it's a certainty that the local Imperium citizens would take it upon themselves to question the Spy, most likely via torture, in an attempt to learn more about they're Renegade House and the Spy Master that was controlling the Persona. On the lighter side, you have family back in Renegade House controlled territories, and that means whenever you go to those places you are safe. If a Persona with the Renegade Spy Advantage ever has their cover blown, this Advantage immediately turns into the 12 point Disadvantage; Known Renegade Spy, and the Persona is not likely to live long if they ever return to the city that they were spying on. Because of their deep cover infiltration, Renegade Spies gain 2 Ranks in Imperium Renown as a means to better learn more information to send back to their respective Renegade House.

SCARLET BROTHERHOOD MEMBERSHIP**Cost****15****PREREQUISITE** Faux Blooded or True Blooded

The Persona is a member of the Scarlet Brotherhood; a secret order of inquisitors within the Imperium. Members of this Order are greatly feared by all members of the Imperium, for these Inquisitors are the eyes and ears and the Emperor. These Inquisitors seek out treason and insurrection; the traitors of the Imperium and tend quietly whisk them away for interrogation, torture and a slow agonizing death. The most common use of this Order is to seek and all reveal Spies that have been sent by the Renegade Houses to manipulate and disrupt Imperium society. All members of the Second Atlantean Empire are expected to cooperate with these agents of the Emperor, to do otherwise would bring about the Emperor's wrath, and few survive long after this has occurred. For every 15 points spent on this Advantage, the Persona gains a Rank within the Scarlet Brotherhood. Maximum starting positional Rank of 2.

If the Centurions are the Army of the Imperium, and the Praetorians are the Elite Guard of the Emperor, then the members of the Scarlet Brotherhood are the secret police of the Imperium. It is their duty to guard it from all threats that are posed to it by those dwelling within it.

RANKS WITHIN THE SCARLET BROTHERHOOD

RANK	PRESTIGE	RENOWN	TITLE
6	13	12	<i>Grand Inquisitor</i> of the Brotherhood
5	10	9	<i>Inquisitor Generals</i> - Advisory Council to Grand Inquisitor
4	9	8	<i>Priors</i> - Continent Level Inquisitor
3	8	7	<i>Abbots</i> - Nation Level Inquisitor
2	7	6	<i>Brothers</i> - State/Province Level Inquisitor
1	6	5	<i>Novices</i> - City Level Inquisitor
0	0	0	<i>City Level Inquisitor</i> - Not Part of Brotherhood (See <i>Station: Atlantean Society</i>)

SPY NETWORK: ATLANTIAN SOCIETY**Cost****6****PREREQUISITE** Faux Blooded or True Blooded

The Persona has a Spy Network within Atlantean Society that gives them information when they start asking questions about the goings on of local Atlantean society. It can allow one to find out when a local Atlantean is about to throw and informal get together to finding out early that the Persona's enemy or rival is about to make their life interesting. This Advantage is

best role-played out between the Actor and the Director in private, because the other Actors do not count as part of the Spy Network; it is made up of Non-Actor Personas that are controlled by the Director. For every 6 points spent into this Advantage, the Persona gains the ability to ask a question that is to be answered by the Spy Network. It is possible to take this Advantage multiple times.

STATION: ATLANTIAN SOCIETY

Cost

6

PREREQUISITE Faux Blooded or True Blooded

The Persona has found their niche within Atlantean society. What station gives a Persona is a position that they hold within the city they live. It could be the Persona is the local First Citizen; the governor that commands the city in the Emperor's name. The Persona could be the local Inquisitor, constantly watching his or her fellow Atlanteans for signs of treason against the Empire. Or, the Persona could simply be a member of the Cohortes Urbanae; the local mob that has agreed to help the Atlanteans of the city in times of need. What it all comes down to is the Persona has found their place in Atlantean society. And through this place, they have gained some renown for themselves that they use to help make their days and nights easier when dealing with their peers. Below is a listing of the stations available in the average Imperium city. For every 6 points spent into this Advantage, the Persona goes up a Tier in the Stations possible, in the end its all up to the Director on what Station they are willing to allow an Actor to play. So best advice is write up a good back story if you want to reach for the stars.

TIER	IMPERIUM STATION	PRESTIGE GAINED	RENOWN GAINED
Tier 1	<i>Cohortes Urbanae</i>	4	3
Tier 2	<i>Praefectus Cohortis</i>	5	4
Tier 2	<i>Inquisitor</i>	5	4
Tier 2	<i>Magistrate</i>	5	4
Tier 2	<i>Pontifex</i>	4	4
Tier 2	<i>Patriarch or Matriarch</i>	5	4
Tier 3	<i>Consul</i>	6	5
Tier 4	<i>First Citizen or Tribune</i>	7	6

FIRST CITIZEN

The First Citizen is appointed to his or her position by those of the Imperial Court, or chosen by the local Council of Patriarchs / Matriarchs to lead their city and speak for it when dealing with representatives of the Imperial Court. Once they have become a First Citizen, their word is law within the dominion in which they govern, only answerable to the Emperor, or a duly appointed representative of the Imperial Court, and only those of higher authority and station within the Imperium have the ability to challenge the decisions of the First Citizen.

CONSUL

Advisor to the First Citizen, the Consul is the individual who acts as the go between for the First Citizen and the Council of House Patriarchs. The Consul also handles the more mundane duties of running the city. He or she sits in on all meetings of the Council of House Patriarchs and has the power to break all Council ties.

MAGISTRATE

A Magistrate is meant to be the peaceful solution to Inter-House disputes. Atlanteans are expected to take their disputes to the Magistrate, if no resolution can be found otherwise. At all times the Magistrate is expected to deal with all Atlantean matters that do not involve the death of another Atlantean. In such cases, the First Citizen takes control. To use violence instead of the Magistrate is to bring about the wrath of the First Citizen. Magistrate may give any fitting punishment, except that of death. His rulings can only be overruled by the First Citizen. Also, the Magistrate deals with renown within a dominion, from recording the current renown of every individual within a dominion to taking recording the loss of renown away as a punishment.

INQUISITOR

They are the individual placed in charge of all investigations of treason within a First Citizen's domain. The Inquisitor has the right to take anyone aside, except the First Citizen, and interrogate if he or she believes their actions to be harmful to the dominion.

HOUSE PATRIARCH/MATRIARCH

The Council of Houses Patriarchs/Matriarchs are generally selected from the eldest of the Atlanteans within a given House. They are the representatives of their respective Houses to the Court of the First Citizen of a given dominion.

The House Patriarch or Matriarch is the leader of a House within a given city. They are considered its face to the Council of Houses, and they are the one that all House members go to to resolve internal conflicts within the House. The House Patriarch or Matriarch is usually the eldest member of the House in the city.

COUNCIL OF PONTIFICES

The Pontifices of an Atlantean community are the House leaders of the business community of the city. Each House appoints a Pontifice to handle its business affairs, and to speak for the House at the Collegium of the city. This role is never handled by the Patriarch or Matriarch of a House, because it is considered inappropriate for the leader of the House to split their attention between business and politics. Because of this; the Pontifices of a city's Houses are afforded a great deal of respect. When the time of the Grand Collegium occurs (a regional gathering of Pontifices), which is every three years, each of the Houses send their respective Pontifices to the Grand Collegium to speak for their Houses and to make business alliances and arrangements with Pontifices from other cities. The economic alliances and plans that are drawn up by the Pontifices at the Grand Collegium are implemented over a three year period. Within a city, the Pontifice answers to the head of their House, but is effectively autonomous in regards to implementing House business practices.

Any agreements that are agreed upon by the Council of Pontifices of a city must be upheld by all Pontifices and their Houses, to do otherwise will bring about judgment by the Magistrate of the city in regards to their punishment.

PRAEFECTUS COHORTIS

Just as with an organized mob; the Cohortes Urbanae in the case of Atlantean society, every mob needs a single charismatic person to lead it. Within an Imperium city, this leader of the mob is known as the Praefectus Cohortis. The Praefectus Cohortis swears an oath of loyalty to the First Citizen of a dominion and to its citizens to abide by the Codex Imperialis and to punish all those that would willingly break its laws through ignorance or intent. This person leads the mob in times of needs, and in some cases becomes the First Citizen's primary enforcer when it comes to covering up the discovery of Atlantean society to the human world.

COHORTES URBANAE

The best description that can be given for the Cohortes Urbanae of a dominion is that of a citizen organized mob, just as during the days of the Roman Republic and later Roman Empire, the mob has sworn an oath to its First Citizen and their fellow citizens to defend and protect the dominion from all external and internal threats.

STATION: IMPERIAL TITLE

Cost

8

PREREQUISITE Faux Blooded or True Blooded

The Persona has sworn an oath of fealty to the Imperial Throne of the Second Atlantean Empire; in return for this oath the Persona has been granted an Imperial Title that is that can be inherited by the Persona's first born offspring. Persona's with an Imperial Title are directly answerable to the Antiquarians Guild and the Emperor, not the First Citizens of any one Dominion within the Second Atlantean Empire. Because of their position with the empire, the Persona gains Prestige within their respective House and Renown within the Second Atlantean Empire as a whole.

Below is a listing of the Imperial stations available within the Second Atlantean Empire. For every 8 points spent into this Advantage, the Persona goes up a Tier in the Stations possible, in the end its all up to the Director on what Station they are willing to allow an Actor to play. So best advice is write up a good back story if you want to reach for the stars.

TIER	IMPERIUM STATION	PRESTIGE GAINED	RENOWN GAINED
Tier 1	<i>Count or Countess</i>	8	7
Tier 2	<i>Marquis or Marquessa</i>	9	8
Tier 3	<i>Duke or Duchess</i>	10	9
Tier 4	<i>Exarch or Exarchess</i>	11	10

COUNT OR COUNTESS

Within the Second Atlantean Empire, Counts are delegates of the Imperial Throne that travel from Dominion to Dominion carrying out the will of the Emperor and the Antiquarians Guild. In most instances, Counts are used to carry sensitive messages that can not be trusted to simple couriers. Generally the very appearance of an Imperial Count within a First Citizen's Dominion is enough to create intrigue and speculation to last for several months, even if the appearance was only made to wish the First Citizen well in his administration of the Dominion. It is not uncommon for an Imperial Count to arrive with an entourage of many men skilled in the Arts of War.

MARQUIS OR MARQUESSA

The Imperial Title of Marquis first came into use under the reign of Empress Andrea DeLyones of House Lionnes; under the reign of Empress Andrea, Marquis were used much like Counts. But in the case of Marquis, they had the power to remove any First Citizen that was deemed unable to carry out their duties to the Imperial Throne and to the Citizens of their Dominion. Marquis were never sent to a Dominion that did not have some kind of internal strife among its Houses, it most cases the Marquis would forcefully remove the First Citizen from power using their personal entourage to keep the peace within the Dominion while the Council of Patriarchs convened to choose a new First Citizen. If the Council of Patriarchs could not make up their minds, then it was up to the Marquis to choose who would become to new First Citizen of the Dominion. In short, Marquis are the trouble-shooters of the Imperial Throne, charged with insuring the continued stability of the Second Atlantean Empire.

DUKE OR DUCHESS

The Imperial Title of Duke first came into use under the reign of Emperor Dominic of House McCullen; under the reign of Emperor Dominic, Dukes were the highest power within the nations that made of the Second Atlantean Empire. Every year the Imperial Duke would call together the First Citizens of their nation to deal with matters that concerned all of the Dominions. They would help to strengthen the politic alliances between Dominions in an attempt to promote stability within the nation they governed, and it was up the the Duke to call all of the Pontifices and First Citizens together for the Grand Collegium every three years to help establish political and business alliances that would affect the nation until the next Grand Collegium was called. Dukes within the Second Atlantean Empire have the ability to call for the assistance of all Centurions within their nation to help maintain order; however they are not in charge of the Centurions, that duty falls to the highest ranking Centurion present.

EXARCH

The Imperial Title of Exarch first came into use under the reign of Emperor Ramius of House Ramius; under the reign of Emperor Ramius, the Exarchs were the military governors of multiple nations or Exarchate that were viewed to be of extreme importance to the Imperial Throne. In the beginning, Emperor Ramius was the Exarch of Italia and Spain, Lady Vanessa of House Lionnes was the Exarch of Gaul, Germania, and Britania, Lord Draco of House Draconis was the Exarch of Dacia, and Lord Priam was the Exarch of Greece and Asia Minor. Exarchs have the ability to remove any Count, Marquis, or Duke within their area of influence that they believe is a threat to the Imperial Throne or the Antiquarians Guild, or is a threat to the stability to of the Second Atlantean Empire as a whole. The Exarchs are answerable only to the Princes of the Antiquarians Guild and the Atlantean Emperor. Their power and influence is far reaching and very few within an Exarchate would be foolhardy enough to challenge the will of an Imperial Exarch. In modern times the most powerful Exarch within the Second Atlantean Empire is the Exarch of North America; Lord Claudius Lucinius Serrentus of House Ramius.

STATION: ATLANTIAN HOUSE

Cost

6

PREREQUISITE Faux Blooded or True Blooded

The Persona has ascended to a position of authority within their House in the city that they reside. Because of this position, the Persona has responsibilities that they must fulfill for their respective House, lest they be removed from their position of honor and distinction by the Matriarch or Patriarch of their House.

TIER	IMPERIUM STATION	PRESTIGE GAINED
Tier 1	<i>House Advocate</i>	3
Tier 1	<i>House Lore Master</i>	3
Tier 1	<i>House Protector</i>	3
Tier 2	<i>House Seneschal</i>	4

HOUSE SENESCHAL

The Seneschal of a House acts as the second to the House Patriarch or Matriarch when they can not or do not wish to be present at House or City meetings.

HOUSE ADVOCATE

The Advocate is usually a member of the House with the most knowledge of the Imperium and its Codes. The Advocate is the one who defends a member of their House when that member is brought to trial before the city for crimes against another member of the city, or for breaking the Code of the Imperium.

HOUSE PROTECTOR

The Protector is the one that stands in defense of the House and its members when it is being attacked. It is the Protector who handles the internal security of the House in the city.

HOUSE LORE MASTER

It is the Lore Master that records and documents all the comings and goings of the members of a House within a given city. The Lore Master also keeps track of the Renown of the current members of the House in the city. The Lore Master and the Advocate generally work hand in hand when another member of the House has been charged with a crime against the Imperium.

MARTIAL ARTS ADVANTAGES

MARTIAL ARTS: AIKIDO "THE WAY OF THE SPIRIT"

Cost

6

PREREQUISITE See Below

This Martial Art is about pure self defense, it is derived from the traditional weaponless fighting techniques of Jujutsu/Judo. Aikido uses immobilizing holds and twisting throws that use their opponent's own momentum and strength against them. A Martial Artist that is trained in Aikido uses their intuition and self defense to anticipate what their opponent is planning to do and in doing so, rendering their opponent's actions ineffective with the appropriate defense. The Martial Artist has the ability to do Wound Damage instead of Stun Damage when they Strike an opponent. The Martial Arts Advantage has requirements that a Persona must fulfill to reach the next Rank in the Martial Art, below are the requirements, including paying the additional 6 Study Points for the Next Rank of this Advantage.

RANK	REQUIREMENTS	BENEFITS	SPECIAL ABILITY: DISARM
1	2 Ranks in Dodge, 2 Ranks in Grapple, 2 Ranks in Meditation, and 3 Ranks in Strike	+1 Damage to Stun or Wound Strike Attacks	The Persona's skill with their Grapple or Melee Weapons Skill has increased to the point that they can now attempt to disarm their opponent of any weapons with their bare hands. To do this requires that the Persona enter a Contest against their opponent using their Agility + Grapple/Melee Weapons + Card against their opponent's Agility + Melee Weapons + Card, if successful, the opponent has been disarmed.
2	3 Ranks in Dodge, 3 Ranks in Grapple, 3 Ranks in Meditation, and 4 Ranks in Strike	+2 Damage to Stun or Wound Strike Attacks	
3	4 Ranks in Dodge, 4 Ranks in Grapple, 4 Ranks in Meditation, and 5 Ranks in Strike	+3 Damage to Stun or Wound Strike Attacks	
4	5 Ranks in Dodge, 5 Ranks in Grapple, 5 Ranks in Meditation, and 6 Ranks in Strike	+4 Damage to Stun or Wound Strike Attacks	
5	6 Ranks in Dodge, 6 Ranks in Grapple, 6 Ranks in Meditation, and 7 Ranks in Strike	+5 Damage to Stun or Wound Strike Attacks	
6	7 Ranks in Dodge, 7 Ranks in Grapple, 7 Ranks in Meditation, and 8 Ranks in Strike	+6 Damage to Stun or Wound Strike Attacks	
7	8 Ranks in Dodge, 8 Ranks in Grapple, 8 Ranks in Meditation, and 9 Ranks in Strike	+7 Damage to Stun or Wound Strike Attacks	
8	9 Ranks in Dodge, 9 Ranks in Grapple, 9 Ranks in Meditation, and 10 Ranks in Strike	+8 Damage to Stun or Wound Strike Attacks	



MARTIAL ARTS: ESKRIMA "HARNESS OF THE HAND"

COST

6

PREREQUISITE

See Below

The Martial Art of Eskrima or Escrima refers to a class of Filipino martial arts that emphasize stick and sword fighting. In the Philippines it is also called Arnis or Arnis de Mano (harness of the hand). The Martial Artist has the ability to do Wound Damage instead of Stun Damage when they Strike an opponent. In addition, Eskrima allows the Persona to do Stun Damage with Melee Weapons instead of the Wound Damage that they normally do. The Martial Arts Advantage has requirements that a Persona must fulfill to reach the next Rank in the Martial Art, below are the requirements, including paying the additional 6 Study Points for the Next Rank of this Advantage.

RANK	REQUIREMENTS	BENEFITS	SPECIAL ABILITY: STICKS OF FURY
1	2 Ranks in Dodge, 2 Ranks in Meditation, 2 Ranks in Melee Weapons, and 2 Ranks in Strike	+1 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	Once per round, the Advantage: Sticks of Fury allows a Persona to make 3 Melee Weapons Attacks against their opponent while wielding a weapon in each hand once per round (taking only a single Action to perform). The benefits of this Advantage replace the benefits of the Advantage: Ambidexterity. To do this requires that the Persona enter a Contest against their opponent at a -1 Penalty using their Agility + Melee Weapons Skill + Card against their opponent's Agility + Dodge Skill + Card. A Persona with this Advantage also does not suffer the -2 Penalty to wielding a weapon in each hand.
2	3 Ranks in Dodge, 3 Ranks in Meditation, 3 Ranks in Melee Weapons, and 3 Ranks in Strike	+2 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
3	4 Ranks in Dodge, 4 Ranks in Meditation, 4 Ranks in Melee Weapons, and 4 Ranks in Strike	+3 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
4	5 Ranks in Dodge, 5 Ranks in Meditation, 5 Ranks in Melee Weapons, and 5 Ranks in Strike	+4 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
5	6 Ranks in Dodge, 6 Ranks in Meditation, 6 Ranks in Melee Weapons, and 6 Ranks in Strike	+5 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
6	7 Ranks in Dodge, 7 Ranks in Meditation, 7 Ranks in Melee Weapons, and 7 Ranks in Strike	+6 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
7	8 Ranks in Dodge, 8 Ranks in Meditation, 8 Ranks in Melee Weapons, and 8 Ranks in Strike	+7 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
8	9 Ranks in Dodge, 9 Ranks in Meditation, 9 Ranks in Melee Weapons, and 9 Ranks in Strike	+8 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	



MARTIAL ARTS: IAIDO " THE WAY OF THE SWORD DRAW"

COST

6

PREREQUISITE

See Below

Iaido is a method of swordsmanship that hones the skill of cutting the Persona's opponent on the opening draw of the weapon, which is usually at head level. When the Martial Artist is attacked, Iaido involves drawing, parrying, and making a retaliatory thrust at their opponent ending with a lethal blow through the shoulder and spine. When the blade is freed from the opponent, it is swung to shake off the opponent's blood and wiped clean before it is returned to the scabbard. This Martial Art is ineffective without a shafted weapon. For every Rank that a Persona has in Iaido, that Persona is able to do an additional Rank of Stun or Wound Damage to their opponent.

This Martial Art is all about getting in a first strike with a melee weapon before and opponent has time to react, as such Iaido emphasizing doing Wound Damage over Stun Damage; to do Stun Damage the Martial Arts must make a Melee Weapons Contest at a +5 to the Difficulty. Martial Arts Advantage has requirements that a Persona must fulfill to reach the next Rank in the Martial Art, below are the requirements, including paying the additional 6 Study Points for the Next Rank of this Advantage.

RANK	REQUIREMENTS	BENEFITS	SPECIAL ABILITY: POWER STRIKE
1	2 Ranks in Dodge, 2 Ranks in Meditation , 2 Ranks in Melee Weapons, 2 Ranks in Parry, and 2 Ranks in Strike	+1 Damage to Wounds on Melee Weapon Attacks	The Persona's skill with this Martial Art has increased to the point that they can attempt to make a single powerful strike against their opponent once per Round with their Melee Weapon. To do this requires that the Persona enter a Contest against their opponent using their Agility + Melee Weapons + Card against their opponent's Agility + Dodge + Card. If successful, the Persona does an additional 3 points of Wound Damage to their opponent.
2	3 Ranks in Dodge, 3 Ranks of Meditation, 3 Ranks in Melee Weapons, 3 Ranks in Parry, and 3 Ranks in Strike	+2 Damage to Wounds on Melee Weapon Attacks	
3	4 Ranks in Dodge, 4 Ranks in Meditation, 4 Ranks in Melee Weapons, 4 Ranks in Parry, and 4 Ranks in Strike	+3 Damage to Wounds on Melee Weapon Attacks	
4	5 Ranks in Dodge, 5 Ranks in Meditation, 5 Ranks in Melee Weapons, 5 Ranks of Parry, and 5 Ranks in Strike	+4 Damage to Wounds on Melee Weapon Attacks	
5	6 Ranks in Dodge, 6 Ranks in Meditation, 6 Ranks in Melee Weapons, 6 Ranks of Parry, and 6 Ranks in Strike	+5 Damage to Wounds on Melee Weapon Attacks	
6	7 Ranks in Dodge, 7 Ranks in Meditation, 7 Ranks in Melee Weapons, 7 Ranks of Parry, and 7 Ranks in Strike	+6 Damage to Wounds on Melee Weapon Attacks	
7	8 Ranks in Dodge, 8 Ranks in Meditation, 8 Ranks in Melee Weapons, 8 Ranks of Parry, and 8 Ranks in Strike	+7 Damage to Wounds on Melee Weapon Attacks	
8	9 Ranks in Dodge, 9 Ranks in Meditation, 9 Ranks in Melee Weapons, 9 Ranks of Parry, and 9 Ranks in Strike	+8 Damage to Wounds on Melee Weapon Attacks	



MARTIAL ARTS: KARATE "Empty Hand"

Cost

6

PREREQUISITE See Below

The Martial Art of Karate is known primarily as a striking art, featuring punching, kicking, knee/elbow strikes, and open-handed techniques, but grappling, joint manipulations, locks, restraints/traps, throws, and vital point striking also appear. It can allow a Persona to fight an opponent using techniques that can harm an opponent or leave them unharmed, all dependent on the Persona's choice. The Martial Artist has the ability to do Wound Damage instead of Stun Damage when they Strike an opponent. The Martial Arts Advantage has requirements that a Persona must fulfill to reach the next Rank in the Martial Art, below are the requirements, including paying the additional 6 Study Points for the Next Rank of this Advantage.

Benefit: The Martial Artist can use Grapple to throw their opponent to the ground, doing their Brawn in Stun Damage to the opponent.

RANK	REQUIREMENTS	BENEFITS	SPECIAL ABILITY: UNARMED POWER STRIKE
1	3 Ranks in Strike, 2 Ranks in Block, 2 Ranks in Meditation, and 2 Ranks in Grapple	+1 Damage to Stun or Wounds on Strike Attacks	The Persona's skill with this Martial Art has increased to the point that they can attempt to make a single powerful unarmed strike against their opponent once per Round with their Strike Skill. To do this requires that the Persona enter a Contest against their opponent using their Agility + Strike + Card against their opponent's Agility + Dodge + Card. If successful, the Persona does an additional 3 points of Wound Damage to their opponent.
2	4 Ranks in Strike, 3 Ranks in Block, 3 Ranks in Meditation, and 3 Ranks in Grapple	+2 Damage to Stun or Wounds on Strike Attacks;	
3	5 Ranks in Strike, 4 Ranks in Block, 4 Ranks in Meditation, and 4 Ranks in Grapple	+3 Damage to Stun or Wounds on Strike Attacks.	
4	6 Ranks in Strike, 5 Ranks in Block, 5 Ranks in Meditation, and 5 Ranks in Grapple	+4 Damage to Stun or Wounds on Strike Attacks.	
5	7 Ranks in Strike, 6 Ranks in Block, 6 Ranks in Meditation, and 6 Ranks in Grapple	+5 Damage to Stun or Wounds on Strike Attacks.	
6	8 Ranks in Strike, 7 Ranks in Block, 7 Ranks in Meditation, and 7 Ranks in Grapple	+6 Damage to Stun or Wounds on Strike Attacks.	
7	9 Ranks in Strike, 8 Ranks in Block, 8 Ranks in Meditation, and 8 Ranks in Grapple	+7 Damage to Stun or Wounds on Strike Attacks.	
8	10 Ranks in Strike, 9 Ranks in Block, 9 Ranks in Meditation, and 9 Ranks in Grapple	+8 Damage to Stun or Wounds on Strike Attacks.	



MARTIAL ART: KUNG-FU

Cost

6

PREREQUISITE

See Below

Kung-fu a martial art, both a form of exercise with a spiritual dimension stemming from concentration and self-discipline and a primarily unarmed mode of personal combat often equated with karate or tae kwon do. It can allows a Persona to fight an opponent using techniques that can harm an opponent or leave them unharmed, all dependent on the Persona's choice. The Martial Artist has the ability to do Wound Damage instead of Stun Damage when they Strike an opponent. The Martial Arts Advantage has requirements that a Persona must fulfill to reach the next Rank in the Martial Art, below are the requirements, including paying the additional 6 Study Points for the Next Rank of this Advantage.

RANK	REQUIREMENTS	BENEFITS	SPECIAL ABILITY: LIGHTNING STRIKE
1	3 Ranks in Strike, 2 Ranks in Block, 2 Ranks in Meditation, 2 Ranks in Grapple, and 2 Ranks in Melee Weapons.	+1 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	The Persona's skill with this Martial Art has increased to the point that they can attempt to make two attacks against their opponent while only using 1 Action. To do this requires that the Persona enter a Contest against their opponent; the Persona taking a -1 Penalty to both attacks, using their Agility + Strike +Card against their opponent's Agility + Dodge + Card. If successful, the Persona has struck their opponent with both attacks.
2	4 Ranks in Strike, 3 Ranks in Block, 3 Ranks in Meditation, 3 Ranks in Grapple, and 3 Ranks in Melee Weapons.	+2 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
3	5 Ranks in Strike, 4 Ranks in Block, 4 Ranks in Meditation, 4 Ranks in Grapple, and 4 Ranks in Melee Weapons.	+3 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
4	6 Ranks in Strike, 5 Ranks in Block, 5 Ranks in Meditation, 5 Ranks in Grapple, and 5 Ranks in Melee Weapons.	+4 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
5	7 Ranks in Strike, 6 Ranks in Block, 6 Ranks in Meditation, 6 Ranks in Grapple, and 6 Ranks in Melee Weapons.	+5 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
6	8 Ranks in Strike, 7 Ranks in Block, 7 Ranks in Meditation, 7 Ranks in Grapple, and 7 Ranks in Melee Weapons.	+6 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
7	9 Ranks in Strike, 8 Ranks in Block, 8 Ranks in Meditation, 8 Ranks in Grapple, and 8 Ranks in Melee Weapons.	+7 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
8	10 Ranks in Strike, 9 Ranks in Block, 9 Ranks in Meditation, 9 Ranks in Grapple, and 9 Ranks in Melee Weapons.	+8 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	



MARTIAL ART: NINJUTSU

Cost

6

PREREQUISITE

See Below

Ninjutsu is the martial art of the assassin. Through this martial art; the martial artist learns to become a master of remaining hidden (in plain sight at times); they learn to identify their opponents weaknesses through observation and stealth, and to finally strike at them when the time is right. These martial artists are focused in the mind and body, deadly in unarmed and armed combat. The martial artist has the ability to do Wound Damage instead of Stun Damage, when they Strike an opponent. This Martial Arts Advantage has requirements that a Persona must fulfill to reach each rank in this Martial Art. Below are the requirements, including paying the additional 6 Study Points for the next Rank of this Advantage.

RANK	REQUIREMENTS	BENEFITS	SPECIAL ABILITY: DEATH STRIKE
1	3 Ranks in Stealth, 2 Ranks in Strike, 2 Ranks in Meditation, 2 Ranks in Grapple, and 2 Ranks in Melee Weapons.	+1 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	The Persona has learned the ability to take down an opponent with a single strike, making the Persona an exceedingly dangerous foe to their enemies. With this special ability, the Persona gains the ability to make a single strike against their opponent, doing either Stun or Wound Damage; the Persona is able to drop their opponent to Defense in a single blow. At this point their opponent is totally at the mercy of the Persona.
2	4 Ranks in Stealth, 3 Ranks in Strike, 3 Ranks in Meditation, 3 Ranks in Grapple, and 3 Ranks in Melee Weapons.	+2 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
3	5 Ranks in Stealth, 4 Ranks in Strike, 4 Ranks in Meditation, 4 Ranks in Grapple, and 4 Ranks in Melee Weapons.	+3 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
4	6 Ranks in Stealth, 5 Ranks in Strike, 5 Ranks in Meditation, 5 Ranks in Grapple, and 5 Ranks in Melee Weapons.	+4 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
5	7 Ranks in Stealth, 6 Ranks in Strike, 6 Ranks in Meditation, 6 Ranks in Grapple, and 6 Ranks in Melee Weapons.	+5 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
6	8 Ranks in Stealth, 7 Ranks in Strike, 7 Ranks in Meditation, 7 Ranks in Grapple, and 7 Ranks in Melee Weapons.	+6 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
7	9 Ranks in Stealth, 8 Ranks in Strike, 8 Ranks in Meditation, 8 Ranks in Grapple, and 8 Ranks in Melee Weapons.	+7 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	
8	10 Ranks in Stealth, 9 Ranks in Strike, 9 Ranks in Meditation, 9 Ranks in Grapple, and 9 Ranks in Melee Weapons.	+8 Damage to Stun or Wounds on Melee Weapon or Strike Attacks	



MARTIAL ART: FENCING

Cost

6

PREREQUISITE

See Below

Fencing is the martial art of armed combat that involves cutting, stabbing, or bludgeoning weapons that are directly manipulated by the hand, rather than shot, thrown or positioned. Common examples of fencing weapons are; batons, bayonets, knives, swords, and other similar weapons. This Martial Art is in all practical terms the Western Martial Art that appeared throughout western Europe starting in the Middle Ages and proceeding on through the renaissance into modern times. With this martial art, the fencer typically fights their opponents using methods that tend to always result in severe bodily harm. The Martial Art has requirements that a Persona must fulfill to reach the next Rank in the Martial Art; below are the requirements, including paying the additional 6 Study Points for the Next Rank of this Advantage.

RANK	REQUIREMENTS	BENEFITS	SPECIAL ABILITY: PIERCE ARMOR
1	2 Ranks in Block, 1 Rank in Grapple, 2 Ranks in Parry, and 2 Ranks in Melee Weapons.	+1 Damage to Wounds on Melee Weapon Attacks	The Persona's skill with this Martial Art has increased to the point that they can attempt to make a single attack once per round that totally ignores their opponent's Armor Protection Value and their Toughness. To do this requires that the Persona enter a Contest against their opponent; the Persona takes a -2 Penalty to their attack, using their Agility + Melee Weapons + Card against their opponent's Agility + Dodge (or Parry) + Card. If successful, the Persona has struck their opponent with a potentially lethal wound.
2	3 Ranks in Block, 2 Rank in Grapple, 3 Ranks in Parry, and 3 Ranks in Melee Weapons.	+2 Damage to Wounds on Melee Weapon Attacks	
3	4 Ranks in Block, 3 Rank in Grapple, 4 Ranks in Parry, and 4 Ranks in Melee Weapons.	+3 Damage to Wounds on Melee Weapon Attacks	
4	5 Ranks in Block, 4 Rank in Grapple, 5 Ranks in Parry, and 4 Ranks in Melee Weapons.	+4 Damage to Wounds on Melee Weapon Attacks	
5	6 Ranks in Block, 5 Rank in Grapple, 6 Ranks in Parry, and 6 Ranks in Melee Weapons.	+5 Damage to Wounds on Melee Weapon Attacks	
6	7 Ranks in Block, 6 Rank in Grapple, 7 Ranks in Parry, and 7 Ranks in Melee Weapons.	+6 Damage to Wounds on Melee Weapon Attacks	
7	8 Ranks in Block, 7 Rank in Grapple, 8 Ranks in Parry, and 8 Ranks in Melee Weapons.	+7 Damage to Wounds on Melee Weapon Attacks	
8	9 Ranks in Block, 8 Rank in Grapple, 9 Ranks in Parry, and 9 Ranks in Melee Weapons.	+8 Damage to Wounds on Melee Weapon Attacks	



PSYCHIC ADVANTAGES

PSYCHIC LOCKBOX

Cost

4 or 6

PREREQUISITE Psychic Talent

The Persona was a courier; working for one of the Atlantean Houses. They have installed a Psychic Lockbox in the Persona. Basically, the Persona is supplied a piece of information. One keyword causes the Persona to forget the information, making it impossible for anyone to psychically mine it out of the Persona. The Persona doesn't know what the information is until a second keyword is spoken. Only one piece of info can be stored about one subject at any one time, but it can be anything from a great recipe for apple pie to the plans for a secret weapon. There are two versions of this advantage. The first means the courier knows he's carrying info in the lockbox, just not what it is or how to unlock it. In the second version, not only does the courier not know he has any info, each time the lockbox is locked, the courier forgets that it's even installed. Any attempts to mine the information out of the Persona through Telepathy require the Psychic to meet a Difficulty of Next to Impossible; otherwise the information is store safely away in the Personas sub consciousness.

REAWAKEN THE MIND'S EYE

Cost

10

PREREQUISITE Psychic Talent

There are some Psychics that have been forcefully brought across into the Lilan condition, when the change occurs that kills the Persona's Psychic Talents; Personas that buy this Advantage are able to awaken the Psychic Talents of Mesmerism or Telepathy that are genetically dominant within the Persona. To take this Advantage, the Persona must spend 10 Study Points and choose either Mesmerism or Telepathy. From this point forward the chosen Psychic Talent is the only Psychic Talent that the Persona will have access to thereafter.

PSYCHIC BOND

Cost

6

PREREQUISITE Psychic Talent

The Persona has a psychic bond with someone out there in the world. Both the Persona and this person tend to think alike. This is a rare advantage, that no more than two people can usually share (limit 2). If the Persona takes this Advantage with a fellow Cast member or Non-Actor Persona, then whenever both are in the same room or scene (talking distance); both Personas can pool their Psychic defenses (Resist Psionics) to mutually protect each other. Also, when using Psychic Talents on each other, both Personas halve their Psychic defenses (Resist Psionics).

WILD TALENT

Cost

8

PREREQUISITE Psychic Talent; Cryokinetics or Pyrokinetics

The Psychic Persona; through some quirk of fate, while under extreme duress (or extreme inspiration) is prone to powerful and uncontrolled displays of Psionic power. Whenever the Persona is in a situation where they feel their life is in imminent danger, when attempting to use the Psionic Talents of Cryokinetics or Pyrokinetics, the Persona spends the normal amount of Life Force energy, but gains double the effect. Example: Bob the Pyrokinetic is being attacked by a street thug; he attempts to use Pyrokinetics to set the Thug's arm on fire. Bob spends the Life Force point to activate the Psionic Talent and beats his required target number by 6 points, normally Bob would be doing a total of 4 Wound Ranks to his attacker (1 Wound + 3 Wounds because he beat the target number by 6 points), in Bobs case he does 7 Wound Ranks to this attacker (1 Wound + 6 Wounds). Psychics with Wild Talent tend to be rather rare because of the sheer ferocity of they defense Psychic capabilities.

TIGHT LIPPED

Cost

4

PREREQUISITE Psychic Talent

Everyone has a breaking point where they'll talk. However, Tight Lipped people are more resistant to methods of persuasion. Not only does this include interrogation and torture, but also psychic probing. By taking this Advantage, the Persona gains a +2 Bonus to their Resist Fear & Madness Checks when torture is involved; they also gain a +2 to their Psionic Ranks when defending against the Psychic probing of Telepathy Scans.

SORCERER & FAITHFUL ADVANTAGES

ABYSSAL ATTUNEMENT

Cost

10

PREREQUISITE Advantage: Sorcerer & 3 Ranks in Mythos: The Old Ones

The Abyss is the Realm that exists beyond the Elemental Realms of; Air, Earth, Fire, Water, & Spirit. Within the Abyssal Realm exists a myriad of pocket dimensions, voids of nothingness and the swirling chaos of the universe that existed before the creation of our own universe during the Big Bang. Those that have touched this realm have come away from their experience changed. It is believed that the Abyss is where the Old Ones originally came from; any Spell or Ritual that draws upon the dark power that springs from the Abyss requires that the Persona be attuned to the Abyss (Advantage: Abyssal Attunement) and its bizarre and terrifying energies.

ARCANE HERITAGE

Cost

4

PREREQUISITE Advantage: Sorcerer

The Persona is from a family with a long standing tradition of practicing Sorcery. Because of this at a very early age the Persona was indoctrinated into the hidden mysteries of the world and the right and wrong ways to perform Spells and Rituals. Whenever the Persona needs to make a Sorcery related Check or Contest, the Persona gains a +2 Bonus to that Check or Contest.

ELEMENTAL ATTUNEMENT

Cost

10

PREREQUISITE Advantage: Sorcerer

To Cast Spells and Rituals a Sorcerer must be attuned to the 5 Elements of the Cosmos (Air, Earth, Fire, Water, and Spirit) A Sorcerer can only cast spells and rituals for the Elements that they are attuned to.

LUNAR TOUCHED

Cost

10

PREREQUISITE Advantage: Sorcerer

Throughout the ages there have been Sorcerers that have displayed amazing ability to weave their sorcery during the time of the Full Moon; while many Sorcerers use the power of the moon to decrease the difficulty of casting their Spells and Rituals, there have been a select few picked out of every generation that seem to have been touched by the power of Luna. When the Moon shines full in the sky (3 days per moon), the Lunar Touched are able to use the power of the Full Moon to decreased the amount of Life Force that they must spend to cast their Sorcery. During the time of the Full Moon Sorcerers with this Advantage are able to cut in half their Life Force casting costs by half (rounded down), to a minimum of 1 Life Force Point spent to cast their Spells or Rituals. (**Example:** *If a Sorcerer casts a Rank 3 Spell that would normally cost them 5 Life Force Points, then the cost for them to cast it during the time of the Full Moon becomes 2 Life Force Points.*)

RITUAL SPECIALIST

Cost

4

PREREQUISITE Advantage: Sorcerer or Advantage: Ordained Cleric

The Persona has specialized in a specific type of Ritual; Abjuration, Conjunction, Charm, Curses, Divination, Enchantment, Evocation, Healing, Illusion & Religious Rituals. The Faithful or Sorcerer gains a +2 towards their Ritualcraft Checks and Contests when attempting to cast Rituals from their chosen specialty. This Advantage can be taken multiple times; for each time that the Faithful or Sorcerer takes this Advantage, they choose an additional Ritual category that gains the +2 Bonus. Please note that this Advantage can not be taken multiple times within the same Ritual category.

RITUAL MASTER

Cost

8

PREREQUISITE Advantage: Sorcerer or Advantage: Ordained Cleric, Advantage: Ritual Specialist

The Persona has mastered a specific type of Ritual; Abjuration, Conjunction, Charm, Curses, Divination, Enchantment, Evocation, Healing, Illusion & Religious Rituals. The Sorcerer gains a +4 towards their Ritualcraft Checks and Contests when attempting to cast Rituals from their chosen specialty. This Advantage can be taken multiple times; for each time that

the Faithful or Sorcerer takes this Advantage, they choose an additional Ritual category that gains the +4 Bonus. Please note that this Advantage can not be taken multiple times within the same Ritual category and that when taken the effects of this Advantage replace the benefits from the Advantage: Ritual Specialist in the chosen specialty.

SPELL SPECIALIST

Cost

4

PREREQUISITE Advantage: Sorcerer

The Persona has specialized in a specific type of Spell; Abjuration, Conjunction, Charm, Divination, Enchantment, Evocation, Healing, or Illusion. The Sorcerer gains a +2 towards their Spellcraft Checks and Contests when attempting to cast Spells from their chosen specialty. This Advantage can be taken multiple times; for each time that the Sorcerer takes this Advantage, they choose an additional spell category that gains the +2 Bonus. Please note that this Advantage can not be taken multiple times within the same spell category.

SPELL MASTER

Cost

8

PREREQUISITE Advantage: Sorcery, Advantage: Spell Specialist

The Persona has mastered a specific type of Spell; Abjuration, Conjunction, Charm, Divination, Enchantment, Evocation, Healing, or Illusion. The Sorcerer gains a +4 towards their Spellcraft Checks and Contests when attempting to cast Spells from their chosen specialty. This Advantage can be taken multiple times; for each time that the Sorcerer takes this Advantage, they choose an additional spell category that gains the +4 Bonus. Please note that this Advantage can not be taken multiple times within the same spell category and that when taken the effects of this Advantage replace the benefits from the Advantage: Spell Specialist in the chosen specialty.

DISADVANTAGES

ADDICTION

Cost

2, 4, or 6

PREREQUISITE None

The Persona has an addiction that they must feed on a regular basis; because of this the Persona will suffer a penalty to all Checks & Contests equal to the point value of this Disadvantage if the Persona goes without their addiction of choice for 3 days or more. Examples: cigarettes or coffee would be considered a 2 point Addiction, while street drugs like Heroin or Cocaine could easily be worth 4 points to 6 points. There are cases where people have been addicted to sex; this is because of the adrenal booster that the act produces within the human body; here that would easily be a 4 point Addiction Whatever the Addiction is, make sure to discuss it with the Director to make sure that it has an obvious Episodic effect on your Persona and the Personas around you. After all, the best Disadvantages are the ones that affect your Persona and those around you as well.

ALLERGIES: MINOR

Cost

2, 4, or 6

PREREQUISITE None

The Persona takes a -1 to -3 on all Vitality Checks when confronted by the allergen. If they fail the Check against the allergen the Persona takes a -1 to -3 penalties on all actions for the next 24 hours.

ALLERGIES: MAJOR

Cost

8

PREREQUISITE None

The Persona with this type of allergy will become violently and deathly ill if subjected to the cause of the allergy. Possible allergens include: Aspirin, Shellfish, Peanuts, latex, insect stings, etc. If a Persona comes in contact with this allergen the Persona will immediately drop to the 1st box of Critical Wounds, if the Persona does not receive immediate medical treatment the Persona will take an additional Rank of Wound Damage every two rounds until they receive treatment or they die from the allergy.

ANACHRONISM**Cost**

6

PREREQUISITE None

The Persona is behind the times, and has a difficult time understanding ideas or technologies that were not widely known during their younger years. Because of this, the Persona will always be at a -3 to all Intellect Checks and Contests to understand new ideas or new technologies.

BAD LIAR**Cost**

6

PREREQUISITE None

The Persona is not very good about concealing information or, outright lying to people, as such the Persona takes -2 to all Charm Checks and Contests when attempting to tell a lie or hide some bit of information that they wish to conceal.

BERSERKER'S RAGE**Cost**

8

PREREQUISITE None

The Persona has a real problem keeping their temper in check; flying into extreme fits of anger and rage when provoked by difficult people and difficult situations. As such, whenever a person attempts to provoke an argument or confrontation out of the Persona with this Disadvantage, the Actor must immediately make a Psyche Check at Difficult to keep their temper in check. If the Actor fails this Psyche Check, their Persona flies into a rage and immediately attacks the person that set them off. The Berserker's Rage will last only until the Persona has been rendered unconscious or until others have been able to get the Persona away from the person or persons that instigated the provocation; taking no less than 20 minutes for the Persona to cool down.

BLACKMAILED**Cost**

6, 12, or 18

PREREQUISITE None

The Persona has someone that is blackmailing them. The Blackmailer has evidence that, if exposed would threaten the Persona's standing in society, credibility or financial situation. The higher the cost of this Disadvantage, the greater the risk to the Persona should their secret ever be exposed. **Example:** *The Don of the Local Mafia has evidence that the Persona ran from a fight that would have stopped a rival Mafia crew taking over the Personas end of town. If something like this were ever made know to the Personas peers, they would likely be killed for his or her act of cowardice.*

BURNED BY MOONLIGHT**Cost**

10

PREREQUISITE Faux Blooded, True Blooded, Lilan, Revenants, and Thralls

Through some horrifying quirk of fate, Personas that take this Disadvantage have an extreme allergy to moonlight; to the point that it causes them physical harm when their bare skin is exposed to the direct or indirect light of the moon. Only during the New Moon can these Personas go out at not without fear of its burning light. The most common explanation for a Persona that has this Disadvantage is that somewhere in their family's history, one of their ancestors; either by choice or arranged marriage, had children with a member of House Dracul.

FOR THE FAUX AND TRUE BLOODED: During the partial phases of the moon, for every round that a Persona is exposed to the moonlight; they take a Rank of Stun Damage. During the three days of the Full Moon, Personas take a Rank of Wound Damage for every round that they are exposed to the moonlight.

FOR LILANS, REVENANTS, & THRALLS: During the partial phases of the moon, for every round that a Persona is exposed to the moonlight; they take a Rank of Wound Damage. During the three days of the Full Moon, Personas take a 2 Ranks of Wound Damage for every round that they are exposed to the moonlight.

CLUMSINESS	Cost	2, 4, or 6
PREREQUISITE	None	

The Persona is a total butterfingers; every time he or she attempts to perform some action or task that requires steady exact movements; somehow the Persona 9 out of 10 times screws it up. As such, Personas that have this Disadvantage take a -1 to all Agility Checks and Contests per Rank of this Disadvantage; when relating to precision movements.

COARSE UPBRINGING	Cost	4
PREREQUISITE	None	

For whatever reason, the Persona was never taught how to function in polite society, nor does the Persona wish to learn. Not only does the Person speak and appear atrocious, their lack of manners and vulgar thoughts are the life of the party. Maybe the Persona was a street urchin or they were raised in a barn. Because of this; the Persona always makes a bad first impression and takes a -2 Penalty to all Charm related Skills Checks.

COLOR BLIND	Cost	2 or 6
PREREQUISITE	None	

The Persona has a difficult time distinguishing between certain colors, or at the worst end of this Disadvantage, the Persona can only see in Black & White. For the 2 point Disadvantage, the Persona takes a -2 penalty to all Intellect Checks and Contests that require the Persona to recognize the color that they are color blind to. For the 6 point Disadvantage, the Persona can only see in Black & White, and any Checks or Contests that require the Persona to look for colors automatically fails.

COWARDICE	Cost	6
PREREQUISITE	None	

The Persona really does not have a backbone, anytime a situation arises in which the Persona must stand up for themselves or their point of view, they typically step back and let the other person have they say. Because of this, the Persona with this Disadvantage takes a -3 penalty to all Resist Fear & Madness Checks at a relating to courage and standing up for their beliefs. To stand up for their beliefs the Persona must make a Resist Fear & Madness Check against a Difficulty of: Difficult.

CRIMINAL RECORD	Cost	2
PREREQUISITE	None	

The Persona did something in their past that is even now haunting them when they have encounters with the Police and FBI. Because of this Criminal Record, the Persona tends to be on the short list of suspects that the Police and FBI go to first before checking out any other leads. The Persona takes a -1 Penalty to all Charm related Skill Checks and Contests when attempting to convince the Police and FBI of their innocence; even if they were actually involved in the crime that the Police are looking to solve.

CURIOSITY	Cost	4
PREREQUISITE	None	

The Persona is the curious sort. They prefer to be the busy body that is always getting into other peoples business, if only to just know what they are doing. But as they say, curiosity killed the cat. In situations where the Persona sees or hears about something going on that they find interesting or something that is currently unknown to them, the Persona with this Disadvantage takes a -2 Penalty to all Psyche Checks and Contests to resist snooping into other peoples business. Basically unless the Actor succeeds in a Psyche Check to resist the temptation, the Persona will attempt to get to the root of the curious situation.

CURSE OF THE WEREWOLF**Cost**

15

PREREQUISITE None

The Persona is a victim of the Curse of the Werewolf. Each time the moon rises into the night sky, the Persona must resist turning into a Werewolf; a Man-Beast that stalks the earth hungering for the blood and flesh of the living. During the times that the Persona has failed to contain the beast within, the Actor should hand their Persona Sheet over to the Director or Stage Manager so that they can deal with the horrific actions that the Actor's Persona has committed while in Man-Beast form. For more information on the Strengths and Weaknesses of a Werewolf, see Chapter 8: Atlantean, Psychic, & Supernatural Powers. For the full stats and powers of the Werewolf, see Chapter 11: Allies & Antagonists. For details on the Curse itself, see Chapter 9: Sorcery & Religious Rituals.

DEAF**Cost**

6

PREREQUISITE None

The Persona was either born without or through some accident, lost their ability to hear the sounds of the world around them. Because of this Disadvantage, the Persona will always have a -3 Penalty to Investigation or similar Skills that normally require that the Persona listen to the environment around them in order to perform them. Only Personas that lost their hearing through some accident have the ability to practice Sorcery, but they do so at a -3 Penalty to all Spellcraft and Ritualcraft Checks due to their inability to hear the words and phrases that they are attempting to vocalize to power their magic.

DEBT OF HONOR**Cost**

4

PREREQUISITE None

The Persona owes a Debt or Favor to a Non-Actor Persona or another Persona in the Cast. It could be the Persona that they owe the debt to, got the Persona out of trouble with the law or simply loaned them money for a business venture, in any case this is a debt that will eventually need to be paid back. For every 4 points taken in this Disadvantage the Persona takes on another Debt that they owe to the same person or a totally different person. Should the Persona choose to renege on the obligations of this debt, the person that is owed will make life difficult on the Persona until they choose to repay the debt that they owe. If the debt is owed to another Persona in the Cast, then the Persona that is owed the Debt gains the *Advantage: Favor* to add to their Persona Sheet until the Favor is repaid in full.

DEEP SLEEPER**Cost**

4

PREREQUISITE None

The Persona tends to be a very deep sleeper; maybe this is because they are working all of the time, or simply because their body needs more rest than others. Because of this, the Persona takes -2 to all Intellect Checks and Contests when trying to awaken from a deep sleep. This Disadvantage can have deadly consequence if there are people threatening to kill them while they sleep.

DEPENDANT**Cost**

6

PREREQUISITE None

The Persona has a dependent that they have chosen to look after. It could be the Persona's wife or children; in any case this person needs them to survive. From time to time the obligations to this person will require the Persona to set aside other personal matters to help them. Unfortunately this person can be used against the Persona by their enemies, so be prepared to protect this Dependent when the time comes.

EASILY INTOXICATED**Cost**

2

PREREQUISITE None

The Persona is definitely not a heavy drinker, in fact one to two drinks is generally enough to blitz them pretty badly. Because of this, the Persona takes -1 to all Vitality Checks and Contests relating to the Drinking of Alcohol.

EGO SIGNATURE**COST**

2

PREREQUISITE None

The Persona has a nasty habit of leaving their own form of calling card where ever they go; it could be as simple as a penny left on a window sill to signing their name on restaurant tables wherever they go. But in any case the Persona takes a -1 to all Psyche Checks and Contests to resist the urge to leave this calling card.

ENEMY**COST**

6

PREREQUISITE None

The Persona has made some enemies in the world, and they are not content to allow the Persona to go on living their lives as if nothing has happened. These enemies want to make the Persona suffer, possibly even want to kill them for whatever wrong the Persona did to them in years past. The Actor should write up the situation that occurred in their back story so that the Director can create these enemies to challenge their Persona's happy and already uneventful life. For every 6 points that a Persona has in this Disadvantage, the Director should create an enemy that is looking to settle a score with the Persona, or at the Actors request, the Director can increase the enemies starting Non-Actor Persona Creation points by 50. This enemy should appear at least twice during a Season of play, if only to may life interesting for the Persona.

ENEMY: ANTIQUARIANS GUILD**COST**

14

PREREQUISITE None

The Persona has made an enemy of the Antiquarians Guild; the ruling caste of Atlantean society and these enemies are not content to let this score go unsettled. For every 14 points that a Person has in this Disadvantage, the Director should create a Non-Actor Persona Atlantean with 150 points that will be used to keep this Persona living in interest time, at least until the Atlantean decides its time for the end game. This Atlantean or Atlanteans have made it their life's goal to make this Persona pay for whatever wrongs they feel have been done to them. At the Actors request, the Director can increase the enemies starting Non-Actor Persona Creation points by 50. Please remember that enemies like this are the kind that entire story arcs are written about, so have fun.

ENEMY: FEDERAL AGENCY**COST**

14

PREREQUISITE None

The Persona has made an enemy in one of the alphabet soup agencies that make up to United States federal government, and this enemy has set their sights on making the Persona's life miserable. This Disadvantage should be used sparingly and over a period of a Season, because this enemy has the resources of the government to back their personal vendetta against the Persona. This enemy is worth every bit of the 14 points that a Persona has in this Disadvantage, the Director should build this enemy off of the 150 points for Persona Creation.

ENEMY: ORDER OF SAINT LAZARUS**COST**

8

PREREQUISITE None

The Persona has somehow stumbled onto the Order of Saint Lazarus; a holy order of so called vampire hunters. For whatever reason, they think that the Persona is a vampire or at least has connections to vampires. As such the Order of Saint Lazarus is attempting to make the Persona's life a living hell in their quest to get at the vampires that they believe the Persona is a vampire or, or at the very least hiding and protecting vampires from discovery. Because of this, it is the Directors mission to create a crew of fearless vampire hunters to annoy, confound and otherwise make the Persona miserable. Should this crew of vampire hunters believe that the Persona has warned the others, at that point it is their job to attempt to put an end to the Persona. For every 6 points that a Persona has in this Disadvantage, the Director should creation another crew the vampire hunters that are looking into the Persona, or at the Actors request, the Director can increase the original crews starting Non-Actor Persona Creation points by 50. These enemies should plague the Persona over the course of an entire season.

ENEMY: PRAETORIAN ORDER**Cost**

14

PREREQUISITE None

The Persona has made an enemy within the Praetorian Order, and this enemy is looking to put an end to the Persona. The Praetorian Order has always been the Elite Soldiers of the Second Atlantean Empire. Enemies like these tend to plague a Persona over the course of a Season to 2 Seasons, but generally end with either the Persona meeting their end at the Gladius of the Praetorian, or the Persona somehow managing to put an end to the Praetorian or Praetorians that are after them. For every 14 points that a Persona has in this Disadvantage, the Director should create a 150 point Praetorian that will attempt to come and end them, at the Actors request, the Director can increase the enemies starting Non-Actor Persona Creation points by 50.

ENEMY: REAVERS**Cost**

10

PREREQUISITE None

The Persona has a Cadre of Reavers; the outcasts of Atlantean society that are looking to settle some unfinished business with the Persona. These Reavers tend to only make the Persona's life interesting when they run into them, so most of the time this Cadre should be used as a long term enemy to confuse and annoy the Persona. For every 10 points that a Persona has in this Disadvantage, add another Cadre of Reavers to annoy them. The Director should build each Reaver off of the standard 100 points for Persona Creation.

FINANCIAL DEBT**Cost**2, 4, 6, 8, or
10**PREREQUISITE** None

The Persona owes a financial debt to a bank or worse, a loan-shark. Because of this debt the Persona is being hounded by those he or she owes. For every 2 points the Persona has in this Disadvantage, the Persona owes a increasing amount of money (2: 10,000; 4: \$25,000; 6: \$50,000; 8: 150,000; 10: 300,000).

GAMBLING HABIT**Cost**

4

PREREQUISITE None

The Persona has a gambling problem. Every time the Persona is exposed to a situation where they will be able to indulge in this habit, the Person takes is a -2 to all Psyche Contests and Checks to resist gambling.

GHOSTS FROM THE PAST**Cost**

6

PREREQUISITE None

All those the Persona has killed in their lifetime seem to haunt them in their waking and dreaming moments. At times the Persona hears their voices when he or she is alone or in the middle of a stressful situation, they taunt the Persona into believing that he or she will be joining them soon. Actors taking this disadvantage should be fully ready to role-play out the effects of these "ghosts"; talking to thin air as if they were talking to someone standing there is a big step in that direction. What the Actor says to them is up to the Actor, but always remember that these voices are not kind and ultimately want the Persona dead. To ignore these voices once they have started taunting the character requires a successful Psyche Check at -3. This is a Psychological Disadvantage that requires a lot of role-playing on the Actor's part.

GREED**Cost**

6

PREREQUISITE None

The Persona is quite simply a very greedy person, and will take just about every opportunity to make a quick buck if they see a chance at doing so. Right or Wrong, the Persona doesn't really care what it took to get the money or profit. Because of this, the Persona takes a -3 to all Psyche Checks and Contests when trying to resist this greedy urge of theirs.

HATRED OF AUTHORITY**COST**

4

PREREQUISITE None

The Persona has an extreme dislike of authority figures. Maybe it was an overbearing father or mother from their young, or that police officer that busted them for stealing candy from the corner store as a teenager, in any case this Persona attempts to do anything and everything to flaunt their disregard for the laws and for authority figures. The Persona takes a -2 to all Psyche Checks and Contest when attempting to restrain this urge.

HARD OF HEARING**COST**

6

PREREQUISITE None

The Persona has a difficult time hearing noises around them, as such the Persona takes a -3 to all Intellect Checks and Contests relating to hearing.

HUNTED BY EPHOR**COST**

12

PREREQUISITE Faux Blooded or True Blooded

The Persona has an Epher; an Ancient Lilan that is hunting the Persona for some reason that he or she may or may not know of yet. It could be as simple as a long lost relative that is attempting to find the Persona, or it could be for very dark reasons. In any case this Epher has been making inquiries into the Persona to the point that other members of Atlantean society are starting to make up reasons to avoid the Persona. This Disadvantage should be interpreted by the Director in such a way that it makes for a good story arc or Season.

HUNTED BY HUMANS**COST**

4

PREREQUISITE Faux Blooded, True Blooded, Lilan, Revenant, or Thrall

A Human or a group of Humans are hunting the Atlantean, Lilan, Revenant, or Thrall for some reason that he or she may or may not know. Unlike the enemy Disadvantage, Hunted simply means that the Persona has someone that is looking making inquiries into the Persona in such a way as to make those around the Persona nervous enough to want to avoid the Persona. This Disadvantage should be interpreted by the Director in such a way that it makes for a good story arc or Season.

HUNTED BY LILAN**COST**

8

PREREQUISITE None

The Persona has a Lilan that is hunting them for some unknown reason. In any case this Lilan has been making inquiries into the Persona to the point that those around them are starting to make up reasons to avoid the Persona. This Disadvantage should be interpreted by the Director in such a way that it makes for a good story arc or Season.

HUNTED BY REVENANT**COST**

8

PREREQUISITE None

The Persona has a Revenant that has taken a special interest in them for some unknown reason. In any case this Revenant has been making inquiries into the Persona to the point that those around them are starting to make up reasons to avoid the Persona. This Disadvantage should be interpreted by the Director in such a way that it makes for a good story arc or Season.

INFAMOUS: ATLANTIAN SOCIETY**COST**

8

PREREQUISITE Faux Blooded or True Blooded

The Persona has made a really bad reputation for themselves in local Atlantean society. It may have been from insulting the wrong person, or simply not showing up at all the right places to get noticed in the right way. But because of this, the Persona suffers a -4 Penalty to their Reaction Ranks every time their name becomes known.

INFAMOUS: HUMAN SOCIETY**Cost****4****PREREQUISITE** Faux Blooded or True Blooded

The Persona has made a really bad reputation for them selves in local human society. It may have been from insulting the wrong person, or simply not showing up at all the right places to get noticed in the right way. But because of this, the Persona suffers a -2 Penalty to their Reaction Rating every time their name becomes known.

KNOWN RENEGADE SPY**Cost****12****PREREQUISITE** Faux Blooded or True Blooded

The Persona is a Spy for the Renegade Houses, but somehow their cover was blown. The Persona may still be in the city in which they were spying, hiding from those that somehow caught them in the act; or the Persona might be hiding out in a new city attempting to create a new identity so that they can continue with their overall mission. In any case if any of the Atlanteans or god forbid; the Atlanteans of the city that the Persona was spying on catch up to them, the Persona's life will surely be over.

LIFE FORCE RESTRICTION**Cost****6 or 16****PREREQUISITE** Dhampir, Lilan, Revenant, or Thrall

The Persona, because of their Houses geographic origin, or through some terrible quirk of fate; can only draw Life Force from a specific Ethnic Group. This Disadvantage comes in two different costs; for 6 points the Persona gains half of the Life Force they normally would when not drawing from those of their specific Ethnic Group. For 16 points the Persona gains no sustenance when attempting to draw Life Force from those not of their specific Ethnic Group.

Example: *Lilans of House Lionnes can only draw Life Force from those of Gaelie or Germanic descent. There are some Lilans from House Ramius that can only draw Life Force from those of Italian descent; in any case this Disadvantage greatly limits those Personas that have this restriction; forcing them to draw Life Force from only those of that specific Ethnic Group.*

MAIMED**Cost****10****PREREQUISITE** None

The Persona has been maimed in some way that permanently affects their life in some limiting way. The Persona could be missing an eye, or a hand, or even a limb. Regardless, the Actor must choose some major part of their Persona's anatomy that they can no longer use. Actor must pick a part of their body that has been removed or damage beyond repair. In the case of a missing eye, the Persona is at a -2 to all Intellect based Checks and Contests that require their vision. In the case of a missing limb or hand the Persona's maximum Agility Ranks are permanently reduced by one.

MARK OF JUDAS**Cost****14****PREREQUISITE** None

The Persona seems to have an ill omen hanging over them that seems to hit them with bad luck all of the time. At least once per day something has to go wrong for this Persona, and for the first hour of play, the Persona is at a -3 to all Checks and Contests. The Director should do everything in their power to make this Disadvantage a noticeable part of the Episode that is in play.

MENTALLY HANDICAPPED**Cost****6 or 10****PREREQUISITE** None

The Persona has never been the brightest bulb out there, and it shows. For 6 points taken; the Persona's maximum Intellect is reduced to 3. For 10 points taken in this Disadvantage, the Persona's maximum Intellect is reduced to 2. This by no means, means that the Persona is stupid; it simply means that they tend to be slower than their peers.

MORAL RESERVATIONS**COST**

4

PREREQUISITE None

The Persona due to religious beliefs or just amazing morals; is unable to take another's life. In any circumstance involving violence the Persona must attempt to get away or simply accept the consequences of the violence; the Persona is incapable of fighting. Should the Persona commit a violent act, they will become violently ill, and will be almost unable to live with their self. Because of this, the Persona takes a -2 penalty to Psyche Checks and Contests when forced into situations where they may have to take a persons life. Persona has moral reservations against the killing of anyone.

MUTE**COST**

6

PREREQUISITE None

The Persona was either born without or through some accident, lost their ability to speak. Because of this Disadvantage, the Persona will always have a -3 Penalty to Diplomacy or similar Skills that normally require that the Persona speak to perform them. Personas with this Disadvantage are not able to practice Sorcery, because it's most basic principles requires the ability to vocalize the words and phrases that give power to their magic.

NIGHT BLINDNESS**COST**

4

PREREQUISITE None

The Persona has a difficult time when attempting to see in darkness. Because of this, the Persona takes -2 Penalty to all Intellect Checks and Contests when attempting to see in the dark.

NO IDENTIFICATION**COST**

6

PREREQUISITE None

The Persona is without any form of documentation that can prove just who they are or that could identify them as far as the authorities are concerned. This situation can make for a very difficult time for any Persona that wants to drive a car legally or have a bank account. So for the time being, the Persona is stuck in the country that they currently reside in.

NOTORIETY: HOUSE**COST**

6

PREREQUISITE Faux Blooded or True Blooded

The Persona has made a very bad name for themselves with the local members of their Atlantean House, because of this bad reputation the Persona suffers a -4 to their Reaction Checks every time their name comes up in conversations, and their House Prestige is considered to be half of what it currently is when it comes to other House members taking the Persona at their word.

NOTORIETY: IMPERIUM**COST**

10

PREREQUISITE Faux Blooded or True Blooded

The Persona has made a very bad name for themselves with the local Atlanteans of their city, because of this bad reputation the Persona suffers a -4 to their Reaction Checks every time their name comes up in conversations, and their Imperium Renown is considered to be half of what it currently is when it comes to other local Atlanteans taking the Persona at their word.

OUTSIDER**COST**

4

PREREQUISITE None

The Persona is barely tolerated within the circles that move in; they could be a police officer that has seen to much on the streets and tends to speak too much of what they have seen, or they could be a Sorcerer or Psychic that regularly uses alternate channels such as communing with demons for hard to find artifacts or dangerous rare information. In any case, due to the Persona's undesirable political or discordant opinions and views, the Person always finds themselves as an outsider to

the mainstream of popularly accepted opinion and information. Because of this Disadvantage, the Persona makes all Charm and Reaction Checks at a -2 penalty.

DARIAH

COST

14

PREREQUISITE Faux Blooded or True Blooded

The Persona has been cast out of local Atlantean society, quite possibly more than just local. Because of this the Persona has 0 Imperium Renown and those around the Persona shun them and make excuses of why they shouldn't be seen with the Persona. In Any case, there is always hope as long as some members of the Persona's family are still willing to talk to them. And if the Persona wants nothing to do with the Imperium; there is always the Reavers...

RIVAL

COST

4

PREREQUISITE None

The Persona has a Rival that is looking to one up them every chance they meet. If the Persona is a Sorcerer, it could be a member of another Coven that is attempting to make the Persona look bad in the eyes of other Covens in the city, or if the Persona is Atlantean; it could be another Atlantean that has decided that they are better than the Persona and are looking to make them look bad in the eyes of the rest of Atlantean society. In any case, whenever the Rival in question is present at gatherings, the Persona's Reaction rating goes down by -2. It is possible to take this Disadvantage multiple times, which would mean multiple Rivals to play with.

SKEPTIC

COST

4

PREREQUISITE None

The Persona believes in the laws of science, they believe it so much that they deny that the supernatural exists at all. But what happens when the walls of reality and science crumble and collapse in upon themselves and the horror of a very real supernatural encounter confronts the Persona? Whenever this occurs and the Persona is forced to deal with the very real evidence of a supernatural encounter and its implications; the Persona must make a Resist Fear & Madness Check at -2 or suffer the effects of a failed Resist Fear & Madness check (See Fear & Madness Section)

SMALL STATURE

COST

6

PREREQUISITE None (may not take Great Stature)

The Persona has since a very early age been smaller and punier than his or her peers. Because of their smaller size, Personas with this Advantage gain a -1 Penalty to their Toughness Ranks, making it harder for them to resist Stun and Wound damage.

SUSPECT OF THE CHURCH

COST

6

PREREQUISITE Faux Blooded, True Blooded, Revenant, or Thrall

The Persona has given the local Church reason to suspect that they may be up to no good in a spiritual sense, because of this the local church is just watching for evidence before sending in a request for assistance from the Order of Saint Lazarus. If anything the church suspects that the Persona may be connected to the local Lilan or Revenant population, as such Personas with this Disadvantage need to tread carefully indeed, lest they end up with the Church's Slayers after them.

TERRITORIAL

COST

6

PREREQUISITE None

The Persona becomes territorial about their property and what they perceive to be their rights. In cases where another Persona seems to threaten the Personas ability to retain control of that aspect of their lives, the Persona takes a -3 to all Psyche Checks and Contest relating to keeping their tempers.

THE INNSMOUTH LOOK**Cost****15****PREREQUISITE** None

Whether the Persona knows it or not, they are from a bloodline of humans that somewhere in their past have interbreed with the wholly loathsome and inhuman Deep Ones. When the Persona was young, this dark legacy was not all that apparent, but now that they have matured and reached adulthood, their family's dark secret is beginning to show in their physical appearance. The Persona's eyes are slightly more protuberant and often go for long periods of time without blinking, their skin has taken on a translucent greenish cast, and in many cases the Persona's fingers and toes have grown webbing in between them. Due to their dark heritage, the Persona may never take the Advantage: Attractive Appearance, in fact the Persona automatically gains the Disadvantage: Unattractive Appearance. As the Persona grows older through the course of the Season or Series, at the Director's discretion, the Director should begin giving the Persona Abyssal Manifestations that are directly tied to the Old One; Cthulhu. At some point in the Persona's storyline, the Persona may just change completely into a Deep One (at which point the Actor must hand their Persona over to the Director permanently), but until that dark day the Actor will continue to play their Persona as they normally would. Once the final change to Deep One occurs, something long and hidden within the Persona's psyche clicks on and any thoughts of being human and remaining with humanity disappear from them.

When giving the Actor Controlled Persona Abyssal Manifestations, the Director should only be adding them to the Persona at a rate of one Abyssal Manifestation per 8 Episodes and the Director always has the option to halt the Persona's transformation at any point after bestowing the first of the Abyssal Manifestations.

UNATTRACTIVE APPEARANCE**Cost****4****PREREQUISITE** None (may not take Attractive Appearance)

The Persona has some truly unflattering part of the appearance that just puts people off, because of this the Persona takes -2 to all Charm Skill Checks and Contests

UNCOUTH**Cost****4****PREREQUISITE** None

The Persona regularly displays behavior that makes others want to avoid them, or walk the other way when they see the Persona walking down the street. It could be the Persona stands around in his or her free time picking their nose and eating the boogers, or while at restaurants the Persona draws pictures on the place mats and then shakes the dandruff out of their hair onto their pictures to make it look like snow. In any case, the Persona takes -2 to all Charm Checks and Contests relating to gaining the attention and respect of others.

UNMISTAKABLE FEATURES**Cost****2****PREREQUISITE** None

The Persona has a scar, tattoo or some other visible feature that marks their appearance in such a way that every time someone sees them, they know exactly who they are and the person can easily identify the Persona.

VISION IMPAIRMENT**Cost****2, 4, or 8****PREREQUISITE** None

The Persona has difficulty seeing without some type of corrective lens, or the Persona is complete blind and must get around the world with a guide dog and some type of sensing instrument. Personas taking this Disadvantage have three possible costs; 2 or 4 points if the vision impairment can corrected or at least lessened by glasses or contact lenses, and 8 points if the Persona is completely blind and requires guidance to make their way through the world. Because of this Disadvantage, the Persona takes a -1, -2, or -4 Penalty to all vision related Intellect Skill Checks.

WEIRDNESS MAGNET**Cost**

4

PREREQUISITE None

Those Personas with this Disadvantage seem to be at the right place and right time for the weird shit that tends to happen infrequently. Ghosts, Demons, and Spirits seem to find Personas with this Disadvantage absolutely fascinating for reasons that no one can discern. Because the Persona is a Weirdness Magnet, odd things keep occurring in the city around them. For Directors, this Disadvantage is perfect for opening the door for new storylines.

MADNESS DISADVANTAGES

AMNESIA (MADNESS: MINOR OR MAJOR)**Cost**

4 or 6

PREREQUISITE None

Those Personas suffering from this form of madness has sections of their memories that they simply do not have access to.

For 4 Points (Minor); The Persona has one or more small gaps in his or her memory. This often happens to Personas who have suffered some great trauma, such as having an automobile accident or a heart attack, or in some cases the act of being brought across into the Lilan or Revenant conditions. It is quite possible that the Persona saw something that they shouldn't have, and someone made them forget about it through the use of Mesmerism; which induced this Amnesiac condition. Or...maybe it is a psychological condition that the Persona has always had, at least when related to situations of great personal stress. The Persona could very well be repressing something terrible and they don't know it because of the Amnesia. The Persona still has use of their Skills, Psychic Talents or Sorcery, there are just certain parts of the Persona's memory that are lost to them.

BEHAVIORAL DISORDERS (MADNESS: MAJOR)**Cost**

6

PREREQUISITE None

This type of Madness is a long term disorder that tends to have effects on all aspects of the Persona's life. The effects on their behavior are almost constant effects that tend to make it difficult for the Persona to interact with others and which often result in the Persona being unpleasant to be around as well. Because of this, all Actors that wish to take this type of personality disorder should understand that they must be willing to role-play the effects of their disorder, even if it makes their Persona unpleasant to be around and tend to make other Personas, even those in the Cast avoid them in many cases.

In system mechanics, the Persona takes a permanent -4 penalty to all Charm Skill Checks and Contests; this also results in a -4 penalty to first encounter Reaction Checks that the Persona must make when they encounter new Director Controlled Personas and Actor Controlled Personas.

Antisocial: The Persona tends to be short-sighted and displays reckless and almost foolhardy behavior; Antisocial Personas tend to have a bad habit of lying to everyone around them, they tend to be confrontational when exposed to situations where they are placed under stress through the obligations (their jobs, bills, relationships). These Personas tend to be disrespectful of the feelings and rights of others.

Avoidant: The Persona is oversensitive to the rejection of others. They have a low self-esteem and tend to be socially withdrawn while around others and in groups.

Borderline: The Persona suffers from rapid and sometimes unpleasant mood shifts; they tend to be impulsive, rarely thinking about the possible effects of their actions and only the immediate results of them. These Personas tend to have temperament issues that result in fits of rage and aggression to all those around them. Personas with a Borderline Personality tend to also have extreme moments of restlessness where they become bored for long periods of time.

Compulsive: These Personas tend to suffer from bouts that everything they do must be perfect, they tend to become indecisive when placed in situations where the fear of making a mistake is very real, and they have extreme difficulty expressing their emotions to all those around them.

Dependent: The Persona suffers from a perpetual of having no self-confidence, they are always seeking the companionship of others in the hopes of finding someone that they can look up to and follow the directions of, and these Personas live as subordinates to the whims and needs of others, especially those they are romantically involved with. This disorder has also been called “co-dependence”.

Histrionic: These Personas constantly crave attention and exciting situations, they tend to be overly dramatic and suffer from displays of temper tantrums. In the more extreme cases the Persona may threaten to commit suicide in an attempt to gain the attention of others, but only rarely will these Personas actually follow through with this threat.

Narcissistic: These Personas suffer from an exaggerated sense of self-worth, they are always craving the attention and admiration of others, and they considers the feelings and rights of others of lesser importance compared to their own feelings and rights.

Passive-Aggressive: These Personas tend to suffer from bouts of procrastination where nothing that they set out to do gets done, they tend to be intentionally forgetful when dealing with tasks that they dislike doing or interpersonal situations that they do not like having with others. These Personas intentionally sabotage their own performance on a regular basis in order to avoid the things they dislike doing.

Paranoid: These Personas are easily offended by others; they tend to become suspicious and jealous at the drop of a hat also. They tend to be humorless and secretive about their activities when asked about them, and these Persona always exaggerate the magnitude of the offenses against themselves, refusing to accept any blame in any situation.

Schizoid: These Personas are emotionally cold to everyone around them, seeming aloof and different to the praise or criticism of others. They tend to have a very hard time making new friends, and an even harder time keeping the ones that they do make.

BIPOLAR DISORDER (MADNESS: MINOR OR MAJOR)	Cost	4 or 6
PREREQUISITE	None	

Those Personas suffering from this form of madness suffer from a psychiatric condition defined by recurrent episodes of significant disturbance in mood (severe mood swings). These disturbances can occur on a spectrum that ranges from debilitating depression to unbridled mania. Personas suffering from bipolar disorder typically experience fluid states of mania, hypomania or what is referred to as a mixed state in conjunction with depressive episodes. These clinical states typically alternate with the normal range of moods. Because this, Personas with this condition; at the beginning of an Episode, must succeed in a Difficult Psyche Check at -2 (Minor) or -3 (Major) to maintain to emotional state they have been in for the Episode previous. If the Persona fails this Psyche Check, they go from a High to a Low, or vice versa. This emotional High or Low will be the controlling factor in their interactions with other Personas for the current Episode, and only at the beginning of the following Episode will the Persona be given a chance to change their emotional state.

CATATONIA (MADNESS: MAJOR)	Cost	0
PREREQUISITE	None	

Personas that are afflicted with this Madness become unresponsive to the events that are occurring around them, in many cases the Persona assumes the fetal position in which they gather their arms and legs closely to them and resist all environmental attempts to move them out of this position. Once a Persona enters this state, it can take years to decades for them to come out of it, if they ever do. Typically catatonia is the result of horrifying and stressful situations in which the Persona had no control, and the state of catatonia is the human minds chance for escape. When a Persona loses all of their Mental Stability, their last avenue of escape is into the state of Catatonia; when this occurs the Actor's Persona becomes unplayable and is retired from episodic play. We simply list Catatonia within the Disadvantages section so that Directors and Actors will know exactly what to expect when a Persona loses all of their Mental Stability.

DEPRESSION (MADNESS: MAJOR)**Cost****6****PREREQUISITE** None

The Persona suffers from symptoms that include changes in their normal appetite (through eating too much or too little food); which can result in extreme weight loss or extreme weight gain, the Persona is plagued by bouts of sleeplessness, making them feel constantly tired and sluggish in the tasks that they attempt to perform, the Persona suffers through feelings of worthlessness or guilt that make them feel incapable of performing basic tasks that once they had no problems carrying out. Depression can lead in severe cases to hallucinations, delusions, and thoughts of suicide. Personas with this Madness are very susceptible to alcohol and drug abuse as a form of escape from their feelings of inadequacy. This Madness is not always a constant state, some days it seems to be gone while other days it comes down with the full force of its symptoms on the Persona. Because of this, at the beginning of an Episode, the Director must have the Persona draw a card from their deck, it the result if the Card Value is a 7 or above then the Persona is having a good day and the effects of this Madness are not present. If however the Persona draws a Card with a value of 6 or less, then the Persona suffers from the effects of this Madness, taking a -3 to all Checks and Contests for the length of the Episode.

DISSOCIATIVE IDENTITY DISORDER (MADNESS: MAJOR)**Cost****6****PREREQUISITE** None

Those Personas with this madness suffer from a mental condition whereby a single individual evidences two or more distinct identities or personalities, each with its own pattern of perceiving and interacting with the environment. This condition requires that at least two of the personalities routinely take control of the Persona's behavior and that there is associated memory loss that goes beyond normal forgetfulness, often referred to as losing time or acute Dissociative Amnesia. Personas that have this condition must succeed in a Difficult Psyche Check every time a situation occurs that would require the skills that are only known to one of the secondary personalities. At the beginning of each Episode the Actor needs to determine which personality is currently in control, this is easiest handled by a Card Draw with each Personality being 1, 2, 3, etc., at which point the Director will Draw from their Deck to determine which personality is in control at the start of the Episode. Please note that this condition does not actually give a Actor extra points past those that Disadvantages normally give to put towards their Attributes or Skills. The best way to handle this condition is to mark those Skills and Advantages that are known by each personality, so that whenever personalities switch during the course of an Episode the Actor will be able to immediately know which personality has which Skills and Advantages.

GENDER IDENTITY DISORDER (MADNESS: MAJOR)**Cost****6****PREREQUISITE** None

The Persona is plagued by intense and persistent cross-gender identification. The common manifested symptoms of this Madness are; The Persona has stated a desire to be the other gender, the Persona has frequently passed as the other gender, the Persona has expressed a desire to live or be treated as the other gender, or the Persona has stated a conviction that he or she has the typical feelings and reactions of the other gender. Personas with this Madness express a persistent discomfort with his or her sex or a sense of inappropriateness in the gender role of that sex; they also have a preoccupation with getting rid of the primary and secondary sexual characteristics that they were born with in favor of the sexual characteristics of the other gender or the belief that he or she was born as the wrong gender. (Examples: The Persona requests for hormone therapy, surgical procedures that modify their physical sexual characteristics to simulate the gender that they wish they were.) It should be noted that this disorder is a very issue in the lives of people across the world and it should never be made light of for the sake of playing a Persona in this game, if you as the Actor choose to take this disorder, we ask that you make every attempt to role-play it out in all seriousness as a show of respect to those that are plagued by this Madness. System wise this is considered a Major Madness that is always in effect.

KLEPTOMANIA (MADNESS: MAJOR)**Cost****6****PREREQUISITE** None

The Persona has a strong recurrent failure to resist impulses to steal objects that are not needed for personal use or for their monetary value. When this Madness starts taking control of the Persona, they begin experiencing an increasing sense of tension immediately before committing the theft of the object and afterwards the Persona feels pleasure, gratification, or relief at the time of committing the theft. As Madness' go, Kleptomania is one of the strongest of the disorders that can affect a Persona during the course of an Episode. A note to Actors & Directors; just because your Persona has this particular

disorder does not give you the right to steal from other Actors or members of the Stage Crew during the course of the Episode. Directors should be watchful of all Actors that take this Disadvantage is as to insure that no real life thefts are occurring during the course of the game. This is a Major Madness that is always in effect. The Persona is at a -3 to all Psyche Checks to resist pursuing the urges brought on by this Madness.

OBSESSIVE-COMPULSIVE DISORDER (OCD) (MADNESS: MINOR OR MAJOR)

COST

4 or 6

PREREQUISITE None

Those Personas suffering from this form of madness, suffer from a psychiatric anxiety disorder most commonly characterized by a subject's obsessive, distressing, intrusive thoughts and related compulsions (tasks or "rituals") which attempt to neutralize the obsessions. It is listed by the World Health Organization as one of the top 10 most disabling illnesses in terms of a diminished quality of life. Personas with this madness are constantly at odds with themselves and the environments around them, because of this whenever a Persona that suffers from OCD comes in contact with conditions that set off their OCD, they must succeed in a Psyche Check at -2 (Minor) or -3 (Major) or become engrossed in dealing with the object or condition that provoked this response.

PARANOIA (MADNESS: MINOR OR MAJOR)

COST

4 or 6

PREREQUISITE None

Those Personas suffering from this form of madness see everyone as potential enemies. In their opinion very few can be trusted; all others are out to get them and should never be invested with even an ounce of trust. Sometimes these paranoid Personas craft complex conspiracy theories to explain their delusions and all of the ills that have befallen their lives; other times they are simply skittish, seeing every stranger as a part of the "out to get them conspiracy". Paranoid Personas must make a Difficult to Very Difficult Psyche Check at -2 (Minor) or -3 (Major) in all social interactions, even a hint of suspicious behavior on the part of an outsider can provoke the fight or flight response in this type of Persona.



PHOBIA (MADNESS: MINOR OR MAJOR): BE SPECIFIC**COST**

2 or 6

PREREQUISITE None

Phobias are an irrational fear of a certain thing or situation that a Persona fears for no discernable reasons. Phobias only come as (2) Minor or (6) Major. Minor Phobias give the Persona a -1 Penalty to all Resist Fear & Madness Checks for the duration of the scene that they were confronted in. Major Phobias give the Persona a -3 Penalty to all Resist Fear & Madness Checks for the duration of the scene that they were confronted in.

LISTING OF COMMON PHOBIAS**PSYCHOLOGICAL PHOBIAS**

Acrophobia: The fear of heights.
Agraphobia: The fear of sexual abuse.
Algophobia: The fear of pain.
Aquaphobia: The fear of water.
Claustrophobia: The fear of confined spaces.
Gynophobia: The fear of women.
Haptophobia: The fear of being touched.
Heliophobia: The fear of sunlight.
Hemophobia: The fear of blood.
Homophobia: The fear of homosexuals
Hoplophobia: The fear of weapons, specifically firearms.
Ligyrophobia: The fear of loud noises.
Mysophobia: The fear of germs, contamination or dirt.
Necrophobia: The fear of death, the dead.
Pyrophobia: The fear of fire.
Somniphobia: The fear of sleep.
Spectrophobia: The fear of mirrors and one's own reflections.
Taphophobia: The fear of the grave, or fear of being placed in a grave while still alive.
Technophobia: The fear of technology
Xenophobia: The fear of strangers, foreigners, or aliens.

ZOOPHOBIAS

Ailurophobia: The fear of cats.
Apiphobia: The fear of bees.
Arachnophobia: The fear of spiders.
Chiroptophobia: The fear of bats.
Cynophobia: The fear of dogs.
Entomophobia: The fear of insects.
Equinophobia: The fear of horses.
Ichthyophobia: The fear of fish.
Musophobia: The fear of mice and/or rats.
Ophidiophobia: The fear of snakes.
Ornithophobia: The fear of birds.
Ranidaphobia: The fear of frogs.
Zoophobia: The generic term for animal phobias.

PHOBIA (MADNESS: MAJOR): SILVER**COST**

6

PREREQUISITE Lilan, Revenant, or Thrall

The Persona has an extreme fear of Silver; it could be from a Lilan or Revenant Hunter that decided to come after them, or any number of other nasty possibilities. In any case, the Persona has a Major Phobia of Silver. Phobias are an irrational fear of a certain thing or situation that a Persona fears for no discernable reasons. Major Phobias give the Persona a -3 Penalty to all Resist Fear & Madness Checks for the duration of the scene that they were confronted in.

SADISM/MASOCHISM (MADNESS: MINOR)**COST**

4

PREREQUISITE None

Those Personas suffering from this form of madness are excited by the thought of giving or receiving of pain. Masochists are those that embrace and enjoy the sensation of pain rather than shying away from it. Sadists are those that revel in giving pain to others. Those with this Disadvantage: Madness will often go out of their way to new find sources of pain (on either side of the fence.) Both Masochists and Sadists suffer from this internal compulsion towards the above mentioned and must succeed in a Difficult Psyche Check at -2 to resist indulging in their preferred behavior.

SCHIZOPHRENIA (MADNESS: MAJOR)

Cost

6

PREREQUISITE None

A Persona that has been diagnosed with schizophrenia typically demonstrates auditory hallucinations, delusions, and disorganized and abnormal thinking and speech; this ranges from the loss of connected trains of thought and subject matter, with sentences that are only loosely connected in meaning, to incoherence, which is known as word salad, in the most severe cases. Personas that suffer from this Madness suffer from social isolation, experiencing impairment in social cognition through feelings of paranoia and persecution, to delusions and full blown hallucinations. Whenever a Persona attempts to hold the effects of this Madness at bay, they must make a successful Psyche Check at a -3 penalty against a Difficulty of: Very Difficult.

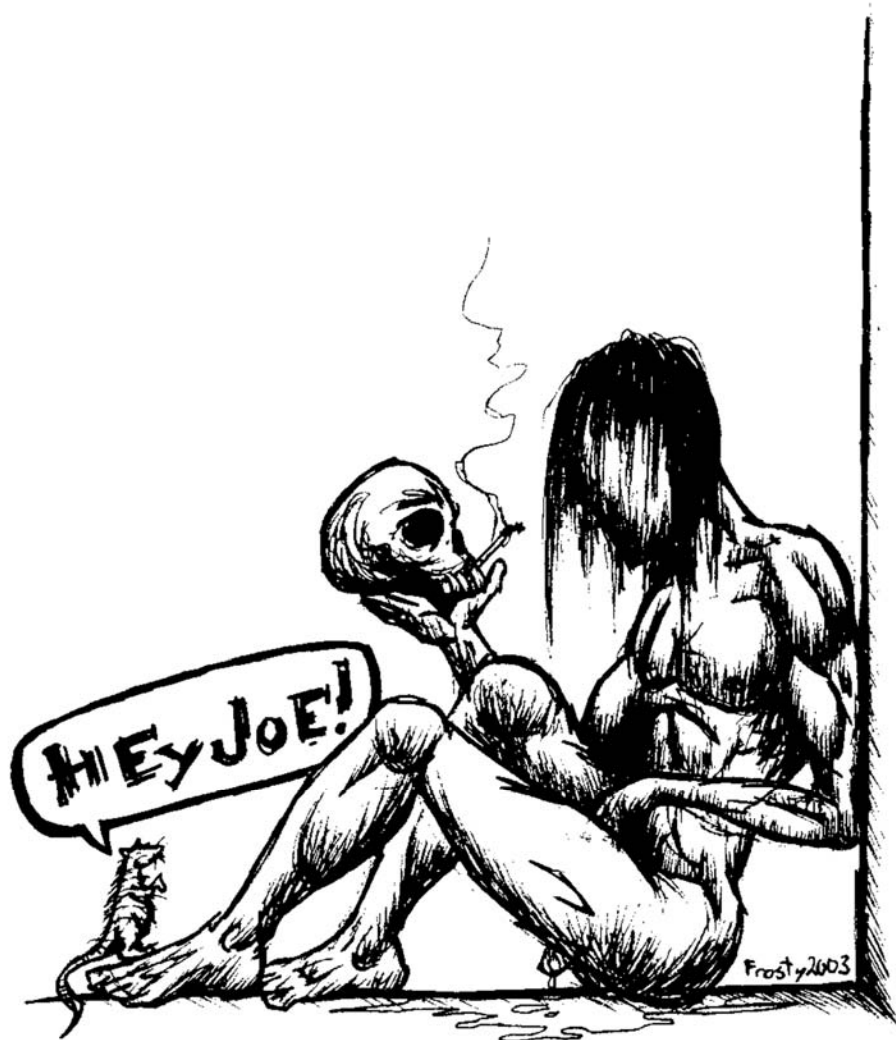
VOYEURISM (MADNESS: MINOR)

Cost

4

PREREQUISITE None

The Persona has recurrent, intense sexually arousing fantasies, sexual urges, or behavior invoking the act of observing an unsuspecting person who is naked, in the process of disrobing, or who is engaging in the act of sexual congress. This is considered is Minor Madness that tends to affect the Persona under isolated circumstances. The Persona is at a -2 to all Psyche Checks to resist pursuing the urges brought on by this Madness.





CHAPTER 6:

SYSTEM MECHANICS

BASIC SYSTEM MECHANICS

During the course of most Episodes, there will come a time when two or more Actors will come into a conflict that can not be resolved through role playing alone. The *CENTER STAGE GAME SYSTEM* allows for conflicts to be resolved simply and quickly, whether they are drop down bar brawls to fire fights to trying to manipulate another Actor of Director Portrayed Persona in the Episode.

ATTRIBUTE & SKILL CHECKS: Attribute and Skill Checks are actions that a character performs when they are performing a Contested Action versus another Player or Director Portrayed Persona. The Resolution Value of a Check is generally lesser than the Resolution Value of a Contested Action.

UNSKILLED CHECKS & CONTESTS: Personas attempting to do Skill checks for Skills that they do not possess Ranks in receive a -2 Penalty to their total Card Draw.

10S: For every 10 Card that an Actor pulls while attempting to perform a Check or Contest, that Actor may draw again from their deck in a attempt to increase the number of points towards the target number that they need to perform the appropriate check or contest. If the Actor pulls a Jack, Queen, King or Joker though; they must deal with the negative effects of drawing a Face Card.

DECLARATION OF ACTION: A Contest begins when a Player declares an action against an opponent. The difficulty of the Contest is determined by a Resolution Value that is required to perform said action.

PERFORMING AN ACTION: To perform any action of Difficulty Value: Difficult to Next to Impossible, except of course for speaking, the Actor adds the Attribute Value of the appropriate Attribute to the Skill Value of the appropriate Skill. The Actor then draws a card from their deck and adds the value of the card to the total combined value of their Attribute + Skill Ranks to get the Resolution of their Resolution Value.

PERFORMING A CONTESTED ACTION AKA "CONTEST OF WILLS": The opposing Actor's Attribute + Skill + Card Value equals the Player's Difficulty Value to succeed in the Contested Action. In the case of both Players getting the same Number Value, each Player draws a second card, and then a third if necessary to gain a Resolution to the Contested Action. Should another tie occur on the drawing of the third card, the Contested Action will continue on into the next Round.

EXTENDED CONTEST: An Extended Contest is any Contest or Check that requires more than one round to complete it in.

COMMON DAMAGE TYPES

In the course of an Episode, Personas are eventually going to get hurt from any number of sources, below are some of the more common injury types.

DAMAGE SOURCE	INJURY TYPE
FIRE	1 Wound per Round exposed to an open flame, 2 Wounds per Round for Lilans.
SUNLIGHT (FOR LILANS)	2 Wounds per Round exposed to direct sunlight
MOONLIGHT	For the Faux and True Blooded: For those with the <i>Disadvantage: Burned By Moonlight</i>; during the partial phases of the moon, for every round that a Persona is exposed to the moonlight; they take a Rank of Stun Damage. During the three days of the Full Moon, Personas take a Rank of Wound Damage for every round that they are exposed to the moonlight. For Lilans, Revenants, and Thralls: For those with the <i>Disadvantage: Burned By Moonlight</i>; during the partial phases of the moon, for every round that a Persona is exposed to the moonlight; they take a Rank of Wound Damage. During the three days of the Full Moon, Personas take a 2 Ranks of Wound Damage for every round that they are exposed to the moonlight.

BULLETS	Wound Damage, See Armor, Equipment & Weapons Section
BLADED WEAPONS	Wound Damage, See Armor, Equipment & Weapons Section
BLUNT WEAPONS	Wound Damage, See Armor, Equipment & Weapons Section
ARMOR PIERCING (AP)	Ammunition with the AP special ability ignore Body Armor and Toughness; all Wound Damage goes directly to the Persona.
FALLING DAMAGE	1 Wound per every 10 feet that the Persona falls. Example: A Persona falls off of a 100 foot tall building, the Persona takes 10 Wounds of Damage when they hit the ground.

REACTION CHECKS

In the simplest terms, a Reaction Check represents that first impression that is made when two people meet for the first time. If the first meeting (Reaction Check) goes well, then both Personas' first impressions of one another went relatively well and they are comfortable interacting with one another. If the first meeting (Reaction Check) went poorly, then some part of the meeting process did not go well and one or both Personas feel uneasy being around one another.

When two Personas meet for the first time, one of the Actors must make a Reaction Check for both (determined by both Actors drawing a Card from their Decks, the Actor with the lowest Card value draws for both). The Actor that makes a Reaction Check, drawing a Card from their Deck and adding their Reaction Rating to the value of the Card to gain their Reaction Check Total. After a Reaction Check Total is reached, consult the below Reaction Check Table.

Personas that already know one another (through a Persona Background) do not need to make a Reaction Check. Reaction Checks are only reserved for that first meeting and the results should be written down by both Personas because the initial Reaction Check will color all of their future interactions with one another.

REACTION CHECK TOTAL	DESCRIPTION
-6 or Lower	The first meeting went horrifically awry and the opposing Persona wishes to avoid the Persona at all costs; if forced to deal with the Persona, the opposing Persona will be extremely hostile with them.
-5 to 0	The first meeting went poorly and the opposing Persona reacts coldly to the Persona.
1 to 4	The first meeting went uneventful, neither Persona truly impressed one another; but neither are the Personas hostile towards one another.
5 to 7	The first meeting went cordially between the Persona and the opposing Persona.
8 to 10	The first meeting went well between the Persona and the opposing Persona; both reacting in a friendly manner toward one another.
11 or Higher	The first meeting went extremely well between the Persona and the opposing Persona; so well in fact that both were immediately at ease with one another and they are interacting with each other as if they are long standing friends.

COMBAT

CARDS OF POSITIVE VALUE

Ace	+1
Two	+2
Three	+3
Four	+4
Five	+5
Six	+6
Seven	+7
Eight	+8
Nine	+9
Ten	+10

CARDS OF NEGATIVE VALUE

Jack	-2
Queen	-4
King	-8
Joker	-20

DIFFICULTY RESOLUTION CHART

1 - 5	Trivial
6 - 10	Simple
11 - 20	Difficult
21 - 25	Very Difficult
26 - 30+	Next to Impossible

INITIATIVE: Each Actor draws a card from their deck plus appropriate Initiative Bonuses, at that point the Actor with the Highest Value goes first. Actors of lesser totals go in descending order.

ONCE COMBAT BEGINS: Once the contest begins, all Players part of the contest do not reshuffle their decks until the end of the combat.

COMBAT: If a Persona is attacking their opponent with their bare hands and they do not have a melee weapon or one of the Martial Arts Skills, the Persona does Stun Damage to their opponent. If the Persona has a improvised, melee, or ranged weapon in hand when attacking their opponent; whether it is a baseball bat, knife, sword, or folding chair, the Persona does Wound Damage to their opponent.

HAND TO HAND COMBAT DAMAGE: The damage that a Persona does is equal to their total Brawn Ranks in Stun Damage.

MELEE WEAPON COMBAT DAMAGE: The damage that a Persona does in melee combat is their Brawn + Damage of Melee Weapon, plus whatever Damage Bonus the Actor Controlled Persona has.

ATTACHING WITH BOTH HANDS: The Persona receives a -2 penalty to both attacks, the *Advantage: Ambidexterity* cancels this penalty.

MULTIPLE ACTIONS: A Persona gets to perform 2 Actions per Combat Round; these can be used to either attack or defend. Personae with a higher Agility can take additional Actions (See Agility Related Modifiers Chart), though each additional Action after 2 receives a cumulative -2 Penalty per Action. (*Note: Actors that are dumb enough to use all of their Actions to Attack will have nothing left for Dodge; so all attackers need only make a Draw at Difficulty: Trivial to hit the Persona. Life is a bitch.*)

EXAMPLE: The 3rd Action suffers a -2 Penalty; the 4th Action suffers a -4, and so on.

DOES MOVEMENT COUNT AS A COMBAT ACTION ?: An Actor Controlled Persona (ACP) is able to move their standard Walking movement once per Round without it counting as an Action in order to attack their Opponent. If the ACP is farther away from their Opponent than Walking movement would carry them, then the ACP must spend one of their Actions to cross the distance between them selves and their Opponent.

SATURATION FIRE: This is a means for a Persona to use a firearm to fire a grouping of shots at a specific target in the hopes of bracketing the target. Each additional shot fired decreases the effective difficulty by -2 per shot fired past the first shot. Damage for *Saturation Fire* is full Wound Damage for the first shot; and an additional half Wound Damage (per ammunition caliber, rounded down) per additional hit. These rules can also be used in situations where the targets are not visible to the shooter due to fog, smoke, etc. When using this rule; draw from the Hit Location Chart to determine where the shots hit the target.

CALLED SHOTS: When a Persona chooses to make a called shot on a specific area of their opponent or object, the difficulty to hit the target becomes: +10 higher. Should the Persona actually succeed in their "called shot", all damage done to that area is doubled. It is quite easy to kill a mundane from a called shot because of the sheer amount of wound damage that is being imparted to them.

SEVERING LIMBS: The severing of a limb from a Persona immediately drops that Persona's current wound category into the first box of (-4) Critical wounds. In the case of the head being severed from the neck, the Persona is killed immediately.

RATE OF FIRE MODIFIERS: A bow, crossbow, or even hand guns to rifles may have a Rate of Fire, or ROF that allows for one to multiple shots. But for every single shot that is not Saturation Fire, fired beyond the first adds a +2 Difficulty Modifier to the target.

CHARGING: Charging at a target gives a Persona a +1 to their Brawn in regards to attacking another Persona or entering a Contest of Will with another Persona that pits their Brawn against that of their opponent.

ACCURATE HITS (OPTIONAL RULE): When using this rule, whenever a Persona attacks an opponent they do additional damage based on how much they beat their Target Difficulty by. Whenever a Persona attacks their opponent, for every 2 points that they beat their Target Difficulty by, the Persona will add an additional point of damage (Stun or Wound) to the damage total. Directors should note that using this rule does increase the chances of killing an opponent in one successful hit; which in turn makes violent confrontations very bloody, but it also does decrease the amount of time that battles take up during the course of an Episode.

SURPRISE ATTACKS: When a Persona attacks another Persona or Non-Actor Persona without warning, in other words by surprise, the Persona that is being attacked defends them selves with -6 Ranks to their total Dodge Contest; the Persona that is attacking makes their attack Contest as normal to successfully attack and injure their opponent. All attacks after the first surprise attack are resolved normally.

DROWNING & SUFFOCATION: When a Persona is immersed in water for long periods of time, or otherwise can not breath, the Persona suffers Wound Damage. A Persona can hold his or her breath for a number of Rounds equal to their Ranks in Vitality, after that point the Persona begins taking a point of Stun Damage until they fall into unconsciousness. Once a Persona has been rendered unconscious, they automatically take a point of Wound Damage for every Round they are submerged, taking on water and are unable to breath. Obviously this can kill a Persona quickly if there is no one around to save them from drowning.

FATIGUE: A Persona that overexerts him or herself will become fatigued, when this occurs, the Persona will begin taking on Stun Damage as a sign of their fatigued physical condition. Stun Damage that is gained in this manner disappears at a rate of 1 point of Stun Damage per minute of rest.

***Example #1:** Bob chases after the Mook that just took a shot at him; the Mook has a Vitality of 3, Bob has a Vitality of 2. Bob can give chase to the Mook for 2 Rounds before he begins becoming Fatigued from the chase. For every round after Round 2 that Bob continues to give chase, Bob takes a point of Stun Damage.*

***Example #2:** Jane has just been thrown into a river when her car was run off the road. Jane has 3 Rank of Vitality; Jane can swim for 3 Rounds before becoming Fatigued from swimming. After Round 3, Jane will begin taking a point of Stun Damage for every Round that she is still swimming for shore.*

MOB COMBAT: OPTIONAL RULE (LIVE-ACTION): Every so often there comes a time when a group of Personas or Non-Actor Personas will have the opportunity to confront a single Persona in melee or ranged combat. When this occurs, going directly by the standard rules the combat scene has the potential to last a considerable amount of time (which the Actors could be using to role-play their Personas rather being stuck in the middle of a lengthy combat scene). When a mob scene occurs, the Actors choose who the leader of the mob will be, then that Leading Actor draws a single card for the rest of the mob. The resulting card is the number that is added or subtracted from all of the Personas or Non-Actor Personas that are attacking the single Persona.

COVER & CONCEALMENT

The best defense in a combat is to deny your opponent a target to fire at or attack. When taking cover behind a building, car, or tree, the Persona is denying their attacker visibility. Below are the difficulties for trying to hit a target that is using cover.

COVER TYPE	COVER PENALTY TO HIT TARGET
ONE-QUARTER COVER	+3 to Difficulty
ONE-HALF COVER	+6 to Difficulty
THREE-QUARTERS COVER	+10 to Difficulty
FULL COVER	Opponent is fully protected by Cover. Only Armor Piercing ammunitions will be able to defeat this cover.
MYSTICAL CONCEALMENT	The attacker makes their attack attempt at a -10 to their Contest.

CONVERSION FOR DICE ROLLS INSTEAD OF PLAYING CARDS

For those of you that are diehard dice fanatics, here is the conversion so that you can use your gaming dice instead of the playing cards. You will need two D10s, and one D4.

- The first D10s is for a Positive outcome to the dice roll (as in the 1 to 10 positive numbers that playing cards can produce).
- The second D10 (different color) is for a Negative outcome.
- The D4 is to represent the Face Cards and their Negative effects. (1 = Jack, 2 = Queen, 3 = King, and 4 = Joker)

Here is the way it works, when you roll the D10s take the die the rolls the highest number. If it's the Positive, simply add the number rolled to the Attribute + Skill to get your total for resolution. If the Negative die rolls high, roll the D4 to determine which of the face cards that the Actor will get; and then simply take the negative number from the Chart above. Past that, there are no changes in the *Center Stage Game System*. We highly recommend the Card System as it was designed because the probability of Face Cards appearing under the dice conversion greatly increases.

RANGE DIFFICULTY CHART

Short (1 to 10 Ft.)	Medium (11 to 20 Ft.)	Long (21 to 50 Ft.)	Extreme Long (50 to 200 Ft.)
-2 to Difficulty	+2 to Difficulty	+6 to Difficulty	+10 to Difficulty

When attempting to shoot at a target, the shooter must be able to equal to or beat their Opponents Agility + Dodge (+Range Modifier) + Card to Hit their Target. To Dodge, the Opponent must beat the Shooter's Total Resolution Value.

HIT LOCATION CHART

RIGHT LEG	1	JACK	CHEST
LEFT LEG	2	QUEEN	NECK
RIGHT ARM	3	KING	HEAD
LEFT ARM	4	JOKER	HEART
ABDOMEN	5-6		
CHEST	7-10		

HEALTH & HEALING

A Persona in the *CENTER STAGE GAME SYSTEM* has 2 different types of wounds that can be inflicted, the first being stun damage. These wounds are only temporary and last a very short time. The second type are actual physical damage done to the character via any number of ways, this type of damage take a lot longer to heal and requires that the character take some downtime of rest and relaxation to heal these injuries.

All wound penalties listed by the health levels indicate the number of Attribute traits the player loses in all Checks and Contests. If the character is at Negative Attribute traits left, then they may not take an Action until that number rises against to a Positive number.

STUN DAMAGE: This type of damage is none fatal and considered temporary. A Persona heals a Rank of this damage every 10 rounds per Rank of stun damage taken. So for example; if a character is critically stunned and brought down to critical stun -4, then it will take that character 70 rounds to completely recover from the stun.

LIGHT WOUNDS: This type of wounds requires 2 days of rest per Light Wound healed.

SEVERE WOUNDS: This type of wounds requires 5 days of rest per severe wound healed. With accelerated healing medicines and a physician at hand to aid in the healing process, the duration of the healing process can be greatly declined; to a minimum of 1 week to bring the Persona up to Light Wounds.

CRITICAL WOUNDS: This type of wounds can take one month per critical wound to heal in normal time. With accelerated healing medicines and a physician at hand to aid in the healing process, the duration of the healing process can be greatly declined; to a minimum of 3 weeks to bring the Persona up to Severe Wounds.

RESISTING STUN AND WOUND DAMAGE: The Persona uses their Toughness Ranks and subtracts that number from the total amount of Stun or Wound Damage that was done to them each turn during a combat.

ATTRIBUTE DAMAGE: This type of Damage directly affects a Personas Attributes. Losing an Arm would remove a Rank in a Personas Agility, while taking a nasty face Wound could result in the Person closing a Rank in Appearance.

HEALING ATTRIBUTE DAMAGE: Attribute Damage takes One Week per Rank of Wound damage to heal.

LIFE FORCE: All Personas have a set amount of Life Force that represents the life energy that naturally keeps them living. Whenever a Persona reaches 5 Life Force Points through use of Life Force or the drain of their Life Force, that Persona takes a point of Fatigue/Stun damage and for every point below 5 the Persona takes another point of fatigue/stun damage. When a Persona reaches 0 Life Force, that Persona falls unconscious. When Persona loses 9 points of Life Force past 0, that Persona dies.

LIFE FORCE REGENERATION: Only living creatures have the capacity to regenerate Life Force points that have been spent or drained. Life Force regenerates at 1 Life Force point per hour of restful sleep. Creatures that are denied the ability to sleep will simply not regenerate their lost Life Force points until they have succumbed to unconsciousness.

HEALTH RANKS

STUN RANKS		
LIGHT FATIGUE/STUN		
No PENALTIES		
□	□	□
SEVERE FATIGUE/STUN		
-1	-2	-3
□	□	□
CRITICAL FATIGUE/STUN		
-4	-5	
□	□	
DEFENSELESS		
□		
UNCONSCIOUSNESS		
□		

WOUND RANKS		
LIGHT WOUNDS		
No PENALTIES		
□	□	□
SEVERE WOUNDS		
-1	-2	-3
□	□	□
CRITICAL WOUNDS		
-4	-5	
□	□	
DEFENSELESS		
□		
DEATH		
□		

FATIGUE/STUN DAMAGE

LIGHT STUN: The Persona has been knocked around a bit, but they have yet to under any Stun penalties.

SEVERE STUN: The Persona has been hit hard enough to impair their ability to defend themselves, although not life threatening, the opponent has a definite advantage over the Persona.

CRITICAL STUN: The Persona has been hit so hard that their ability to defend themselves has been seriously hampered and the opponent has an overwhelming advantage over the Persona.

DEFENSELESS: The Persona has been hit so hard that they no longer have the ability to defend themselves from further attacks; if the opponent strikes them again they will be rendered unconscious.

UNCONSCIOUSNESS: The Persona has been rendered unconscious; the Persona is now at the mercy of their opponent. Any further Stun Damage that is acquired translates into Wound Damage.

WOUND DAMAGE

LIGHT WOUNDS: Slight bumps, bruises, or lacerations. The Persona has been knocked around a bit, but they have yet to under any Wound penalties.

SEVERE WOUNDS: The Persona has been wounded enough to impair their ability to defend themselves, these wounds are life threatening, the opponent has a definite advantage over the Persona.

CRITICAL WOUNDS: Deep Gashes to impaling wounds. The Persona has been wounded to the point that their ability to defend themselves has been seriously hampered and the opponent has an overwhelming advantage over the Persona; at this point the Persona is very much in danger of losing their life due to blood loss and internal injuries.

DEFENSELESS: The Persona has been wounded to the point that they can no longer defend themselves from their opponent or any further attacks; if the opponent strikes the Persona again the result will be Death.

DEATH: The Persona has been killed

EPISODIC STARTING LIFE FORCE CHART (FOR LILANS, REVENANTS & THRALLS)

CARD	=	STARTING LIFE FORCE POINTS	CARD	=	STARTING LIFE FORCE POINTS
1	=	1 Life Force Point	JACK	=	11 Life Force Points
2	=	2 Life Force Points	QUEEN	=	12 Life Force Points
3	=	3 Life Force Points	KING	=	13 Life Force Points
4	=	4 Life Force Points	JOKER	=	Maximum Life Force Points
5	=	5 Life Force Points			
6	=	6 Life Force Points			
7	=	7 Life Force Points			
8	=	8 Life Force Points			
9	=	9 Life Force Points			
10	=	10 Life Force Points			

Those Personas with the Life Force Restriction Disadvantage begin each Episode with 2 less Life Force Points than those Personas without the disadvantage.

ALCOHOL RESISTANCE TABLE

ALCOHOL TYPE	NUMBER DRINKS	VITALITY CHECK DIFFICULTY	FAIL PENALTY
Weak Alcoholic Drink	5	Simple	-1 to Psyche & Vitality
Strong Alcoholic Drink	2	Difficult	-1 to Psyche & Vitality
Extremely Potent Alcoholic Drink	2	Very Difficult	-1 to Psyche & Vitality

When a Persona has been reduced to 1 Vitality from intoxication; each successive drink prompts an additional Vitality Check. Failure of this additional Check renders the Persona unconscious. If a Persona is reduced to 0 Vitality due to intoxication, they fall unconscious and are subject to alcohol poisoning. For every hour that the Persona does not receive medical treatment, the Persona will suffer 1 Rank of Wound Damage until they have either been given medical attention or they die. If Persona draws a Joker when attempting to make a Vitality Check to resist the effects of alcohol, the Persona immediately passes out due to being overcome by the intoxicating effects of the alcohol.

ALCOHOLIC DRINK EXAMPLES

WEAK ALCOHOLIC DRINKS	Beer, Ale, Schnapps, Wine Coolers
STRONG ALCOHOLIC DRINKS	Whiskey, Rum, Vodka, Wine
EXTREMELY POTENT ALCOHOLIC DRINKS	Everclear, Moonshine

RECOVERING PSYCHE & VITALITY

A Persona must rest for a minimum of 8 hours to recover all Psyche and Vitality Ranks that are lost due to alcoholic intoxication. For the first 3 hours after awakening from alcoholic intoxication, the Persona will suffer a -1 to all Checks and Contests due to their "hangover".

POISONS

Eventually the use of poisons as a weapon comes up in almost every role-playing game. Some poisons will do stun damage; other poisons will be wound damage to those Personas that are affected by the poison. Generally poisons come in two types; those that are naturally occurring and those that are created through the mixture of chemicals. In the Center Stage Game System, poisons come in four category types; 1) Absorbed Poisons, 2) Ingested Poisons, 3) Inhaled Poisons, and 4) Insinuitive Poisons.

Absorbed poisons, also known as contact poisons, enter the victim's body by passing through their skin or membranes. No cut or tear in the skin is required for the poison to enter the body. These poisons are usually found in the form of gels, ointments, powders, thick liquids, and syrups that can be applied to surfaces of doors, handles, traps and weapons.

Ingested poisons must be ingested (eaten or swallowed) by the victim in order to enter the body, usually these poisons are added to foods or drinks. These poisons are generally found in the form of a liquid, powder or syrup that tends to have no taste at all; or if it does have a taste, the taste is pleasant, making the poison undetectable by casual inspection.

Inhaled poisons are airborne toxins that must be introduced into the victim's respiratory system through the act of breathing in order for the poison to work; merely walking through a poison cloud is not enough for the Persona to be affected by the poison, but if the Persona breaths in the poison, then they will be affected. These poisons tend to appear in liquid or powder form; when a container with the poison is thrown or smashed, the compartments that separate the poisons components mix and create the gas that will be inhaled by the victim. Generally the size of the container dictates the size of the poison cloud; the larger the container, the larger the poison cloud. It is not uncommon for the archers of old to attach poison containers to their arrows in order to poison groups of enemy soldiers. In most cases, the poison clouds only last for a scene and then dissipate.

Insinuitive poisons enter the body thru cuts or punctures in the skin. These poisons are usually placed on a weapon and come in a variety of forms including pastes, oils, gels, syrups, liquids and powders. Although these poisons have color, once applied to a surface, they tend to fade into the material they're applied to, making them hard to notice.

TOXIN RESISTANCE TABLE

TOXIN POTENCY	NUMBER DOSES	VITALITY CHECK DIFFICULTY	FAIL PENALTY
Weak Toxin	1	Simple	See Toxin
Moderate Toxin	1	Difficult	See Toxin
Strong Toxin	1	Very Difficult	See Toxin
Potent Toxin	1	Very Difficult	See Toxin
Extremely Potent Toxin	1	Next to Impossible	See Toxin

DOSES

For the purposes of this table, a dose is considered to be the typical amount of a toxin that a Persona will come into contact with. For example; in the case of an animal or insect, a bite or sting is considered to be a single dose. In the case of other commercial toxins; the dose is what would be considered an effective amount.

OVERDOSE

Exposure of a Persona to an additional dose of a poison while under the effects of a previous dose of the same poison will increase the toxin potency of this dose by one step. Additional effects of an overdose may occur, see individual poisons for specifics.

DURATION

In the case of Toxins that have a duration of variable number + Card, use the following values: if Jack = 2, if Queen = 4, if King = 8, or if Joker = 20

TOXIN EXAMPLES

WEAK TOXIN	Pepper Spray, Sleeping Pills, Black Widow Venom
MODERATE TOXIN	Jellyfish Venom, Tetrodotoxin (ingested), Arsenic
STRONG TOXIN	Scorpion Venom, Chloral hydrate, Chloroform
POTENT TOXIN	Belladonna (Deadly Nightshade), Cyanide, Strychnine
EXTREMELY POTENT TOXIN	Tetrodotoxin (insinuate), Curare

WEAK TOXINS

BLACK WIDOW VENOM

Type: Insinuate

Immediate Effects: *The victim suffers severe pain, muscle cramping in the back and thighs, headaches and dizziness, anxiety and insomnia, and joint pain. This all results in a -1 penalty to the victim's Vitality. On a failed Vitality Check, the victim suffers shock resulting in an additional loss of 1 Vitality Rank.*

Lasting Effects: *The Vitality loss from this toxin lasts for a period of Card Weeks. An overdose this toxin results in the loss of an additional Vitality Rank.*

Treatment: *Black Widow venom may be treated with Black Widow anti-venom.*

PEPPER SPRAY

Type: Absorbed

Immediate Effects: *The victim immediately suffers an extreme burning of the skin and a stinging of the eyes. If the Persona fails their Vitality Check, they are rendered blinded for the period of 30 minutes.*

Lasting Effects: *The victim suffers a -3 to all Checks and Contests for the duration of the Scene.*

Treatment: *The victim must simply wait out the effects of the Pepper Spray.*

SLEEPING PILLS

Type: Ingested

Immediate Effects: *This drug is intended to induce sleep. On a failed Vitality Check the Persona enters into a deep sleep Vitality Ranks + Card Hours. An overdose of sleeping pills forces an additional Vitality Check, failure indicates that the Persona is rendered unconscious and is unable to breath (see Drowning & Suffocation)*

Lasting Effects: *None*

Treatment: *The victim must wait for the effects to wear off. In the event of an overdose, the victim must be rushed to a Hospitals poison control unit.*

MODERATE TOXINS

ARSENIC

Type: Ingested

Immediate Effects: The victim begins suffering extreme nausea and stomach pain, which can lead to vomiting and violent hellishly painful diarrhea. The immediate effects is it the victim suffers a -2 to all Vitality Checks and Contests for the period of Card hours.

Lasting Effects: If the Persona fails a Vitality Check, for the duration of this toxins immediate effect, the Persona loses 1 Rank of their Intellect and Psyche. An overdose of Arsenic causes an additional Vitality Check, if this is failed; the Intellect and Psyche loss is permanent.

Treatment: The Persona must seek medical attention immediately from a Hospital.

JELLYFISH VENOM

Type: Insinuate

Immediate Effects: Subject suffers excruciating pain and the venom causes temporary paralysis for Card + 10 Rounds.

Lasting Effects: If the subject fails their Vitality Check they begin taking a Rank of Wound Damage every 2 Rounds for a period of 10 Rounds total. The Wound Damage taken from this venom leaves a permanent scar due to the necrotic effects of the venom.

Treatment: The sting and venom of a Jellyfish can be treated with a standard First Aid Skill Check at Difficulty: Difficult.

TETRODOTOXIN

Type: Ingestive & Insinuate

Immediate Effects: Subject suffers weakness leading quickly into paralysis and eventually into a death-like state. The victim subject can linger near death for several days in this paralyzed state. For every hour that the victim is under the influence of this poison, the Persona loses 1 Rank in both Agility and Brawn. Once 3 hours have passed, the victim will lose all remaining Ranks that they have in both Agility and Brawn; at which point the victim enters a death-like state (coma).

Lasting Effects: If the subject fails their Vitality Check they immediately enter a death-like state for the next Vitality Ranks + Card days. The Persona takes a Rank of Wound Damage per day that they remain in this death-like state.

Treatment: No antidote has been developed for Tetrodotoxin. Treatment for ingested Tetrodotoxin involves emptying the stomach, feeding the victim activated charcoal to bind the toxin, and standard life support measure to keep the victim alive until the effect of the poison has worn off.

STRONG TOXIN

CHLORAL HYDRATE

Type: Inhaled

Immediate Effects: This drug is used for the short time treatment of insomnia and is a potent sedative; in illegal circle this drug is used occasionally as a date-rape drug. On a failed Vitality Check the Persona enters into a deep sleep Vitality Ranks + Card Hours.

Lasting Effects: An overdose of Chloral Hydrate is marked by short-term memory lose (8 hours of memories lost), convulsions, nausea, vomiting and respiratory problems. The Persona loses 1 Rank of both Intellect and Psyche for the period of Card days. The Persona must succeed in a Vitality Check, failure indicates that the Persona is rendered unconscious and is unable to breathe (see Drowning & Suffocation).

Treatment: The victim simply has to wait for the poison to wear off.

CHLOROFORM

Type: Inhaled

Immediate Effects: This drug is used by criminal and law enforcement agencies, as well as the medical community to induce unconsciousness. While under the effects of Chloroform the Persona suffers a -2 Penalty to all Checks and Contests for a period Card hours. If the Persona fails their Vitality Check they are rendered unconscious for Card hours.

Lasting Effects: Along with the penalties and unconsciousness, a Persona gains the benefit the Advantage: Pain Resistance. An overdose of Chloroform requires that the Persona succeed on a Vitality Check, or permanently lose 1 Rank of Vitality.

Treatment: There is no mundane treatment to recover Vitality lost to this type of poisoning. The victim must simply wait for the other effects to wear off.

SCORPION VENOM

Type: Insinuate

Immediate Effects: The victim suffers 1 Wound of Damage from blood loss, and loses 1 Rank of Intellect and Psyche for the period of Card times 2 Hours.

Lasting Effects: After the end of the immediate effects, the Persona must make a second Vitality Check; failure of this Vitality Check renders the Intellect and Psyche loss permanent.

Treatment: Scorpion venom may be treated with Scorpion anti-venom.

POTENT TOXINS

BELLADONNA (DEADLY NIGHTSHADE)

Type: Ingestive

Immediate Effects: Subject suffers from a racing heart; disorientation giving the Persona a -1 to Agility, Intellect, and Vitality for the next scene (2 hours).

Lasting Effects: If the subject fails their Vitality Check they suffer a massive heart attack that reduces them to the 1st box of Critical Wounds (-4); thereafter taking an additional Wound per 15 minutes that the Persona does not receive proper medical treatment.

Treatment: The antidote for Belladonna poisoning is Physostigmine, a common pharmaceutical.

CYANIDE

Type: Ingestive, Inhaled, & Insinulative

Immediate Effects: The victim may suffer a loss of consciousness preceded by weakness, headaches and a difficulty in breathing. This can lead to a coma with seizures and cardiac arrest with death following in a matter of minutes. The Persona suffers a -2 penalty to all Checks and Contests. If the victim fails their Vitality Check, they suffer a cardiac arrest attack that reduces them to the 1st box of Critical Wounds (-4); thereafter taking an additional Wound per 15 minutes that the Persona does not receive proper medical treatment.

Lasting Effects: If the Persona is exposed to less than lethal amounts of Cyanide (less than one dose) over a period of a year, the Persona must succeed in a Vitality Check; if failed the Persona suffers a permanent Rank reduction of 1 in Agility, Brawn, and Vitality. If the Persona critically fails this Vitality Check, the Persona is permanently paralyzed.

Treatment: The treatment of Cyanide poison requires the use of a standardized antidote kit that typically requires that the victim be taken to a hospital. Those with access to restricted medical supplies can also obtain one of these Cyanide Poison Antidote Kits.

STRYCHNINE

Type: Absorbed, Ingested, Inhaled, & Insinulative

Immediate Effects: The victim suffers muscular convulsions that will last for a period of Card hours, and the Persona suffers a -4 Penalty to all Checks and Contests.

Lasting Effects: On a failed Vitality Check, the Persona begins suffering Fatigue Damage at a rate of 1 Rank per hour that they are affected by the poison (See Fatigue Damage).

Treatment: Although there is no known antidote for Strychnine, it is possible to treat it through the use of an activated charcoal infusion, which serves to absorb any remaining poison, along with Anticonvulsants and muscle relaxants.

EXTREMELY POTENT TOXIN

TETRODOTOXIN

Type: Ingestive & Insinulative

Immediate Effects: Subject suffers weakness leading quickly into paralysis and eventually into a death-like state. The victim subject can linger near death for several days in this paralyzed state. For every hour that the victim is under the influence of this poison, the Persona loses 1 Rank in both Agility and Brawn. Once 3 hours have passed, the victim will lose all remaining Ranks that they have in both Agility and Brawn; at which point the victim enters a death-like state (coma).

Lasting Effects: If the subject fails their Vitality Check they immediately enter a death-like state for the next Vitality Ranks + Card days. The Persona takes a Rank of Wound Damage per day that they remain in this death-like state. If the victim is injected (insinulative) with this poison, the victim must make a Vitality Check at difficulty: Next to Impossible, or they suffer a massive heart attack that reduces them to the 1st box of Critical Wounds (-4); thereafter taking an additional Wound per 15 minutes that the Persona does not receive proper medical treatment.

Treatment: No antidote has been developed for Tetrodotoxin. Treatment involves standard life support measure to keep the victim alive until the effect of the poison has worn off.

CURARE

Type: Insinulative

Immediate Effects: The victim suffers muscle paralysis (meaning the victim can not move, although speaking is still possible) for Card hours.

Lasting Effects: On a failed Vitality Check, the victim is rendered unconscious (drops to Stun Damage Rank – Unconscious), and begins to suffocate (See Drowning & Suffocation).

Treatment: There is no antidote for Curare; the victim must simply wait for the poison to wear off. If the victim begins to suffocate, it is possible to keep the victim alive as long as it possible maintains the victim's respiration artificially until the poison has worn off.

MOVEMENT RATES

CREATURE TYPE	PER HOUR	PER DAY
Average Human & Atlantean (Male)	3.5 MPH	28 MPH
Average Human & Atlantean (Female)	3.0 MPH	24 MPH
Soldier Human & Atlantean (Male)	3.75 MPH	30 MPH
Soldier Human & Atlantean (Female)	3.5 MPH	28 MPH
Mounted on Light Horse	4 MPH	32 MPH
Mounted on Heavy Horse	3.5 MPH	28 MPH

SIZE CATEGORIES

Unlike what a famed sage would have you believe, size does matter, or at least it does in combat. When two creatures of equal size face off, neither has an advantage or penalty.

However, the smaller a creature is, the harder it is to hit or evade. Likewise, the larger a creature is, the easier it is to hit or evade. These bonuses and penalties also apply to combat skills used against vehicles or while using a vehicle to perform combat skills.

This translates into either a bonus or penalty on Combat Skills based on the difference in size. A Persona receives a +1 Bonus to all Combat Skills against an opponent for each size above their own. For example, an Atlantean trying to shoot a large animal, such as a bear, would have a +1 bonus to their firearms skill; additionally a persona receives a -1 penalty for each size category below their own. For example, that same Atlantean trying to kick a small creature, such as a cat, would suffer a -1 penalty to their strike skill.

TINY	SMALL	MEDIUM	LARGE	MASSIVE	COLOSSAL
The size of a small bird or mouse.	The size of a cat or a dog.	The size of a large dog or human, or vehicles roughly the size motorcycle.	The size of a horse or a large bear, or vehicles roughly the size of a car.	The size of an elephant, or vehicles ranging from the size of an SUV or a Tank.	The size of a blue whale or an Old One, or vehicles the size of an ocean liner.

PRESTIGE & RENOWN

Prestige & Renown is the measure of an individuals worth to others of their House and the Imperium at large. Many times this directly reflects the way they are treated by those around them and how other members of their House are treated by those not of their House.

GAINING RENOWN: To gain Prestige & Renown; a Persona proves themselves to their peerage as one worthy of recognition. They lead by example, performing acts in the service of their House or the Imperium as a whole. Once enough time has gone by, the Persona's Prestige & Renown will rise at the discretion of the Director.

LOSING RENOWN: One can lose Prestige & Renown just as easily as one can gain it. A Persona loses Prestige & Renown through the commission of acts that go against the grain of their House or the Codex Imperialis of the Imperium. An Example is; A member of House Ramius refuses to punish a member of House Draconis that has just crossed the line in dealings with his House. For that act his name would be stained as a traitor to his House. Another Example is; A member of the Court of Roses is traveling through a hamlet that is under siege by a host of Reavers, if he simply does nothing to help the hamlet, there is a chance his Renown will plummet if any from the hamlet saw him pass by without attempting to assist them or if anyone hears of his act of cowardice.

SYSTEM: House Prestige and Imperium Renown allow a Persona to add their Ranks in House Prestige or Imperium Renown to Persuasion and other assorted Skill Checks. House Prestige can only be used when dealing with other members of a Persona's House. Imperium Renown can be used when dealing with anyone that is a member of the Second Atlantean Empire; it should be noted that it is possible to use both House Prestige and Imperium Renown together when dealing with situations where a Persona is dealing with another member of their own House.

-1	<i>Reaver</i>	Little better than a Pariah; in some ways even worse. Completely ignored by their former peers for the most part. Unwanted by House mates and the Imperium, their voice goes unheard in House and Imperium gatherings. At this point they are not even considered a member of a House.
0	<i>Outcast/Pariah</i>	Sneered at by their peers, considered beneath notice. Are always given the shoulder (publicly) from the more sympathetic members of their House. Perhaps quietly assisted from the shadows, but plausible deniability provided for.
1	<i>Tolerated</i>	One who is very young within a House and has yet to begin making a name for themselves.
2 - 3	<i>Accepted</i>	One who has begun making their name know to the world, but many still couldnt name them if pressed. Knows their Ps & Qs, also knows the basics of the Codex Imperialis, House Traditions and Structure / Hierarchy. Has recently introduced to the First Citizen of their city.
4 - 5	<i>Known</i>	Their name has begun to grow in reputation and fame. They are known within the city (locally) and have a voice in local House meetings. May be listened to at larger meetings, but also maybe not. Knows not only the House philosophies, but also the goal and opinions, the House's outlooks and plans.
6 - 7	<i>Established</i>	The life of the party, popular locally. These individuals are invited to give their opinions and advice at gatherings of the local populace. These are the Up and Comers or Atlantean society. They have somewhat of a controlling voice in local House meetings. Their name is known in other cities and they may speak at the House or City meetings of other cities.
8 - 9	<i>Respected</i>	These individuals are usually sought after in times of urgent need. Their name is known throughout their respective House or the Imperium at large. Atlanteans in several other cities know of them. Advice is sought after locally and requested, on occassion, from outside their home city. He or she has a strong, leading voice locally, and may speak in other cities.
10 - 12	<i>Honored</i>	Known to follow the traditions and customs of their House, these individuals are held in high esteem and their services are always in high demand by those of their House and by those not of their House. By this point, the individuals House ceases to become an issue when addressing their worth. They are known and somewhat popular throughout a large area, other cities. Invited to visit, advice, sought after.
13 - 18	<i>Impressive</i>	Few amongst their House and the Imperium would dispute their wise decisions. They are listened to by many; their advice is constantly sought after by those from within the Imperium. They are often so busy advising others that their affairs suffer locally or must be delegated to others.
19 - 25	<i>Revered</i>	A true role model. They are known to all the "movers and shakers" in the Imperium. They are frequently invited to visit other cities to assist with their decisions and local affairs.
26 - 28	<i>Mentor</i>	Their Name and Reputation is known throughout the Imperium, many seek them out to advise them on how to do things and wish the individual to teach them "their" ways of dealing with situations and politics.
29	<i>Patron:</i>	Their Name and Reputation have spread so far among their House and the Imperium that many seek them out so that they may assist the individual in their affairs.
30 +	<i>Legendary</i>	They are the embodiment of all that their House stands for. They are that which all members of their House and other Houses seek to be. Their word defines their House, as it defines them selves.

FEAR & MADNESS

Fear as defined by the dictionary is; "A feeling of agitation and anxiety caused by the presence or imminence of danger." All creatures that live and breath suffer from fear at one point or another, it is a natural survival mechanism, and usually occurs in response to specific negative situations.

Personas in DARK AEONS: THE ATLANTIAN CHRONICLES suffer from Fear Checks when a Persona gets into a situation that would

scare them (as in finding a corpse sitting in the front seat of a car, witnessing a murder, being attacked by a pack of rabid dogs, or uncovering some secret or secrets that man was not meant to know, etc.) the Actor makes a Fear Check for their Persona by using their Resist Fear & Madness Ranks + Drawing a Card from their Deck. Below is a difficulty chart for dealing with Fear.

MENTAL STABILITY

This Derived Attribute is a direct reflection of a Persona's overall mental fortitude and the distance they must travel in their descent into a madness that they will never be able to escape from. When a Persona reaches 0 (zero) Mental Stability, that Persona lapses into a permanent state of catatonia from which there is no return; at which point the Persona is permanently retired from play.

MENTAL DEGRADATION

This is the descent into madness that occurs when a Persona begins losing Ranks in their Mental Stability Derived Attribute; as a Persona spirals closer and closer to insanity they begin gaining Minor and Major Madnnesses that tend to hamper their ability to interact with the world around them. There are certain Spells and Rituals that hasten a Persona's descent into madness because these Spells and Rituals have a Mental Degradation Cost on top of the normal costs.

RECOVERING MENTAL STABILITY

There are several ways for a Persona to regain some of their lost Mental Stability Ranks; the first is through Psychiatric Medications, the second is through Psychoanalysis through a trained Psychiatrist, the third way is for the Persona to check themselves into a Psychiatric Institution and through a combination of the Psychiatrists and Psychiatric Medications can regain some of their lost Mental Stability. The last way, and often the most difficult, is for the Persona to confront the source of the lost Mental Stability and in defeating them or it, the Persona is able to regain some of his or her lost Mental Stability.

Below are the ways the system allows for an Actor Controlled Persona to regain some of their lost Mental Stability:

PSYCHIATRIC MEDICATIONS

3 Months of daily Psychiatric Medications can allow a Persona to regain 5 Ranks of lost Mental Stability.

PSYCHOANALYSIS THROUGH A TRAINED PSYCHIATRIST

3 to 6 Months of Psychoanalysis through a trained Psychiatrist (Director's decision) can allow a Persona to regain 5 Ranks of lost Mental Stability.

PSYCHIATRIC INSTITUTIONALIZATION

3 Months of Psychiatric Institutionalization can allow a Persona to regain 5 Ranks of lost Mental Stability. However, there is a 10% chance (Draw from Actor's Deck without Face Cards, an Ace equals that 10% chance) that the Persona will lose another 3 to 5 Ranks of Mental Stability due to their confinement in the Psychiatric Institution and because of the other Patients.

CONFRONTATION WITH THE SOURCE

A Persona can regain 5 Ranks of lost Mental Stability by confronting the source of their lost Mental Stability; whether it was a Servitor of Cthulhu or a Psycho killer that tortured the Persona, confronting the source and defeating them can allow the Persona to regain some of his or her lost sanity.

FEAR DIFFICULTIES

DIFFICULTY

EXAMPLE

Trivial

- Hearing strange noises
- Seeing an object fall off a table for no reason
- Seeing a wall covered with insects
- Being forced to crawl through a small space

<i>Simple</i>	• Finding a Corpse • Witnessing someone being killed or murdered • Seeing a Ghost
<i>Difficult</i>	• Witnessing a Friend being killed or murdered • Being attacked in total darkness
<i>Very Difficult</i>	• Having a corpse fall out of no where in front of you • Being eaten alive
<i>Next to Impossible</i>	• Witnessing your entire family murdered in front of you • Discovering secrets man was never meant to know

ADDITIONAL FEAR MODIFIERS

The following modifiers add or subtract from the difficulty of making a Fear Check. + means that it adds to the Difficulty, - means that it subtracts from the Difficulty.

MODIFIER	EXAMPLE
-1	The Persona has prepared them selves in advice for an encounter.
-1	Seeing a corpse that has been prepared for a funeral
-1	Seeing a corpse in the back of a funeral home
-1	Finding the skeletal remains of a person
-1	Finding the remains of a animal
+1	Finding a heavily decomposed or mutilated corpse.
+1	Finding the corpse of a friend or loved one
+1	Finding the corpse of a child
+1	Darkness or near dark conditions
+1	Any situation that confronts a Persona with one of their Phobias
-1	The triggering Fear factor is witnessed from a Medium to Long distance.

All Fear Modifiers have a cumulative effect.

Example: Finding a heavily decomposed corpse in total darkness would raise the Fear Difficulty of a encounter by +2.

FAILING A FEAR CHECK

When Personas succeed in confronting their Resist Fear & Madness Checks, play continues as normal. It is when a Persona fails their Resist Fear & Madness Check; that Is when encounters start to take on a life of their own. The below chart should be used when Personas fail their Fear Checks. To determine just how badly a Persona has failed their Resist Fear & Madness Check, find the number of points by which they have failed their Resist Fear & Madness Check and compare it to the table below.

FAILED BY	DEGREE OF FAILURE	MENTAL DEGRADATION	FEAR EFFECT
1 to 4 points	<i>Minor</i>	-2 Ranks	The Persona becomes startled and for the next round they are at a -2 to all Card Draws. Afterwards the Persona will recover normally.
5 to 9 points	<i>Major</i>	-6 Ranks	The Persona runs from whatever situation that caused the failed Fear Check, they may not return to the scene until the Fear factor has been dispatched or simply fled the scene itself. Whenever a Persona loses 6 to 8 Ranks of Mental Stability over the course of a single Episode; that Persona gains a temporary Madness (Minor or Major; at the Director's discretion). This Madness will remain with the Persona for the next 1 + Card Months of Play (Jack = 11, Queen = 12, King = 14, & Joker = 16)

10 to 12 points	<i>Severe</i>	-12 Ranks	The Persona becomes catatonic for the rest of the scene, unable to perform any actions. This can be dangerous for Personas in the middle of fight scenes. Whenever a Persona loses 12 Ranks of Mental Stability over the course of a single Episode; that Persona gains a temporary Madness (Minor or Major; at the Director's discretion). This Madness will remain with the Persona for the next 6 + Card Months of Play (Jack = 11, Queen = 12, King = 14, & Joker = 16)
13+ points	<i>Reality Shaking</i>	-16 Ranks	The Persona has been exposed to a Fear factor that their mortal mind simply can not handle. Because of this fear, the Persona becomes so consumed with fear that they faint in an attempt to retreat into the depths of their own mind for safety. Whenever a Persona loses 16 or more Ranks of Mental Stability over the course of a single Episode; that Persona gains two permanent Madnesses (Major; at the Director's discretion). In isolated cases extreme psychotherapy can overcome these Madnesses, but this requires that the Persona regain 16 Ranks in their Mental Stability and also requires at least 36 months worth of intense therapy. If the Persona does not seek the help of a mental professional, these Madnesses will follow them for the rest of their days.

ABYSSAL SORCERY MENTAL DEGRADATION

Any time that a Sorcerer casts Spells and Rituals that require the Abyssal Atunement Advantage, the Sorcerer will automatically lose Ranks in their Mental Stability and gain Ranks in Abyssal Taint.

SPELL/RITUAL RANK	MENTAL DEGRADATION	ABYSSAL TAINT
1	1	2
2	2	5
3	3	6
4	4	7
5	5	8
6	6	9

ABYSSAL TAINT

Abyssal Taint is a form of mental and physical corruption that occurs anytime that a living creature is exposed to the alien energies that are connected to the Abyss. As a Persona is exposed to these warping energies, their bodies and minds will eventually begin showing physical signs of their connection to the Abyss. When a Persona's Abyssal Taint Ranks become equal to 50% of their Mental Stability, the Persona's body will begin manifesting physical manifestations of the Abyss or the Old One that is tied to the Abyssal energies that the Persona is channeling. For every additional 5 Ranks of Abyssal Taint that a Persona acquires after they reach the 50% mark, they will gain an additional manifestation of the Abyss on their appearance. When a Persona's Abyssal Taint reaches 100% their total Mental Stability, that Persona ceases to be human because the Abyss has changed them into a Servitor of the Abyss or a Servitor of one of the Old Ones.

EXAMPLES OF ABYSSAL TAINT

The following are examples of possible manifestations of the Abyssal Taint:

ABYSSAL THIRD EYE

The Persona grows a third eye on their forehead where their mystical third eye should be. This eye appears to be jet black and seems to open and close of its own accord. Through this Abyssal Third Eye, the Persona is able to look into the minds of all those that they can see as if the Persona had the Psychic Talent: Telepathy. At times the Persona must feed their third eye, see the Psychic Talent: Psychic Vampirism for the system mechanics of feeding their Abyssal Third Eye. If a Persona refuses to “feed” their Abyssal Third Eye, the eye will begin feeding on the Persona’s own Life Force until it has fed upon 8 Life Force Points at which point the eye is sated for the moment. On average, the Persona must feed the Abyssal Third Eye every 3 days.

BLACK LIGHT EYES

The Persona is able to see with absolute clarity in near to total darkness; the down side is that the Persona’s eyes glow with an unearthly black light in darkness and the Persona must always wear dark sunglasses during the day and in brightly lit places or they will take 2 points of Wound Damage per Round that their eyes are exposed to the bright light or sunlight. This Abyssal Manifestation is common among those Cultists of Nyarlathotep.

CANIBALISTIC HUNGER

The Persona has an insatiable hunger for the flesh and blood of the living. Because of this Abyssal manifestation the Persona must consume their body weight in raw flesh every day or their body begins consuming their own Life Force at the cost of 1 Life Force point per every 2 hours until the Persona is dead or they feed their cannibalistic hunger.

FIRES OF THE ABYSS

The Persona gains the ability to draw upon the terrifying and monstrous power of the Abyss to direct streams of Abyssal Fire at his or her opponents. To use this Abyssal Manifestation, the Persona must spend 1 Life Force Point and succeed in a Psionics + Control + Card Check against a Target Difficulty of: Difficult. Once the Persona has successfully called the power of the Abyss into them, the Persona makes a second Psionics + Control + Card Contest against their intended Target’s Agility + Dodge + Card. If the Persona successfully hits their opponent with the Abyssal flames, the opponent takes 6 points of Wound Damage. Everytime that a Persona draws upon the Fires of the Abyss successfully, the Persona gains 1 Rank in Abyssal Taint.

FLESH OF THE CORPSE

The Persona’s flesh takes on the appearance of a lifeless corpse; the skin becomes deathly pale and takes on the chill of the grave. Their eyes take on the glassy look of a corpse. Because this Abyssal manifestation, it is impossible for the Persona to pass normal inspection as a living person.

GUT MAW

The Persona’s abdomen transforms into a massive black icor slobbering mouth full of dagger-like teeth, concealing a large prehensile tongue that can be used to Grapple the opponents of the Persona; gaining a +5 Bonus to all Grapple Skill Checks connected to the tongue. This gluttonous maw possesses an insatiable and ravenous hunger for the flesh and blood of the living. Its razor sharp teeth give it Brawn +5 points of wound damage per successful attack. This Gut Maw must be fed daily, requiring at minimum 20 pounds of raw flesh and blood. If this gapping maw is not sated daily, it will begin consuming the Life Force of its host at the cost of 8 points of Life Force per day.

HARD CARAPACE

The Persona’s flesh becomes hard and shiny like the carapace of an insect or crab; this Abyssal Manifestation is almost impossible to hide. Because of this hard carapace, the Persona becomes immune to all Stun Damage and they gain 4 Ranks that are added to their Toughness. This Abyssal Manifestation is common among those Cultists of Arthath.

HOOF FEET

The Persona’s feet transform into inhuman looking hoofs; like that of a goat. The Persona is able to move around normally with no penalty, but there is no way for the Persona to truly hide this Abyssal Manifestation.

MISTS OF THE ABYSS

The Persona gains the ability to turn their body into an insubstantial mist that is immune to all physical attacks (Sorcery and Psychic Attacks will affect the Persona as normal). Because of this change in the Persona's molecular make up, the Persona permanently loses 1 Rank in their Toughness Derived Attribute. Furthermore, every time that the Persona takes a point of Wound Damage, they must succeed in a Vitality Check against a Target Difficulty of: Difficult, or their body will automatically revert to it's mist form for the rest of the Scene (1 hour) in which they took the Wound Damage.

SCALES OF THE DEEP

The Persona's body becomes covered in fine fish-like scales that have an iridescent quality that is apparent to anyone viewing the Persona's naked body; all of the Persona's body hair is replaced by these scales. Because of these scales, the Persona gains a +1 to their Toughness. This Abyssal Manifestation is common among those Cultists of Cthulhu.

SCALES OF TIAMAT

The Persona's body becomes covered in fine reptilian scales like that of the Kamoto Dragon or an iguana, that is apparent to anyone viewing the Persona's naked body; all of the Persona's body hair is replaced with the reptilian scales. Because of the scales, the Persona gains a +1 to their Toughness, and an additional +1 to their Toughness when resisting Wounds from fire damage. This Abyssal Manifestation is common among those Cultists of Tiamat.

TENTACLE LIMB

One of the Persona's limbs transforms into a slime oozing tentacle that has thousands of tiny suction cups that give the Persona a +5 Bonus when attempting to use their Grapple Skill against their opponents with their tentacle limb. In addition the tentacle has the ability to spray a destructive icor at the Persona's opponents; this icor does 3 points of wound damage to any creatures that come in contact with the icor, the icor does an additional 3 points of wound damage per round that it remains on the Persona's opponent. Against objects and structures this icor does 1 point of structure damage for every round that the icor remains on the object or structure. Because of this Abyssal manifestation, the Persona will always be 2 Life Force points down every day as those Life Force points go towards feeding the tentacle. It is not unheard of for a Persona with this Abyssal manifestation to have it appear multiple times, turning their limbs into tentacles as their Abyssal Taint increases.

SWAY RULES

What is Sway? Quite simply it is ones ability to control the actions of others. Every time something bad happens in the Hood, the Mayor or City Council brings pressure on the Chief of Police to take care of the situation. In pressuring the Chief of Police in to action, the Mayor or the members of City Council are using their Sway to bring about an end result.

One must remember that not everyone has the ability to make others Sway to their whims, as such those Personas that do take the Sway Advantage, are gaining the ability to control the actions of others in their respective city. It could be having Sway with the local Mafia, and using their Sway to have a Hit put out on an enemy or a potential. Or, it could be as simple as example I mentioned in the beginning where the Mayor uses his or her Sway with the Chief of Police to have some thug apprehended for the murder of a family friend.

The amount of Sway Ranks that a Persona possesses defines the level of personal control that the Persona has over the Sway type.

In the end, it is up to the Actor and the Director to define what the Persona's Sway is in the city and it is up to the Actor to purchase the Sway Advantage (multiple ranks in Sway can be purchases in Persona Creation). Once purchased, the Actor raises their Sway through the system below.

[illegible]

BASIC SWAY RULES

When increasing your Sway in a certain area, you can only move Right, Left, or Forward, on a grid of 100 blocks like the one to the right. One Block equals one week of downtime Sway Growth. From one Sway Rank to the next requires the number of Blocks in downtime Sway Growth. So to go from 1 Rank of Sway to 2 Ranks of Sway in a particular area, would require 3 weeks in downtime (time in between Episodes).

SWAY TYPES

The following are the types of Sway that a Persona can purchase during Persona Creation, or through the course of a Season; *Church/Religion, Corporate, Entertainment, Judicial, Media, Police, Political, & Underworld.*

RAISING SWAY

After Persona Creation, an Actor does not need to spend Study Points, what the Actor does is they turn in written downtime reports to their Director on how they are going about raising their Sway in the particular area that their Persona is pursuing. Then the Actor simply waits out the required time in weeks for their Sway to rise.

REINFORCING SWAY

The Actor details in a downtime report how their Persona is protecting their Sway in their chosen area. Then the Director or a Stage Manager uses their best judgment when making calls on the status of the Persona's Sway when another Persona or Director Controlled Persona attempts to change the status of the aforementioned Persona's Sway.

STEALING SWAY

The Actor contacts the Director stating his or her intent to steal Sway away from another Persona or Non-Actor Persona. At that point, the Director initiates the Contest versus the opposing Persona or Non-Actor Persona's Sway. The Director then goes to the opposing Actors (if two Personas are in competition) and has them defend with the same Contest. The Actor with the highest resolution value is the winner. Ties always go to the defender. In a successful Contest, the Actors always simply gain one block of their opponent's Sway.

SYSTEM

Persona's Intellect + Subterfuge + Sway Ranks versus Opponent's Intellect + Subterfuge + Sway Ranks = Resolution

ELIMINATING SWAY

The Actor contacts the Director stating his or her intent to steal Sway away from another Persona or Non-Actor Persona. At that point, the Director initiates the Contest versus the opposing Persona or Non-Actor Persona's Sway. The Director then goes to the opposing Actors (if two Personas are in competition) and has them defend with the same Contest. The Actor with the highest resolution value is the winner. Ties always go to the defender. In a successful Contest, the Actors always simply eliminates one block of their opponent's Sway.

SYSTEM

Persona's Intellect + Subterfuge + Sway Ranks versus Opponent's Intellect + Subterfuge + Sway Ranks = Resolution

INFORMATION GATHERING

The Actor goes to the Director and initiates a Contest to find the Information they are seeking. Having the Investigation Skill helps greatly in these Contests. If the Actor is able to beat the difficulty value that the Director established, they gain a piece of whatever information that they were seeking. On Failures of 5 or more, the Director should give the Actor a piece of false or misleading information.

SYSTEM

Persona's Intellect + Investigation + Sway Ranks versus a variable difficulty that is determined by the Director.

BASIC COMPUTING WITHIN THE OMEGA-V NETWORK

In most cases, a Omega-V computer user will not be doing anything too interesting or illegal, and in these cases all the Persona needs to do is make a Computers Skill Total + Card Check to determine if they pass or succeed in their desired task. When we say nothing too interesting or illegal, we mean computer tasks like checking your email, surfing the network, instant messaging with friends, that type of thing; not going into a hostile computer network and trying to raid its data stores. Just jack in, download and go online.

However, some of the tasks that a Persona may wish to perform are considered questionable activities by the law, and will meet with some resistance from the Omega-V Computer network that you may be trying to enter and from the Systems Operators that may be watching the network. In these following situations here are a few rules to help you through your less than legal tasks.

The rules below are presented in an equation format ($A+B=C$). Don't let that scare you, its all simply comparing one Resolution Total to another in the end. Omega-V Computer users do not have to carry two decks around with them; the same deck of cards that you use for normal Skill Checks and Contests will do here. The Omega-V Computers uses exactly the same game mechanics system as is written throughout this book, so stop sweating.

OMEGA-V COMPUTER ATTRIBUTE RATINGS CHART

1	Poor
2	Average
3	Above Average
4	Exceptional
5	Masterful
6	Amazing
7	Extraordinary
8	Legendary
9	Unbelievable
10+	Godlike

OMEGA-V COMPUTER COMBAT

INITIATIVE: Combat starts would with both the Actor and the Director drawing a Card from their decks and then adding their CPU Speed to get a Resolution number. The one with the higher Initiative Value goes first with the one with the lower initiative value going second in the Round. If there are more than one Omega-V Computer user involved in the Combat, then simply follow the progression of highest to lowest initiative value.

LOSING AN ACTION IN INITIATIVE: If the CPU Speed of an Omega-V Computer is reduced to 0 Ranks, then the User or System Operator may not take an Action that turn. If a Joker is drawn, then the User or System Operator can not take an Action for this Round and the next. When either situation occurs, the User or System Operator can only defend that Round.

GETTING INTO THE NETWORK SYSTEM: To enter an Omega-V Network system, the User uses their Computers Skill Ranks + their Intrusion/Evasion System Attribute + any Bonuses that a program might offer them + a Card in order to get their Resolution Total. The System uses its Fire Wall system attribute + any Bonuses a program might offer them + a Card in order to get their Resolution Total. If there is no System Operator currently manning the Network System, then the user goes against the Fire Wall system attribute + Card as the Network System's Resolution Total. If the User is able to beat the Network's Resolution Total, then they are in the system. If they fail, then the Network System Operator has been alerted to an unauthorized attempt to enter to Network System.

BREAKING INTO ENCRYPTED FILES: When a User wants to break into a Network System's encrypted files, then the User uses their Computers Skill Ranks + Encryption/Decryption system attribute + any Bonuses a program might offer them + a Card for their Resolution Total. The User is working against the Encryption/Decryption + any Bonuses a program might offer + a Card that the System Operator got when originally encrypting the files. So in basics, all the Director needs to do is pick the Target Difficulty that the Persona needs to beat to break the encryption.

DETECTING AN UNAUTHORIZED USER ONCE THEY ARE IN A NETWORK SYSTEM: For every Action that a User performs within a Network System, the System Operator gains a chance to do a Detection Check in an attempt to detect the Unauthorized User. The System Operator uses their Computer Skill Ranks + the Detection system attribute + any Bonuses that a program might offer them + a Card. To remain unnoticed with the Network System the Persona must make a

Computers Skill Ranks + the Intrusion/Evasion system attribute + any Bonuses that a program might offer them + a Card. If the Persona's Resolution Total is higher than the System Operator, then they have remained undetected. If their Resolution Total is lower than the System Operator's Resolution Total, then the System Operator has detected the User and real Omega-V Computer combat begins.

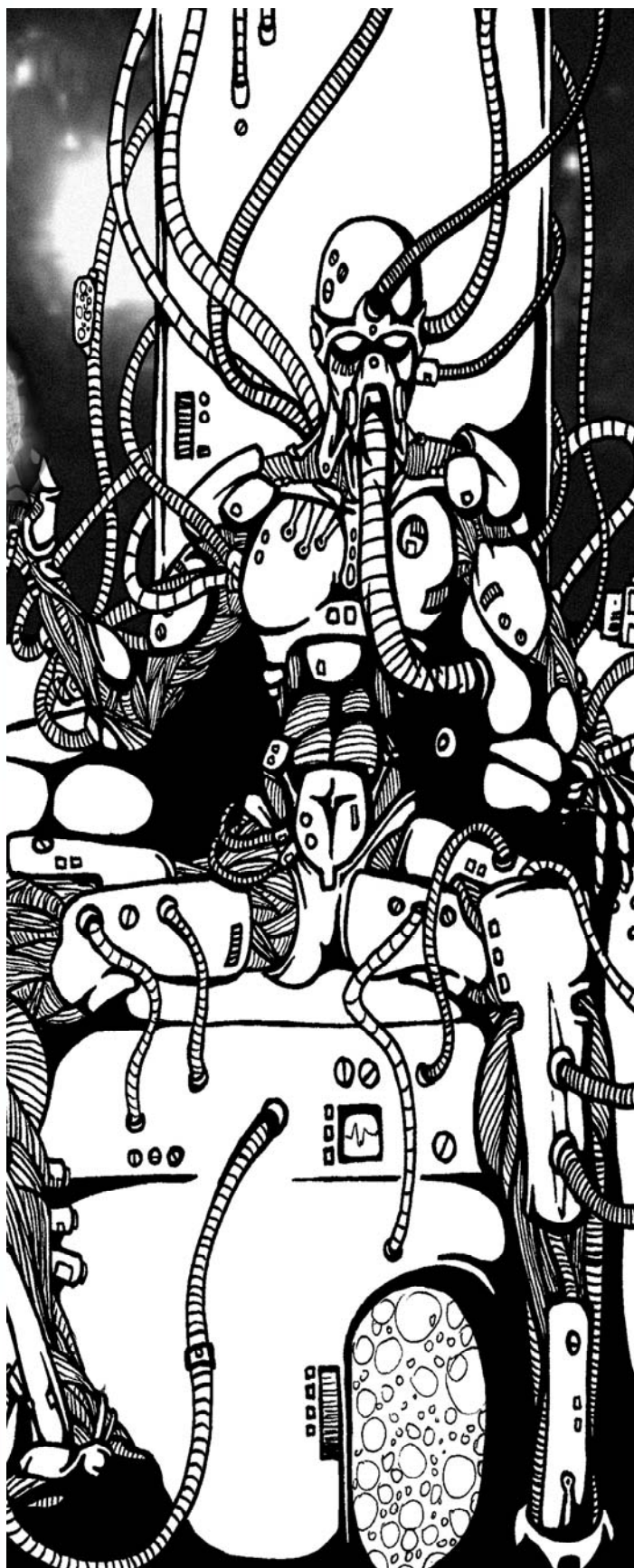
DOING A LINE TRACE ON AN UNAUTHORIZED USER: In basics, what a Line Trace allows a System Operator to do is it lets them trace the incoming connection of the Unauthorized User back to their current location; whether it is a phone booth, a hotel room, or to a private residence makes no difference. In the end, if successful, the System Operator will know who (if the User is dumb enough to have any real identity information on their Omega-V Computer) they are and where to send the corporate thugs. The System Operator uses their Computer Skill Ranks + their Detection system attribute + any Bonuses a program might give them + a card against a Target Difficulty of: the User's Computers Skill Ranks + the Intrusion/Evasion system attribute + any Bonuses a program might offer them + a Card = Target Difficulty of the Line Trace.

INCREASING THE DIFFICULTY OF A LINE TRACE: For every Node that a User bounces their connection off of, it increases the Difficulty of the Line Trace by 2. In doing this, the User always runs the risk of alerting the Darkstar Corporate System Operators that someone is attempting a Hack through multiple of their satellites in the Omega-V Network.

BREAKING INTO A NODE: When using a Omega-V Computer normally, you always make a connection to a Node, but when a User wants to bounce a connection off of multiple Nodes, that requires that they break into another Node (satellite) to bounce their connection signal around before they do to their ultimate destination within the Omega-V Network. Low Priority Nodes only require a Target Difficulty of: "Trivial to Simple" Computers Check to enter, while Medium Security Nodes require a Target Difficulty of: "Simple to Difficult" Computers Check to get into; and High Security Nodes require a Target Difficulty of: "Difficult to Very Difficult". The most difficult and dangerous of all Omega-V Network systems to enter are those of the Darkstar Corporation itself and the United States government; these Omega-V Network systems require a target Difficulty of: "Very Difficult to Next to Impossible" Computers Check to enter.

ATTACKING THE UNAUTHORIZED USER/ ATTACKING THE SYSTEM OPERATOR: There will eventually come a time when a User or System Operator has become so pissed with their antics of their counterpart within the Omega-V Network that they decide it is time to take action against the persona that is hooked up to the computer. In this case, the User or System Operator uses their Computer Skill Ranks + their Anti-Personnel system attribute + any Bonuses a program offers them + a Card against their counterpart's Computer Skill Ranks + their Anti-IC system attribute + any Bonuses a program might offer them + a Card; the User/System Operator with the highest Resolution Total succeeds. Damage to a User or System Operator is based on whatever programs they might have been using, all damage that is done is Wound Damage because this is electricity that is going right into the frontal lobes (the head) and hands of the User or System Operator.

ATTACKING THE SYSTEM: In most cases, when a User or System Operator has become sick of their counterparts antic, they will first attempt to attack their Omega-V Computer system that the other is using in an attempt to damage it and drop them out of the Omega-V Network. To do this the User or System Operator uses their Computers Skill Ranks + their Anti-System system attribute + any Bonuses a program might offer them + a Card; against the Computers Skill Ranks + the Fire Wall system attribute + any Bonuses a program might offer them + a Card. The one with the highest Resolution Total succeeds in their intended action. Any Damage that is done to a System is all dependent on the Programs that the attacker was using against the target system.



CHAPTER 7:

ARMOR, EQUIPMENT, & WEAPONS

LET'S BUY SOMETHING...

Eventually during the course of an Episode, the Actors will begin asking their Director if there are some kinds of specialized equipment that they can get for their Persona that will help them out through the course of the Episode, or in upcoming Episodes.

Don't sweat it, in this section we have added in some of the more commonly asked for pieces of Armor, Equipment and Weapons. After looking over the items, you are probably saying to your selves, *Wow, there isn't a whole lot in there....*, am I right? Well the reason for this is we feel that the quality of the game should not be based solely on the sheer number of cool items that a Persona can buy or acquire during the course of play.

Some of you Directors are probably scratching your heads at that comment, right? Well, our answer to you is if an item that your Actors are asking for isn't listed in our Armor, Equipment, and Weapons Chapter, then it is your job to make up a price for it, and decide whether or not the item in question should give the Persona any type of Skill Bonus towards their Skill Checks. Past that, you as a Director have a Carte blanche to make up whatever items that you feel will best help you and your Actors drive the Episodes. Do remember, in all of the Plays, Movies and Television show, it is the actions of the Personas that drive the stories, not all of the cool toys that they have. Those items are simply icing on the cake and eye candy to help tell the story, the story is not about the gun, but the man or woman that hold the gun.

Within this chapter you will not find long and drawn out descriptions for the armor, equipment and weapons, we feel that if you are intelligent enough to want to play this game, you should already have an idea of what these items do and look like.

Within the CENTER STAGE GAME SYSTEM, we have broken up equipment into three different categories in regards to quality level; Basic (which is the most basic equipment of its type out there), Mid-line (this type of equipment is a significantly better crafted than the basic equipment, and as

such its price goes up with its craftsmanship), and finally Top of the Line (this is the best equipment of its type that you can purchase, there is nothing better than this and because of that, you are paying through the nose for the quality level).

Basic equipment items give a Persona a +1 Bonus to their Skill Checks, Mid-Line equipment items give the Persona a +2 Bonus to their Skill Checks, and Top of the Line equipment items give the Persona a +3 Bonus to their Skill Checks. Each equipment item that gives a Skill Check Bonus will have its appropriate Skill listed with it. Weapons accessories are one of the few areas where we do not differentiate between Basic, Mid-Line, and Top of the Line, this is in part due to the fact that generally all weapons accessories must be of a specific quality level to perform their required task; with that in mind we simply gave all weapons accessories a Basic +1 Bonus in their entries. (Please note that it is possible to gain multiple Bonuses with weapons accessories in regards to Contests, but it is your Director who will ultimately make the final call on what is appropriate to the situation.) Professional Equipment Kits is another area where we have the item in question give a set Bonus on what it could do for the Persona, the Bonuses for those are listed with their entry (Some of this is due to the quality level that is required for the item to perform its given task, such a Surgical Kit; if this item was not Top of the Line quality, it would never make it into the operating rooms of Hospitals...anyways, you get the point.)

Those Personas that choose not to purchase the Wealth advantage are not totally left out in the cold, because the Wealth advantage does give a listing for Personas that have no Ranks in Wealth; all that this means is these Personas will have to scrimp and save in order to purchase the armor, equipment, and weapons that they wish to buy.

Money wise, assume that all prices that are listed go by the United States Dollar in regards to value. For those of you in other countries, this will mean that you will need to convert over the prices to your own currency, past that, everything else is as listed in this Chapter.

PERSONA EQUIPMENT LISTING

CELLULAR PHONES, PAGERS, & SERVICE PLANS

ITEM	SKILL MODIFIER	PRICE
Cellular Phone	0	\$174.99
Cellular Phone Service Plan (Per Month)	0	\$100.99
Digital Answering Machine	0	\$30.99
Land Line Telephone Service (Per Month)	0	\$30.99
Pager	0	\$40.99
Pager Service Plan (Per Month)	0	\$10.99

RADIO & NEWS MEDIA

ITEM	SKILL MODIFIER	PRICE
CB Radio	0	\$95.99
15 Channel Walkie Talkie (Sold in Pairs)	0	\$20.99
News Magazine	0	\$6.95
Newspaper	0	\$1.00

Computers , Computer Accessories, & Services					
Item	Skill Modifier	Price	Item	Skill Modifier	Price
Basic Desktop PC System	Computers	\$550.99	Web Cam	0	\$30.99
Mid-Line Desktop PC System	Computers	\$999.99	Flat-Bed Scanner	0	\$89.99
Top of the Line PC System	Computers	\$1,500.99	Flash Drive	0	\$15.99
Basic Laptop PC System	Computers	\$299.99	Internet Service Provider	0	\$30.99
Mid-Line Laptop PC System	Computers	\$750.99	T-1 Internet Service Provider	0	\$1,200.99
Top of the Line Laptop PC System	Computers	\$1,700.99	Photocopier	0	\$700.99
External Hard Drive	0	\$150.99			
DVD-RW Drive	0	\$50.99			

Televisions, Television Services & Player/Recorders			Cameras & Camcorders		
Item	Skill Modifier	Price	Item	Skill Modifier	Price
41' Wide Screen Television	0	\$1,800.99	Basic Digital Camera	Investigation	\$100.00
35' Wide Screen Television	0	\$1,400.99	Mid-Line Digital Camera	Investigation	\$399.99
27' Wide Screen Television	0	\$999.99	Top of the Line Digital Camera	Investigation	\$3,500.99
20' Wide Screen Television	0	\$699.99	DVD Camcorder with High Definition	Investigation	\$399.99
DVD Player	0	\$100.00	Hard Drive Camcorder with High Definition	Investigation	\$499.99
DVD Player/Recorder	0	\$160.99	Top of the Line Hard Drive Camcorder with High Definition	Investigation	\$10,500.99
Cable/Satellite Television Service with DVR	0	\$75.99			

Professional Equipment Kits					
Item	Skill Modifier	Price	Item	Skill Modifier	Price
Beauticians Kit	+1 to Disguise and Style Skill Checks.	\$130.00			
Disguise Kit	+2 to Disguise Skill Checks.	\$40.99			
Basic Electricians Tool Kit	+1 to Craftsmanship and Repair: Electrical Skill Checks.	\$185.50			
Top of the Line Electricians Tool Kit	+3 to Craftsmanship and Repair: Electrical Skill Checks.	\$629.99			
First Aid Kit	+1 to First Aid and Science: Medicine Skill Checks.	\$47.95			
Forgers Kit	+2 to Larceny Skill Checks.	\$24.95			
Lock Pick Kit	+1 to Larceny Skill Checks	179.46			
Basic Forensics Kit	+1 to Investigation Skill Checks	\$98.00			
Top of the Line Forensics Kit	+3 to Investigation Skill Checks	\$142.00			
Basic Mechanics Tool Kit	+1 to Craftsmanship and Repair: Mechanical Skill Checks.	\$55.95			
Top of the Line Mechanics Tool Kit	+3 to Craftsmanship and Repair: Mechanical Skill Checks.	\$7,586.95			
Piercing Kit	+1 to Arts and Science: Medicine Skill Checks.	\$23.49			
Surgical Kit	+3 to Science: Medicine Skill Checks.	\$139.56			
Tattooing Kit	+1 to Arts: Tattooing Skill Checks.	\$260.00			

Clothing Items				
Men's Apparel		Price	Women's Apparel	Price
Off the Rack Business Suit		\$400.00	Off the Rack Dress or Outfit	\$100- 200.00
Tailor-Made Three Piece Suit		\$2,200.00	Designer Made Dress or Outfit	\$2,500.00
Sports Coat		\$200.00	Lady's Leather Coat or Jacket	\$100- 400.00
Dress pants		\$40-100.00	Pair of Name Brand Jeans	\$60.00
Silk Tie		\$40- 100.00	Pair of Off-Brand Jeans	\$20- 30.00
Leather Coat or Jacket		\$100- 400.00	Lady's Silk Shirt	\$30.00
Trench Coat		\$350.00	Dress Skirt	\$20- 40.00
Pair of Name Brand Jeans		\$50.00	High Heels	\$40- 100.00
Pair of Off-Brand Jeans		\$12- 20.00	Designer Hand Bag	\$400.00
Dress Shoes		\$50-100.00	Dress Shoes	\$30- 80.00
Hiking Boots		\$50-200.00	Hiking Boots	\$50-200.00

Weapons Accessories		
Item	Skill Modifier	Price
Telescopic Scope	+1 to Firearms & Heavy Weapons Contests	\$349.00
Night Vision Scope	+1 to Firearms & Heavy Weapons Contests in darkness.	\$1,795.00
Thermographic Scope	+1 to Firearms & Heavy Weapons Contests when looking for heat sources.	\$10,000.00
Laser Sight	+1 to Firearms Contests in darkness (however the laser dot can be seen by the target with a successful Investigation or Intellect Check at a Target Difficulty of Difficult.	\$74.95

ARMORS

PROTECTION VALUE (PV): The number of Protection ranks that is given to a Persona that wears body armor during a combat. All excess Stun or Wound Damage goes to the Persona.

PROTECTION VALUE (PV) + TOUGHNESS = The Stun or Wound Damage that is subtracted from the total damage inflicted by an attack.

ARMOR POINTS: This is the amount of damage that a suit of armor can take before it is rendered useless, once this occurs; the wearer of the armor will begin taking wound damage with only their Toughness to defend with.

MODERN ARMORS

ARMOR TYPE	ARMOR POINTS	PENALTY	PROTECTION VALUE (PV)	AC	CC	COST
Re-enforced Cloth	10	-0 to Agility Checks	0 versus Stun, 2 versus Wounds	D	B	\$200.00
Kevlar Vest	20	-1 to Agility Checks	1 versus Stun, 3 versus Wounds	D	C	\$280.00
Kevlar Flak Jacket with Arms	25	-1 to Agility Checks	1 versus Stun, 3 versus Wounds	D	C	\$349.00
Kevlar Full Body Suit	30	-2 to Agility Checks	2 versus Stun, 3 versus Wounds	M	N	\$6,000.00
Ceramic Hard Body Armor Vest	50	-2 to Agility Checks	3 versus Stun, 4 versus Wounds	M	N	\$8,000.00
Ceramic Hard Body Armor Vest with Arms	55	-3 to Agility Checks	4 versus Stun, 4 versus Wounds	M	N	\$12,000.00
Ceramic Full Hard Body Armor Suit	65	-3 to Agility Checks	4 versus Stun, 5 versus Wounds	M	N	\$15,000.00
HELMETS						
Combat Helmet	50	-1 to Intellect Checks	3 versus Stun, 3 versus Wounds	D	N	\$270.00
Combat Helmet with Face Plate	55	-2 to Intellect Checks	3 versus Stun, 3 versus Wounds	D	N	\$320.00
Ceramic Enclosed Combat Helmet	65	-2 to Intellect Checks	5 versus Stun, 4 versus Wounds	M	N	\$1,000.00
SHIELDS						
Kevlar Riot Shield with View Port	40	-0 to Agility Checks	2 versus Stun, 2 versus Wounds	D	N	\$800.00
Ceramic-Kevlar Combat Shield	65	-1 to Agility Checks	3 versus Stun, 3 versus Wounds	M	N	\$3,500.00

ARCHAIC WEAPONS

BLUNT MELEE WEAPONS

WEAPON	DAMAGE	RANGE	PARRY BONUS	AC	CC	COST
Cat o' Nine Tails	Brawn +2	Short	+2	C	B	\$100.00
Club	Brawn +1	Short	+1	C	B	No Cost
Footman's Mace	Brawn +3	Short	+3	C	N	\$500.00
Footman's Mace w/Spikes	Brawn +4	Short	+4	C	N	\$600.00
Hand Mace	Brawn +2	Short	+2	C	B	\$150.00
Hand Mace w/Spikes	Brawn +3	Short	+3	C	B	\$250.00
Horseman's Mace	Brawn +4	Short	+4	C	N	\$500.00
Horseman's Mace w/Spikes	Brawn +5	Short	+5	C	N	\$600.00
Iron-shod Staff	Brawn +2	Short	+2	C	N	\$500.00
Morning Star	Brawn +4	Short	+4	C	C	\$500.00
Morning Star w/Spikes	Brawn +5	Short	+5	C	C	\$600.00
Quarter Staff	Brawn +1	Short	+1	C	N	\$100.00
War Hammer	Brawn +3	Short	+3	C	C	\$250.00
Whip	Brawn	Short	+0	C	B	\$250.00

BLADED MELEE WEAPONS

WEAPON	DAMAGE	RANGE	PARRY BONUS	AC	CC	COST
Bastard Sword	Brawn +6	Short	+6	C	N	\$400.00
Battle Axe w/Single Blade	Brawn +4	Short	+4	C	C	\$300.00
Battle Axe w/Double Blade	Brawn +5	Short	+5	C	N	\$500.00
Broad Sword	Brawn +4	Short	+4	C	C	\$350.00
Dagger / Knife	Brawn +2	Short	+2	C	B	\$50.00
Great Sword	Brawn +7	Short	+7	R	N	\$1,500.00

Hand Axe	Brawn +2	Short	+2	C	C	\$20.00
Katana	Brawn +5	Short	+5	E	C	\$5,100.00
Long Sword	Brawn +4	Short	+4	C	C	\$300.00
Rapier	Brawn +3	Short	+3	E	C	\$400.00
Sabre	Brawn +3	Short	+3	E	C	\$500.00
Scimitar	Brawn +4	Short	+4	E	C	\$350.00
Sickle	Brawn +3	Short	+3	C	N	\$25.00
Short Sword	Brawn +3	Short	+3	C	B	\$150.00
Tanto	Brawn +2	Short	+2	E	C	\$1,000.00
Wakizashi	Brawn +3	Short	+3	E	C	\$3,200.00

ARCHAIC PROJECTILE WEAPONS

Weapon	DAMAGE	RANGE	RATE OF FIRE	CLIP	AC	CC	COST
Composite Bow	5	Short to Long	2	N/A	E	C	\$600.00
Compound Bow	6	Short to Long	2	N/A	C	N	\$400.00
Flintlock Musket	6	Short to Medium	1	N/A	E	N	\$500.00
Flintlock Pistol	4	Short Only	1	N/A	E	B	\$250.00
Hand Crossbow	3	Short	1	N/A	E	B	\$150.00
Heavy Crossbow	5	Short to Medium	1	N/A	C	N	\$800.00
Heavy Repeating Crossbow	5	Short to Medium	3	10	E	N	\$3,000.00
Light Crossbow	4	Short to Medium	1	N/A	C	N	\$400.00
Light Repeating Crossbow	3	Short to Medium	3	10	E	N	\$1,500.00
Long Bow	4	Short to Long	2	N/A	R	C	\$250.00
Short Bow	3	Short to Medium	2	N/A	C	C	\$50.00

MODERN PROJECTILE WEAPONS

REVOLVER PISTOLS

Weapon	CALIBER	RANGE	RATE OF FIRE	CLIP	AC	CC	COST
Colt Agent	.38	Short to Medium	1	5	C	A	\$400.00
Colt Python	.38/.357	Short to Medium	1	6	C	A	\$650.00
Smith & Wesson Model 19	.38/.357	Short to Medium	1	6	C	A	400.00

SEMI-AUTOMATIC PISTOLS

Weapon	CALIBER	RANGE	RATE OF FIRE	CLIP	AC	CC	COST
Desert Eagle	.357/.44/.50 AE	Short to Medium	1	10/9/8	C	C	\$600.00
Glock-17	9mm	Short to Medium	2	17	C	A	\$540.00
Glock-19	9mm/.40in S&W	Short to Medium	2	15/13	C	A	\$580.00
Glock-21	.45 ACP	Short to Medium	2	13	C	A	\$600.00
Glock-22	10mm	Short to Medium	2	15	C	A	\$530.00
Luger P08	9mm	Short to Medium	2	8	C	A	\$1,000.00
Mauser M1896 "Broomhandle Mauser"	9mm	Short to Medium	2	10/20	R	A	\$2,000.00
M1911	.45 ACP	Short to Medium	2	7	C	A	\$1,400.00
Walther PPK	.32 ACP/.380in	Short to Medium	2	7	C	A	\$800.00

SHOTGUNS

Weapon	CALIBER	RANGE	RATE OF FIRE	CLIP	AC	CC	COST
Jackhammer Automatic	10 gauge (slug)	Short to Medium	3	15	E	N	\$10,000.00
Sawed-off shotgun (single to double)	10/12 gauge	Short	1 or 2	2/6	D	B	N/A
Shotgun single-barrel	8/10/12 gauge	Short to Medium	1	6	C	N	\$600.00
Shotgun double-barrel	8/10/12 gauge	Short to Medium	1 or 2	2	C	N	\$750.00
Shotgun semi-automatic	10/12 gauge	Short to Medium	1	6	C	N	\$750.00
Stake-Out Ithaca Model M-3	12 gauge	Short to Medium	1	6/8	D	B	\$1,200.00

SEMI-AUTOMATIC & BOLT-ACTION RIFLES

Weapon	Caliber	Range	Rate of Fire	Clip	AC	CC	Cost
M1A Garand Basic	.308 Rifle	Short to Long	1	6	C	N	\$1,000.00
Remington M700	.30-06 Rifle	Short to Long	1	6	C	N	\$600.00
Ruger 10/22	.30-06 Rifle	Short to Long	1	6	C	N	\$600.00

SUBMACHINE GUNS

Weapon	Caliber	Range	Rate of Fire	Clip	AC	CC	Cost
Beretta Model 93R	9mm	Short to Medium	1, 3 or 15	15/21	D	B	\$750.00
Glock-18	9mm	Short to Medium	3 or 19	17/19	D	B	\$850.00
Heckler & Koch MP-5	9mm	Short to Medium	1, 3 or 21	30	D	C	\$1,500.00
Ingram MAC-10	.45 ACP	Short to Medium	1, 3 or 18	30	D	C	\$750.00
Mini-UZI	9mm	Short to Medium	1, 3 or 21	20/30	D	C	\$750.00
Skorpion	9mm	Short to Medium	1 or 15	15/20	D	C	\$1,000.00
Thompson M1921	.45 ACP	Short to Medium	3 or 15	20/100	D	C	\$3,000.00
UZI	9mm	Short to Medium	1, 3 or 21	20/30	D	C	\$899.00

ASSAULT RIFLES

Weapon	Caliber	Range	Rate of Fire	Clip	AC	CC	Cost
AK-47	7.62mm Rifle	Short to Long	1, 3 or 30	30	C	N	\$485.95
Colt AR-15	.223 Rifle	Short to Long	1, 3 or 15	15	D	N	\$889.95
FN PS90	5.45mm Rifle	Short to Long	1 or 3	30	D	C	\$1,699.00
M-16	5.56mm Rifle	Short to Long	1 or 3	30	M	N	\$1,500.00
Steyr AUG	5.56mm Rifle	Short to Long	1, 3 or 20	30/42	C	N	\$1,800.00

AC = AVAILABILITY CODE

C – Common D - Difficult to Acquire R – Rare E - Exotic M - Military

CC = CONCEALABILITY CODE

A - Very Easy to Conceal B - Simple to Conceal C - Difficult to Conceal N - Next to Impossible to Conceal

AMMUNITION CALIBERS

Caliber	Damage	Cost	Caliber	Damage	Cost
.22	2	\$5.00 (box:50)	9mm	4 (box: 50)	\$9.00
.32 ACP	3	\$10.00 (box:50)	10mm	5 (box:50)	\$11.00
.38	4	\$10.00 (box:50)			
.380in	4	\$10.00 (box:50)			
.357 Magnum Express	5	\$15.00 (box:25)			
.40in S&W	5	\$10.00 (box:50)			
.44 Magnum Express	6	\$15.00 (box:25)			
.45 ACP	6	\$15.00 (box:50)			
.50 AE	7	\$25.00 (box:25)			
.22 Rifle	4	\$10.00 (box:50)			
5.45mm Rifle	5	\$23.95 (box:50)			
5.56mm Rifle	6	\$23.95 (box:50)			
7.62mm Rifle	6	\$78.80 (box:100)			
.50 Rifle	9	\$210.85 (box:50)			
.308 Rifle	6	\$106.65 (box:50)			
.223 Rifle	6	\$155.90 (box:50)			
.30-06 Rifle	6	\$105.45 (box:50)			

SHOTGUN AMMUNITION

Gauge	Damage	Cost
8 Gauge (box:25)	7, Buckshot, 9 Slug	\$40.00
10 Gauge (box:25)	6 Buckshot, 8 Slug	\$30.00
12 Gauge (box:25)	5 Buckshot, 7 Slug	\$27.00
16 Gauge (box:25)	4 Buckshot, 6 Slug	\$25.00
Jackhammer 10 gauge clip (15)	8 Slug	\$5000.00

SHOTGUNS AND RANGE: When a Persona fires a a shotgun at a target, the closer the Persona is to the target the easier it is to hit them and the more Wound Damage they will do to the target. When firing at Short Range, the Persona gains +1 point of Wound Damage to their target, Medium or greater ranges do standard Wound Damage to their targets.

SPECIALTY AMMUNITIONS

ARMOR PIERCING (AP) ROUNDS

Black Market Price: \$70.00 per 25 Rounds

This type of ammunition is meant to penetrate armored targets. For pistols using this type of ammunition; all pistols receive a -1 penalty to Wound Damage on each bullet fired, all remaining Wound Damage is transferred directly to the target. Ammunition with the AP special ability ignores Body Armor and Toughness; all Wound Damage goes directly to the Persona.

POWER PUNCH BEAN BAG ROUNDS

Black Market Price: \$9.95 per Round

The Power Punch Bean Bag Round is an aerodynamic bean bag-like shotgun round that was developed as a non-lethal means to taking down targets without doing any permanent harm to them. When fired at a target, instead of doing Wound Damage, it does an equal amount of Stun Damage. This type of ammunition is typically used by law enforcement agencies to incapacitate their targets.

DRAGONS BREATH ROUNDS

Black Market Price: \$120.00 per 20 Rounds

This type of ammunition is meant to mimic the effects of a flamethrower in the compactness of a shotgun round. For purposes of system, these rounds do 6 points of burn induced Wound Damage, but this type of ammunition is only useable in shotguns that are specially prepared to use these shells, as they will destroy the integrity of standard shotgun barrel within 3 shots.

ECTOPLASMIC DISRUPTOR ROUNDS "MIDNIGHT SPECIALS"

Black Market Price: \$1,500.00 Per Round

This type of ammunition is designed to track ghosts or other incorporeal entities by their ectoplasmic energies; it is only accessible through the Obsidian Group. When an incorporeal entity is located, these bullets home in on the closest ectoplasmic energy signature. Upon reaching the center of the energy field, these bullets explode in a wave of energy that is specifically designed to cause harm to incorporeal entities. Humans and animals are unharmed by the energy emitted by these bullets, but Psychics that are exposed to the radiation from these bullets lose 3 Life Force Points each time they are exposed to the energy explosions of these bullets. Incorporeal entities take 5 points of Wound Damage per hit.

BLACK TALONS ROUNDS

Black Market Price: \$75.00 per 20 Rounds

This type of ammunition is similar to Hollow Points, in the case of Black Talons when the round is fired from the weapon, the copper jacket that is on the round peels back in the form of six sharp claws. These claws curl outward beyond the smooth outer edges of the mushroom-shaped shoulder, lacerating surrounding flesh as the bullet speeds through its target. Black Talons cause serious, bloody wounds. Personas hit with type of ammunition take the standard damage +2 points of Wound Damage from the round, in addition to this damage, until a successful First Aid or Science: Medicine Check is made, the victim will lose 1 Wound Rank per round until the victim bleeds out and dies or until someone is able to make a successful First Aid or Science: Medicine Check.

BLESSED ROUNDS

Black Market Price: Cost of Round Type

Any ammunition type can be Blessed by a Practitioner of a Religion. Once blessed, the ammunition does burn induced Wound Damage on top of what it normally does to creatures and entities that are susceptible to items of faith.

EXPLODING ROUNDS AKA "DUM-DUMS"

Black Market Price: \$75.00 per 20 Rounds

This type of ammunition explodes upon impact with the target; it does standard damage for bullets of its type +3 points of Wound Damage because of the explosion. These bullets have a small drop of mercury in the bullet's central cavity, sealed with wax. On impact, the hydrostatic forces in the mercury transfer out, effectively detonating the round.

FLECHETTE ROUNDS

Black Market Price: \$25.00 per 25 Rounds

This type of ammunition fires bundles of tiny, razor-sharp aerofoils. The bundles expand upon exiting the barrel, maximizing the damage area (though the aerofoils lack real penetrating power). The majority of the damage from flechette rounds is due to blood loss and nerve and muscle damage, rather than serious internal injuries. The aerofoils also tend to lose momentum more quickly than standard slug ammunition; the damage is halved at ranges greater than the standard range of the weapon in question. Flechette rounds do the standard damage for ammunition of their type, +2 points of Wound Damage. Against targets in body armor, halve the total damage once it is determined.

FUSED-ALLOY ROUNDS

Black Market Price: Tripple the List Price, By Caliber

This type of experimental and highly illegal Armor-Piercing ammunition was designed to penetrate cold targets (such as; a door or a bullet proof vest) and to exit the cold target intact, when the Fused-Alloy Round comes in contact with a warm target (such as; the body of a living creature), once it enters the heat of the target the bullet fragments into its components leaving a single entrance wound and multiple bloody exit wounds. This ammunition is on the ATF's watchlist because of its lethality to law enforcement personnel. Personas hit with type of ammunition take the standard damage +2 points of Wound Damage from the round.

HYDRASHOCK ROUNDS

Black Market Price: \$27.99 per 50 Rounds

This type of ammunition consists of hollow point rounds with a steel core to increase expansion inside the target. This ammunition's steel core makes it potentially effective against armored targets – when a weapon loaded with hydrashock rounds successfully hits a target, it inflicts an extra 1 point of Wound Damage. Body Armor's PV is halved in regards to this type of ammunition.

MERCURY-FILLED ROUNDS " QUICKSILVERS"

Black Market Price: \$500.00 Per Round

This type of ammunition was designed specifically to deal with Lilans, Revenants, Thralls and Werewolves. These bullets do double their standard damage, because of their extreme allergies to silver; the quicksilver of Mercury seems to have the same effect as a normal silver bullet. These bullets are particularly nasty, because once the Quicksilver gets into their victims blood stream, it stops them from being able to regenerate damage done to them. They also take 2 points of burn induced Wound Damage for 2 rounds after they were first shot with this type of bullet. After the 2 rounds of damage, the Quicksilver will remain in their blood streams at non-damaging levels until they have had at least 8 hours of rest for the Quicksilver to work its way out of their systems.

HELLFIRE ROUNDS

Black Market Price: \$500.00 Per Round

This type of ammunition is only useable in shotguns that are specially prepared to use these shells, as it will destroy the integrity of standard shotgun barrel within 3 shots. These shells once fired shoot a white-hot burning shotgun slug at the target. The Hellfire round does 8 points of burn induced Wound Damage to any target it hits. These shells are particular useful against Lilans, Revenants and Thralls.

JAMMER ROUNDS

Black Market Price: \$100.00 per Round

This type of ammunition is a subsonic slug that has been outfitted with a tiny transmitter, the jammer round disrupts electronic devices without destroying them or affecting nearby devices; it is only accessible through the Obsidian Group. The jammer round has an effective jamming range of a 5 ft radius, any device within this radius becomes non-functional for 5 rounds.

SILVER ROUNDS

Black Market Price: \$200.00 Per Round

This type of ammunition was designed specifically to deal with Lilans. These bullets do double their standard damage to Lilans, Revenants, Thralls and Werewolves because of their allergy to silver.



SOUNDER ROUNDS

Black Market Price: \$300.00 Per Round

This type of ammunition is actually very small bombs that are designed to create a loud, piercing noise; it is only accessible through the Obsidian Group. When fired, all people in the area of effect (20 ft. radius) are affected if they fail to successfully make a Vitality Check. If a Persona fails this Check, their Agility is reduced by 1 and all Investigation Skill Checks are reduced by 2 for the next 10 rounds. If more than one bullet is fired, the effects are cumulative (example: if 2 bullets are fired the effects for 2 bullets would be 20 rounds, etc,...) Only hearing protection such as high grade ear plugs can protect an investigator from the debilitating effects of this ammunition.

TRACKER ROUNDS

Black Market Price: \$350.00 Per Round

This type of ammunition inflicts only half the damage for a bullet of its type; it is only accessible through the Obsidian Group. But the damage is only meant to be enough to insert a very small intramuscular tracking device. This device has a range of 100 miles and is impossible to detect by normal bug scanning procedures. The tracking agent itself is an amalgam of organic materials and nanites and is otherwise harmless to the victim. The normal immune system of a human being takes no notice of the tracking beacon; however the tracking beacon only remains active in the victim for 72 hours before ceasing to transmit its signal.

UV ROUNDS (ULTRAVIOLET)

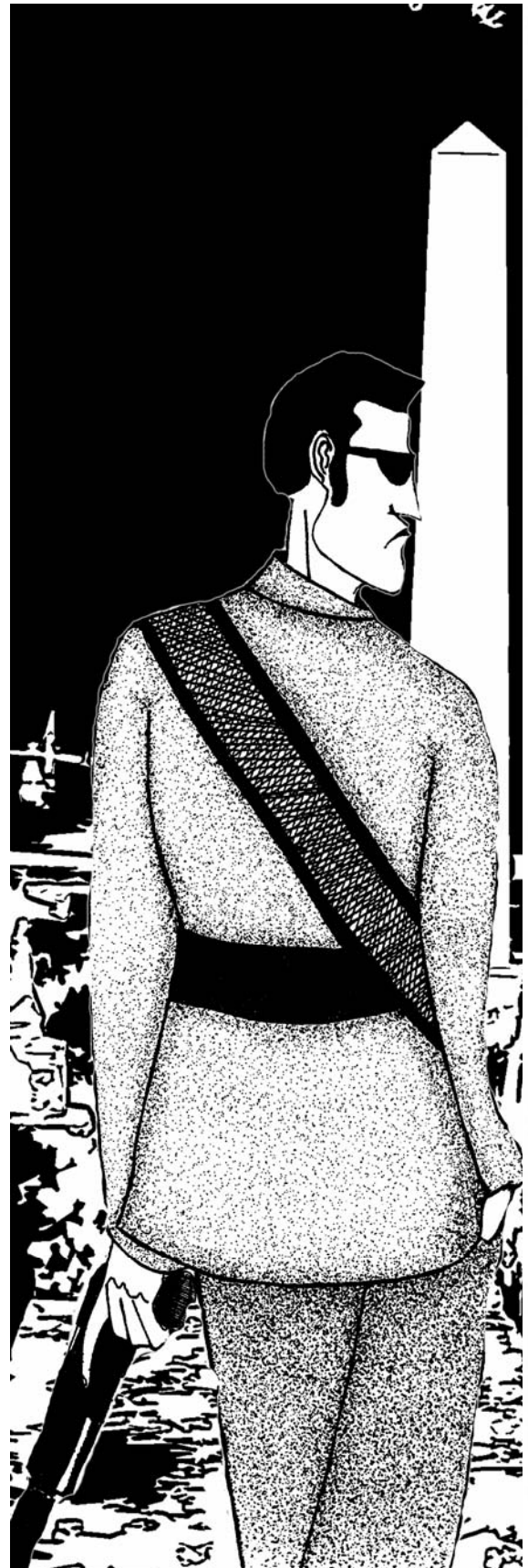
Black Market Price: \$1,700.00 Per Round

This type of ammunition was designed specifically to deal with Lilans, Revenants and Thralls; it is only accessible through the Obsidian Group. These bullets use a radioactive isotope that emits a damaging Ultraviolet Radiation. When hit with these bullets Lilans, Revenants, and Thralls take triple the standard damage from a bullet of its type. For every round that the Lilan, Revenant, or Thrall can not dig out the UV bullet that is lodged in them, they take 3 points of burn induced Wound Damage that can not be regenerated until nightfall and they have fed. Because of the radioactive isotope that is inside of these bullets, the bullets themselves glow in low lighting. It is thought these bullets were originally created for the army to be used as a new type of tracer round.

WHITE PHOSPHOROUS ROUNDS

Black Market Price: Double the List Price, By Caliber

This type of bullet is tipped in White Phosphorous; when it impacts with a target it inflicts terrible burns. Known as "Willie Ps" on the Black Market, when a target is hit with this ammunition the target takes an additional 2 points of burn induced Wound Damage on top of the damage inflicted by the bullet itself. On top of all of this, there is a 10% (Draw a card from the deck, if the Actor draws a Ace, then their target's clothing has ignited) chance that a target's clothing will ignite when struck by ammunition of this type. Willie P rounds go off if they strike anything between the shooter and the target.



SPECIALTY GRENADES

ACID GRENADES

Black Market Price: \$1,500.00 Per Grenade

This type of grenade is designed to explode releasing damaging acid to all targets within a 20 ft. radius; it is only accessible through the Obsidian Group. All targets take 5 points of acid induced Wound Damage. These grenades tend to be particularly horrific because of their potential to permanently maim and scar their victims.

EMP GRENADES (ELECTROMAGNETIC PULSE)

Black Market Price: \$3,500.00 Per Grenade

This type of grenade releases an electromagnetic pulse that instantly shorts out all electrical devices (including computers) within a 30 ft. radius of the grenade; only electronics that are shielded against EMP are protected from these grenades, it is only accessible through the Obsidian Group. Entities that are electrical in nature or that produce massive amounts of energy in their attacks (this includes Psychics) are susceptible to EMP and take 8 points of Wound Damage from these grenades.

INCENDIARY GRENADES

Black Market Price: \$500.00 per Grenade

This type of grenade explodes in a conflagration fire and shrapnel over a radius of 20 ft. All corporeal creatures caught within the blast radius take 8 points of burn induced and shrapnel Wound Damage / 1 point of Structure Damage.

ECTOPLASMIC DISRUPTOR GRENADES "MIDNIGHT SPECIALS"

Black Market Price: \$2,000.00 Per Grenade

This type of grenade is designed to disrupt the ectoplasmic energies of incorporeal entities with an explosive wave of energy, this energy is specifically designed to cause harm to incorporeal entities; it is only accessible through the Obsidian Group. Humans and animals are unharmed by the energy emitted by these bullets, but Psychics exposed to the radiation from these bullets lose 6 Life Force Points each time they are exposed to the energy explosions of these bullets. Incorporeal entities take 8 points of Wound Damage per explosion.

FREEZE GRENADES

Black Market Price: \$3,500.00 Per Grenade

This type of grenade is designed to explode releasing a freezing cloud of nitrogen that does 5 points of cold induced Wound Damage to all creatures within the 20 ft. radius of the detonation; it is only accessible through the Obsidian Group. This type of grenade is particularly useful against fire based entities, as it does 8 points of Wound Damage to them.

STUN GRENADES

Black Market Price: \$500.00 Per Grenade

This type of grenade is designed to explode in a pulse of light and sound that stun their targets for 5 rounds. All targets caught within the 30 ft radius of a stun grenade must make a Vitality Check at Difficult or be blinded and deafened (all Physical Attributes reduced by 2) for the above 5 rounds. These grenades are purposefully meant to be non-lethal.

UV GRENADES (ULTRAVIOLET)

Black Market Price: \$4,000.00 Per Grenade

This type of grenade releases a violent burst of ultraviolet light that affects a blast radius of 30 ft.; it is only accessible through the Obsidian Group. All creatures that are susceptible to sun light or light from the UV spectrum take 8 points of burn induced Wound Damage from this type of grenade. The light from these grenades is blinding and potentially damaging to an investigator's eyes; as such anyone that is in the blast radius of a UV grenade and doesn't have some form of eye protection will be blinded for 10 rounds, there is a 10% (draw a card from the deck, if the Actor draws a Ace, the Persona has been blinded) chance that the blindness will last a full day, and a 1% (drawing a Joker) chance that the blindness caused by looking into the blast area of a UV grenade will permanently blind as they optic nerves were fried from the burst of intense light.

HIGHTECH SPECIALTY WEAPONS

OG 50. CALIBER PISTOL MARK IIA

Black Market Price: \$5,000.00

The *OG 50. Caliber Pistol Mark IIA* was created to give Obsidian Group Field Agents more of a fighting chance while out in the field. After multiple operations in which agents simply didn't have the stopping power to put an adversary down, the OG 50. Cal was the answer.



This Pistol has an 11 round clip, and a rubber hand grip. This pistol fires the same rounds that a desert eagle fires, while being a relatively light weight pistol.

Damage: .50 AE / 8 Ranks of Wound Damage

Required Skill: Firearms Skill

Range: Short to Medium

Rate of Fire: 2 Shots per Round.

OG PLASMA PISTOL

Black Market Price: \$ 850,000.00

The OG Plasma Pistol uses an advanced energy fuel cell to power the gun's electromagnetic accelerator to fire a stream of plasma at the user's target (i.e. very hot and very energetic excited matter). These weapons are still in the field testing stage and are only accessible by Agents of the Obsidian Group. Please note that in field testing these extremely powerful pistols have had issues with overheating and exploding on their users.



Damage: 5 Ranks of Wound Damage, +20% chance of setting the target of fire (Draw a card from the deck, if the Actor draws an Ace or a Two, then their target's clothing has ignited).

Mishap: If a Joker is draw on the part of the user, the plasma pistol exploded doing 5 points of Wound Damage to the user.

Required Skill: Heavy Weapons Skill

Range: Short to Long

Rate of Fire: 1 Shot per Round.

OG-105 "HELLBRINGER"

Black Market Price: \$20,000.00

The *OG-105 "Hellbringer"* was designed as a long arms support weapon to be used by the Sigma Teams of the Obsidian Group. This weapon is a rifle with a tri-barrel set up, a built in battery, and when it fires the mounting of the tri-barrels spins like a mini-gun, spraying the user's target with a 5 bullet burst of 9mm flechette bullets.

The Hellbringer uses a 100 bullet drum to hold its ammunition. Against unarmored targets, the Hellbringer does 9 points of Wound Damage per burst; against armored targets the Hellbringer does 4 points of Wound Damage per burst.

Damage: 9mm / 9 points of Wound Damage

Required Skill: Firearms Skill

Range: Short to Long

Rate of Fire: 2 bursts per Round

OG PLASMA RIFLE

Black Market Price: \$1,000,000.00

The OG Plasma Rifle uses an advance energy fuel cell to power the gun's electromagnetic accelerator to fire a stream of plasma at the user's target (i.e. very hot and very energetic excited matter). These weapons are still in the field testing stage and are only accessible by Agents of the Obsidian Group. Please note that in field testing these extremely powerful rifles have had issues with overheating and exploding on their users.

Damage: 8 Ranks of Wound Damage, +20% chance of setting the target of fire (Draw a card from the deck, if the Actor draws an Ace or a Two, then their target's clothing has ignited).

Mishap: If a Joker is draw on the part of the user, the plasma pistol exploded doing 7 points of Wound Damage to the user.

Required Skill: Heavy Weapons Skill

Range: Short to Long

Rate of Fire: 1 Shot per Round.



STRUCTURE POINTS

Structure Points are the way the CENTER STAGE GAME SYSTEM handles small to massive structures. Everything has a finite amount of damage before it simply crumbles into ruins, as such when a Persona uses explosives to destroy a structure, use the below chart to determine how many Structure Points the given structure has.

SMALL OBJECT (CHAIR, COMPUTER, TABLE, ETC.)	1 Structure Point
LARGE OBJECT (VENDING MACHINE, CONFERENCE TABLE, REFRIGERATOR, ETC.)	2 Structure Points
SEDAN, SUVs, AND VANS	5 Structure Points
TRACTOR TRAILER TRUCK, MOBILE HOME, SMALL HOUSE	10 Structure Points
TWO-STORY HOUSE, SMALL OFFICE BUILDING, ETC...	20 Structure Points
CORPORATE SKYSCRAPERS, BRIDGES, ETC...	30 Structure Points, +5 for every 2 stories past 30

EXPLOSIVES	DAMAGE	COST
BLACK POWDER (PER POUND)	5 Points of Wound Damage/ 1 Structure Point	\$20.35
HOMEMADE CHEMICAL EXPLOSIVE (PER GALLON)	5 Points of Wound Damage/ 2 Structure Points	Cost Varies
DYNAMITE (PER STICK)	8 Points of Wound Damage/ 3 Structure Points	\$350.00 per stick
FRAGMENTATION HAND GRENADE (PER GRENADE)	8 Points of Wound Damage/ 2 Structure Points	\$75.00 per Grenade
TNT (PER POUND)	10 Points of Wound Damage/ 10 Structure Points	\$410.00
BLASTING GELATINE (PER OUNCE)	12 Points of Wound Damage/ 12 Structure Points	\$400.00
PLASTIQUE (PER POUND)	15 Points of Wound Damage/ 15 Structure Points	\$12,000.00
NITROGLYCERINE (PER 2 OUNCES)	15 Points of Wound Damage/ 15 Structure Points	\$2,000.00
NUCLEAR	EVERYTHING IS DEAD	Yeah Right!

MOTOR VEHICLES

MANEUVERABILITY: This is the motor vehicles ability to corner and move when pushed to its limits. Whenever a Persona is driving a motor vehicle at greater than normal speeds, the Actor adds the motor vehicle's Maneuverability to their Agility + Drive + Card Check or Contest.

TYPE	COST	MOVEMENT RATE	MANEUVERABILITY	STRUCTURE POINTS
MOTORCYCLES				
RAT BIKE	\$350.00	20	3	2
SPORTS BIKE	\$15,000.00	40	5	2
STANDARD BIKE	\$10,500.00	30	4	2
PASSENGER CARS				
COMPACT CAR	\$10,000.00	20	3	5
MID-SIZED CAR	\$12,000.00	20	2	5
PERFORMANCE MID-SIZED CAR	\$16,000.00	40	4	5
FULL-SIZED CAR	\$18,000.00	20	2	5
PERFORMANCE FULL-SIZED CAR	\$20,000.00	30	3	5
SPORTS CARS				
MUSCLE CAR	\$6,500.00	40	3	5
STANDARD SPORTS CAR	\$25,000.00	40	4	5
SUPER CAR	\$130,000.00	50	5	5
TRUCKS, VANS, & SUVs				
CARGO VAN	\$9,000.00	20	1	5
MINIVAN	\$12,000.00	20	0	5
Jeep	\$8,500.00	20	1	5
JUNKER PICK-UP TRUCK	\$2,5000.00	20	0	5
STANDARD PICK-UP TRUCK	\$8,500.00	20	1	5
SUV	\$25,000.00	20	0	5
SUV LIMOUSINE	\$150,000.00	20	-1	5

BUILDING YOUR OMEGA-V COMPUTER

These are the newest computer systems to see the market. The Omega-V computer immerses the User within a Virtual Reality environment that looks every bit as real as the world we live in. Through the high-tech hardware and software within these computers; Users can move about in their virtual environment just as easily as a person leaves a room in their house and enters another room.

Within the virtual reality world of the Omega-V Network, Encrypted data systems appear to be office buildings with programs appearing to be security officers, or much much worse. The sky is the limit with these machines, because they very much are the future of computing technology.

A basic Omega-V Computer starts out with these Stats: 15 Attribute Ranks to divide up among the Omega-V Computers Attributes, 4 Ranks to divide between Active Memory/AM, Storage Memory/SM, and CPU Speed, and costs \$3,000.00 dollars. One thing to remember when building your Omega-V Computer is that it is similar to building a Persona in you have to spend Ranks into Attributes to become better at them. So the best way to see it is the Base Attributes of a Omega-V Computer are like the Attributes of your Persona, and the AM, SM, and CPU Speed are like the similar to the Derived Attributes (the only difference is the computer gets a set number of Ranks to divide in the AM, SM, and CPU Speed rather than having it based on the adding and dividing of two system attributes). All higher models of the Omega-V Computer go by the following statistics. (For the rules on using an Omega-V Computer, please refer to the System Mechanics Chapter).

OMEGA-V QUALITY RANK	ATTRIBUTE RANKS, AM, SM, & CPU RANKS	PRICE
Rank 2 Omega-V System	19 Attribute Ranks, 6 Ranks for AM, SM, and CPU	\$6,000.00
Rank 3 Omega-V System	23 Attribute Ranks, 8 Ranks for AM, SM, and CPU	\$9,000.00
Rank 4 Omega-V System	27 Attribute Ranks, 10 Ranks for AM, SM, and CPU	\$12,000.00
Rank 5 Omega-V System	31 Attribute Ranks, 12 Ranks for AM, SM, and CPU	\$15,000.00
Rank 6 Omega-V System (Corporate Grade)	35 Attribute Ranks, 16 Ranks for AM, SM, and CPU	\$25,000.00
Rank 7 Omega-V System (Corporate Grade)	37 Attribute Ranks, 18 Ranks for AM, SM, and CPU	\$35,000.00
Rank 8 Omega-V System (Corporate Grade)	41 Attribute Ranks, 20 Ranks for AM, SM, and CPU	\$45,000.00
Rank 9 Omega-V System (Corporate Grade)	45 Attribute Ranks, 22 Ranks for AM, SM, and CPU	\$55,000.00
Rank 10 Omega-V System (Corporate Grade)	47 Attribute Ranks, 26 Ranks for AM, SM, and CPU	\$75,000.00

SYSTEM ATTRIBUTES

Anti Intrusion Countermeasures (Anti-IC): This Attribute represents the most basic in Anti-Intrusion programs that already come loaded onto an Omega-V Computer. Please note that these programs do not draw from the system resources like the larger Anti-IC Programs. These programs tend to be very weak and even the most of the low level I/E programs can punch their way into a system protected simply by the Anti-IC Attribute.

Anti-Personnel: This Attribute represents the most basic in Anti-Personnel programs that already come loaded onto an Omega-V Computer. Note: these programs do not draw from the system resources like the larger Anti-Personnel programs. These programs can only give the intruding User an electrical shock that most Users can defend against by simply having a high Fire Wall rating or having Fire Wall programs that protect against Anti-Personnel programs.

Anti-System: This Attribute represents the most basic in Anti-System programs that already come loaded onto an Omega-V Computer. Note: these programs do not draw from system resources like the larger Anti-System programs. These programs tend to be little more than an annoyance to the more experienced Users and System Operators, the use of these programs are the mark of a rank amateur. Older Users and System Operators tend to show little or no mercy to these poor fools that attempt to use these programs on their systems. At best these programs can give the system minor lag; at worst they are completely useless to the User.

Detection: This Attribute represents the most basic in Detection programs that already come loaded onto an Omega-V Computer; Note: these programs do not draw from the system resources like the larger Detection programs. These programs can detect only the most blatant system Intrusions, 9 times out of 10, a User with this level of Detection will never know that another User or System Operator has entered their system until it is too late.

Encryption/Decryption: This Attribute represents the most basic E/D programs that already come loaded onto an Omega-V Computer. Please note that these programs do not draw from the system resources like the larger E/D programs do. These E/D programs can only encrypt and decrypt data on the most basic level. Users Decrypting files that were Encrypted simply by using these basic programs will normally make short work of them through the use of more expensive E/D programs.

Fire Wall: This Attribute protects a User and their system from damage. The Fire Wall of an Omega-V Computer system is the barrier that protects it from intrusion from outside sources. The higher a system's Fire Wall, the harder it is for intruders to get into the system.

Intrusion/Evasion: This Attribute represents the most basic I/E programs that already come loaded onto an Omega-V Computer; to break into a network system and evade the systems IC programs.

SYSTEM DEFAULTS

Active Memory (AM): The number of programs that can be active at any one time. For every 2 programs in use, the CPU Speed of an Omega-V Computer goes down by 1. This is done to represent the programs' draw on system resources.

Storage Memory/SM: The SM # x 3 equals the number of programs or stored data that a User can have on their Omega-V Computer

Central Processing Unit/CPU Speed: The CPU Speed of an Omega-V Computer dictates just how fast that system can react when in use. In game terms, this means that the higher a User's CPU Speed is the more actions they will get to take per turn. Simply put, your CPU Speed is the number of actions you can take per turn.

Initiative: CPU Speed + Card against the Opposing CPU Speed + Card = Resolution

System Status: This is the Omega-V Computers Wound Ranks, in the most simplest of terms. Just as a Persona takes damage when they are injured, if an Omega-V Computer is damaged through its system being targeted or its hardware being targeted, eventually the Omega-V Computer will cease to work.

SYSTEM STATUS		
LIGHT SYSTEM DAMAGE		
NO PENALTIES		
☐	☐	☐
SEVERE SYSTEM DAMAGE		
-1	-2	-3
☐	☐	☐
HARDWARE DAMAGE		
-4		-5
☐		☐
SYSTEM CRASH		
☐		

OMEGA-V COMPUTER GLOSSARY

Avatar: The Avatar is the Virtual Reality image that represents a Program, System Operator, or User within the Omega-V Network System.

Bulletin Boards: The term "BBS" is used for any location on the Omega-V Network that Users go to congregate at. In the 20th Century, these types of places would be electronic billboards. The big difference is that in these virtual reality chat rooms, the users are actually able to interact with their environment and other users. It was through some of the seedier of these BBSs that the term "NetSex" took on a whole new dimension within cyberspace.

Construct: A construct is a carrier program that is designed to house up to 4 other programs within it. That means that these programs only take up one program slot, but it also means that when one program within the construct gets "derezzed", all programs within the construct get derezzed until the system can be rebooted.

Dark Tower: Dark Towers are Omega-V network systems that do not broadcast their purpose to the rest of the Omega-V Network; in many cases there networks are owned by large corporations or governments and are considered restricted access networks. It is not unheard of for the Systems Operators of there Dark Towers to use lethal Anti-Personnel Programs to insure the integrity and confidentiality of their corporation or nations online secrets.

Derezzed: This is when a computer program is disabled or corrupted in such a way as to make it useless until the program is reloaded into the Omega-V Computer.

Doc Suess: The slang name for a program that identifies viruses, inoculates, or absorbs them so that the virus doesn't damage the system. Should the "Doc Suess" absorb the virus, at that point that particular "Doc Suess" will have to be deleted and reinstalled into the system to be used again. These programs are frequently updated because of the invention of new viruses daily.

Fire Base: Fire Bases are heavily defended Omega-V networks that always use lethal Anti-Personnel Programs in order to eliminate anyone that intruded upon their secure networks. In most cases, at this point, all of the Fire Bases are controlled either by the Darkstar Corporation; that set up the systems, or by the United States Intelligence Community and Military.

Fire Wall Program: These programs add to the strength of a system's Fire Wall Attribute.

Handle: The chosen alias that an Omega-V Computer user assumes while on the Net in order to protect their real identity.

Hacker BBS: These BBSs are controlled and regulated by Omega-V users. Gaining access to these BBSs can be simple to extremely difficult.

Jekyll & Hyde: A "Jekyll & Hyde" is a Program, SysOp, or User that projects a false Network Avatar from that of their true Avatar. Example: An Anti-IC program that cloaks itself with the Avatar of a weaker program, once activated, the cloak falls away and its true nature becomes apparent.

Kill-switch: A simple switch that all Omega-V Computers have installed onto them that when activated will drop a Persona off of the Net. These switches are most commonly used when a Persona's Options Menu has been disabled by an Anti-System Program.

Narcs: Omega-V users that have been caught by the FBI or the Darkstar Network, and are now being forced to work against other Omega-V users on the Net.

Node: These are Omega-V network satellites that are in orbit over the planet.

Node Lag: This is when an Omega-V Network Node's CPU Speed slows down because of a massive draw on its system resources due to many Users all logged onto the same Node Network System. This Node Lag can affect the CPU Speed of a User that is operating within that Network Node. Your Director should determine if any Node Lag is present before a Persona attempts to enter the system. This is done by selecting a number between 1 and 4. Once this is done, the Director should note the CPU Speed subtractor and notify the Persona of the penalty once they have entered the Network Node System.

Node Security Level: The Network Node Security Level determines the level of Security and Monitoring that a particular Node has protecting it. The higher a Node's Security Level is the more difficult it is for an Unauthorized User to gain access to it. Low Priority Nodes only require a Target Difficulty of: "Trivial to Simple" Computers Check to enter, while Medium Security Nodes require a Target Difficulty of: "Simple to Difficult" Computers Check to get into; and High Security Nodes require a Target Difficulty of: "Difficult to Very Difficult". The most difficult and dangerous of all Omega-V Network systems to enter are those of the Darkstar Corporation itself and the United States government; these Omega-V Network systems require a target Difficulty of: "Very Difficult to Next to Impossible" Computers Check to enter.

The Fortress: This is the Hacker slang used in reference to the Darkstar Corporate Network System. Many Omega-V Computer Hackers have attempted to gain access to this network only to be caught by the Darkstar Corporations System Operators, in most cases because of the Corporate Armament Act, the Omega-V Computer Hacker ends up meeting a bloody end due to Darkstar Corporate Security forces coming to their home and physically removing them from the Network permanently

OMEGA-V COMPUTER PROGRAMS

ANTI-IC PROGRAMS

ICE PICK

System Bonus: +4 to Anti-IC

Avatar: Ice Pick appears as a gleaming ice pick made out of energy that the User attempts to attack the Intruder with.

Function: Ice Pick is designed to attack the Intrusion/Evasion Software on a Intruder's VR Comp system. On a successful attack, the Ice Pick renders the active I/E program/s inactive until the Intruder/SysOp reboots their Omega-V Computer. This program does not damage the computer.

Cost: \$250.00

PONG

System Bonus: +4 to Anti-IC

Avatar: Some classics never die, this insidious program appears as the old Pong game that totally fills the Virtual view of the System Operators surrounding environment; with the Pong ball going from one paddle to the other in an endless loop.

Function: This program was designed to send an Omega-V Network system into a data-loop that can only be shut down when the System Operators reboot the system.

Cost: \$600.00 (available only through Hackers)

SPACED INVADER I & II

System Bonus: +2 or +4 to Anti-IC

Avatar: Another classic spin on an old video, this program appears as a totally stone space alien that attacks the User.

Function: Spaced Invader I & II were designed by a Hacker that was fed up with System Operator's shutting them down while they were in the middle of a run. The Spaced Invader was their response to this perceived cyber- harassment. This program is designed to attack the System Operator's Anti-IC programs. When successful, the Spaced Invader freezes the actions of the attacking Anti-IC programs for the period of 4 turns.

Cost: \$350.00 to \$400.00

CHERRY BOMB

System Bonus: +4 to Anti-IC

Avatar: Cherry Bomb appears as a big red looking bomb with a lit fuse that the User attempts to throw at the Intruder as their attack.

Function: This program was designed by a hacker; its primary purpose is VR Network system sabotage. Once placed, this program appears as an "untitled" file in whatever directory it was placed. This program can be activated at anytime while the hacker is in the system, or will automatically activate when the hacker logs out of the system. Cherry Bomb ignores the Omega-V Network systems Fire Wall and destroys/deletes whatever system directory the program was placed in.

Cost: \$200.00 (available only through Hackers)

RAPTOR

System Bonus: +6 to Anti-IC

Avatar: Raptor appears in the form of a velociraptor dinosaur that attempts to attack the Intruder.

Function: This program was designed to Auto-Kill an attacking program on a successful strike. Once the attacking program has been "Killed", the User must reboot their Omega-V Computer to reactivate the program.

Cost: \$300.00



ANTI-PERSONNEL PROGRAMS

COBRA

System Bonus: +4 to Anti-Personnel

Avatar: Cobra appears in the form of a King Cobra that appears and attempts to attack the Intruder.

Function: Cobra was designed with the same purpose of Viper, but this version does a little more damage to the Intruder. When successful, this program does 3 levels of Lethal Damage directly to the Intruder.

Cost: \$900.00

STUN PULSE

System Bonus: +2 to Anti-Personnel

Avatar: Stun Pulse appears in the form of a bolt of lightning that begins arcing off of the User's own avatar and attempts to attack the Intruder.

Function: This program was designed by SysOps at the Darkstar Corporation to be used on Intruders to momentarily stun them just long enough to let the more effective Anti-Personnel programs take full effect. When successful, Stun Pulse does 4 Ranks of Stun Damage to the Intruder. The Intruder also remains stunned for the next 3 turns, unable to take an action.

Cost: \$200.00

VENOM I & II

System Bonus: +4 or +6 to Anti-Personnel

Avatar: Venom I and II both appear in the form of an Asp that will appear and attempt to attack the Intruder. The only way to tell the two apart is Venom I is Red and Venom II is blue.

Function: This program was designed to attack an intruder in a VR Network system by latching onto their Avatar and striking them every turn that Vemon remains attached to the user. When successful; Vemon I does 2 Ranks of Stun Damage every turn that it is attached to the user's Avatar. Venom II does 3 Ranks of Stun Damage every turn that it is attached to the user's Avatar. These programs are only purchasable directly through the Darkstar Corporation for the protection of Corporate Network Systems.

Cost: \$1,000/\$1,500.00

VIPER

System Bonus: +2 to Anti-Personnel

Avatar: Viper appears as a digital rattle snake that appears and attempts to attack the Intruder.

Function: Viper I was designed to attack an Intruder in a System, doing 2 Ranks of Wound Damage directly to the Intruder.

Cost: \$800.00

ANTI-SYSTEM PROGRAMS

EIENSTEIN'S Opps!

System Bonus: +8 to against Artificial Intelligences

Avatar: Eienstein's Opps! Appears as a massive chalk board with hundreds of equations on it that begin erasing and rewriting themselves in an endless and unsolvable equation.

Function: When activated, this program feeds a System's AI an unsolvable equation or question, the Artificial Intelligence's CPU speed drops by 4 for the next 10 turns as the system attempts to solve the query.

Cost: \$5000.00

HELL STORM

System Bonus: +8 to Anti-System

Avatar: Hell Storm appears as a raging electrical storm of multi-colored fire throughout the affected Omega-V Computer system.

Function: Hell Storm is designed to attack the intruders Omega-V Computer system. When successful, Hell Storm does 5 Ranks of Damage to the intruders Omega-V Computer.

Cost: \$500.00

NIGHTMARE

System Bonus: +10 to Anti-System

Avatar: The Nightmare appears as a charging demonic black horse with purplish electrical fire coming from its hoofs, mouth and eyes. The Nightmare charges at the Intruder in an attempt to run them down.

Function: Nightmare is designed to attack the intruders Omega-V Computer. When successful, Nightmare does 6 Ranks of Damage to the intruders VR Omega-V Computer.

Cost: \$600.00

PLASMA BOLT

System Bonus: +6 to Anti-System

Avatar: Plasma Bolt appears in the form of a fireball like bolt of bluish fire that the User attacks the intruder with.

Function: Plasma Bolt is designed to attack an intruder's Omega-V Computer. When successful, Plasma Bolt does 3 Ranks of Damage to the intruder's Omega-V Computer.

Cost: \$300.00

REBOOT

System Bonus: +4 to Anti-System

Avatar: This vicious little program is simple in its purpose and appearance; when successfully used against an Intruder, a little sign appears that typically says "Access Denied", but some of the more resourceful Hackers have been able to reprogram the sign to say any number of parting phrases.

Function: This program was designed to, upon a successful system attack; force the opposing system to reset itself. This reset automatically dumps the intruder off of the Omega-V Network and out of the system.

Cost: \$350.00

STRAIGHT JACKET

System Bonus: +6 to Anti-System

Avatar: The creator of this vicious program definitely had a sense of humor, when it is able to successfully attack a User; it puts them in a virtual straight jacket.

Function: This program is designed to disable the system attributes of an Omega-V Computer by eliminating the Options Menu of the user for the period of 4 turns.

Cost: \$900.00

SYSTEM NUKE

System Bonus: +8 to Anti-System

Avatar: Of all things to appear in virtual reality, the programmer of this program made its successful use appear as a mushroom shaped cloud with a blinding flash of light.

Function: System Nuke was designed by a Hacker for the express purpose of disabling an Omega-V Network system. This program attacks all of the system Attributes with its attack. When successful, System Nuke reduces the system attributes of the affected system by 6. This lasts for the next 8 turns.

Cost: \$3,000 (available only through Hackers)



DETECTION PROGRAMS

SENTRY

System Bonus: +2 to Detection

Avatar: This program appears as a statue with the virtual environment, which in many cases tends to be over look because of how real the virtual environment really looks. Kind the old paintings from Scooby-Doo; the only way to tell that it is there is by watching its eyes move back and forth.

Function: Sentry was designed to detect unauthorized users in a computer system.

Cost: \$400.00

SENTINEL

System Bonus: +4 to Detection

Avatar: Similar in design to Sentry, Sentinel appears as a statue within the virtual environment that tends to be overlooked, the big difference between Sentinel and Sentry is this program is able to move about the virtual environment. It moves, takes up a position and waits for the Intruders to move on and then it attempts to follow them. As with Sentry, the only way to know that this program is lurking around is to look for a statue that you might have seen before, or watch the moving eyes.

Function: Sentinel was designed to detect unauthorized users in a computer system.

Cost: \$500.00

SPECTRAL STALKER

System Bonus: +6 to Detection

Avatar: This program appears in the form of a ghostly looking figure that actually follows the User at a distance. Most Corporations tend to customize their Spectral Stalkers to look like an employee that once made a great impact on the company and is now either retired or dead.

Function: Spectral Stalker is designed to track the movement of an intruder in a system, then when that intruder logs back into the system, the Spectral Stalker alerts the System Operators to that specific User's presence in the system.

Cost: \$1,000.00

STALKER I & II

System Bonus: +2, +4 to Detection

Avatar: This programs avatar was designed to appear as if it was another User within the Omega-V Network system. The Stalker can appear to look like anyone that the System Operators wish it to appear as.

Function: The Stalker Series of programs were designed to track the movement of an intruder in a system to detect. The intruder must succeed in a I/E Check at a Difficulty - Difficult.

Cost: \$250.00/\$350.00



ENCRYPTION/DECRYPTION PROGRAMS

CODE BREAKER

System Bonus: +4 to Decryption

Avatar: This program's avatar appears be a wild looking man with a pocket protector in his shirt pocket, nerdy looking glasses and he has a PDA in had that he is running numbers on in an attempt to break a code lock.

Function: Code Breaker's primary purpose is to find and identify the passwords and code keys that allow entrance into computer systems, once this is done Code Breaker automatically stores these passwords and code keys for later use by its user. This program can also be used to open any type of file or directory that requires a code key to gain access to it.

Cost: \$3,000 (available only through Hackers)

CODE KILLER I & II

System Bonus: +6 , +8 to Decryption

Avatar: This program's avatar can be easily changed, and many Hackers and Corporate System Operators tend to have it appear to look like one or many famous Serial Killers. The only way to tell the two programs apart is Code Killer I is Green and Code Killer II is Gold.

Function: Both Code Killer programs were designed to be a more effective version of Code Breaker. Hence both versions of Code Killer are considerably stronger than their parent program. Code Killer I & II were designed to find and identify the passwords and code keys that allow a user entrance into computer systems. Once this is done, both versions of this program store these passwords and code keys for later use by their user. These programs can also be used to open any type of file or directory that requires a code key to gain access to it.

Cost: \$4,000/\$5,000 (available only through Hackers)

FIRE WALL PROGRAMS

BLACK SHIELD

System Bonus: +6 to Fire Wall

Avatar: The program appears in the form of a glowing black brick wall that attempts to block a Users path through an Omega-V Network system.

Function: Black Shield is designed to strengthen the Fire Wall of a Omega-V Computer system.

Cost: \$600.00

DEFENDER I, II, III

System Bonus: +4, +6, or +8 to Fire Wall

Avatar: This program appears in the form of a Knight with a sword that attempts to block a Users path. Each version is a different color, Defender I is blue, Defender II is Green and Defender III is Silver.

Function: This program was designed to protect network systems against intrusion. Almost all major corporations have the program guarding their network systems. Each successive upgrade of this program increases its effectiveness against hacker intrusion.

Cost: \$400/\$600/\$1,000

DEFENDER V

System Bonus: +10 to Fire Wall

Avatar: This program appears in the form of a Knight with a sword that attempts to block a Users path. This version of Defender appears as a Golden Knight.

Function: This program was designed to protect network systems against intrusion. Only the most paranoid of corporations have this program guarding their network systems. This version of Defender can only be acquired directly from the Darkstar Corporation.

Cost: \$5,000

FLAK JACKET

System Bonus: +4 to Fire Wall/User

Avatar: This program appears in the form of a bullet proof vest that the User's Avatar wears.

Function: This program was designed to protect a User or System Operator of a system from attacks made directly against their physical body. This program automatically absorbs 2 Ranks of Stun or Wound Damage that would normally go directly to the User.

Cost: \$800

STONE WALL

System Bonus: +4 to Fire Wall

Avatar: Apparently the creator of this program was a historian, because when this program appears; those seeing it see a stone wall with a Confederate looking officer waving the Stars and Bars of the South.

Function: Stone Wall was designed to strengthen the Fire Wall of a Omega-V Computer system. This program can be left running in the system even when the User or System Operator is not present.

Cost: \$2,000



INTRUSION/EVASION PROGRAMS

GHOST

System Bonus: +2 to Evasion

Avatar: This program tasks the User's avatar and turns it semi-transparent within the virtual environment.

Function: Ghost was designed to mask the presence of an intruder in an Omega-V Computer system.

Cost: \$200.00 (available only through Hackers)

KIBBLES & BYTES

System Bonus: +4 to Evasion

Avatar: This program is almost comical in its appearance, when activated; it appears as if the User tossed an open bag of dog food all over the virtual environment.

Function: When activated, this program attacks the User or System Operator's Omega-V Computer, forcing it to search its own system databank for the file "Kibbles & Bytes", reducing the affected system's CPU rating by 3 for the next 5 turns.

Cost: \$2,500 (available only through Hackers)

MYSTERY'S MASK I & II

System Bonus: +6 / +8 to I/E

Avatar: This program is simple in its appearance; it allows the User to change their own avatar to appear as the avatar of another User. Both versions of this program do exactly the same thing.

Function: This program when activated allows a user to use the image of another user's avatar that they have saved in their Omega-V Computer. The user enters a contest at a Difficulty of: Difficult to assume the desired Avatar.

Cost: \$1,000/\$2,500

PHANTOMS

System Bonus: +4 to I/E

Avatar: Similar to Ghost, this program turns a User's avatar semi-transparent as they enter an Omega-V Network system; it also creates other similar looking phantoms that move about in the environment around the User in an attempt to confuse the System Operators.

Function: This program masks the presence of a User entering an Omega-V Computer system and their presence while they are in the system.

Cost: \$800.00

SELF REPLICATOR

System Bonus: +3 to Evasion

Avatar: Similar in concept to Phantoms, this program creates multiple clones of the User within the Omega-V Computer system in an attempt to confuse the system's programs and its System Operators. The User's avatar becomes semi-transparent while the clones are not.

Function: This program creates multiple clones of the User in the VR Network system and masks their presence while they are in the system. If successful, the System Operator or Program will attack the clones before coming after the actual User.

Cost: \$400.00

SPECTRE

System Bonus: +2 to Intrusion/+4 to Evasion

Avatar: This program was designed to use a known avatar of a frequent User within the Omega-V Computer system and through that clones avatar the User attempts to move about the virtual environment without the notice of the System Operators.

Function: Spectre was designed to break into an Omega-V Computer system and then mask the Intruders presence in the system.

Cost: \$600.00

MULTI-PURPOSE PROGRAMS

DEMON DOG

System Bonus: +6 to Detection/+6 to Anti-Personnel

Avatar: This program appears to be a black demon-like dog that attacks from out of no where. It attempts to grapple with the User as the program fulfills its purpose.

Function: Demon Dog is designed to track the movement of an intruder in a system; then attack the intruder should they attempt to enter or access a restricted area. Should that intruder successfully log out, Demon Dog will wait for that intruder to re-log into the system and then attack them again. When successful in an attack, Demon Dog does 3 Ranks of Wound Damage to the Intruder. This program is only purchasable directly through the Darkstar Corporation for the protection of Corporate Network Systems.

Cost: \$2,500.00

GONZO

System Bonus: +4/-4 against Artificial Intelligences

Avatar: This program appears to be a muppet on crack, running around the Omega-V Computer system that it is attempting to infect like a chicken with its head cut off.

Function: This program is a System Operators nightmare. When used successfully, it allows a Hacker to completely take over the target Omega-V Computer system, using all of its resources as if they were his own. A Contest must be made each turn that Gonzo is in use, and the Hacker must succeed with a margin of success of at least 3. If the Hacker fails any Contest, his "own" system crashes and must be rebooted. Artificial Intelligence is particularly resistant to Gonzo because of the complexity of the logic systems involved.

Cost: \$800.00 (available only through Hackers)

GUARDIAN

System Bonus: +6 to Fire Wall, +6 to Anti-IC, +4 to Detection

Avatar: This program appears in the form of a frightening evil looking black knight.

Function: This program has consistently proven its worth in protecting high security Omega-V Computer system. Guardian strengthens the Omega-V Computer system Fire Walls while at the same time defending the Omega-V Computer system from rogue users. This program can be left running with a System Operator present.

Cost: \$7,500

LIGHTNING SHIELD

System Bonus: +6 to Fire Wall/+4 to Anti-IC

Avatar: This program appears in the form of a storm of lightning that seems to take over the virtual environment around the User.

Function: Lightning Shield is designed to strengthen the existing Fire Wall of a system while at the same time attack the intruders I/E software programs. When a successful attack is made against the intruder, Lightning Shield eliminates all of the intruders "active" I/E programs until the intruder reboots their Omega-V Computer. This program is only purchasable directly through the Darkstar Corporation for the protection of Corporate Network Systems.

Cost: \$5,000

MICROSLOTH

System Bonus: +2 to Anti-System

Avatar: This program appears in the form of an old out of date operating system logo that begins cloning itself in the virtual environment until nothing of the VR environment can be see.

Function: This program is a complex, self replicating alorythm that infects the target system and begin to consume system resources at an alarming rate. The result is that the Omega-V Computer system is slowed down considerably until the algorithm can be purged, which takes 4 turns. The affected system can only take one action every other turn until Microsloth runs its course or the system is shut down and rebooted.

Cost: \$1,500

Spazz

System Bonus: +2 to Anti-System, +6 against AI

Avatar: This program appears in the form of a red cartoon-like figure that races around the virtual environment attempt to smash everything around him.

Function: This program invades the logic systems of the targeted Omega-V Computer system and makes them go completely crazy. The affected system will use all of its actions completely at random in terms of the action itself and the target (including the system itself) for a number of turns equal to the margin of success of the program.

Example: *the Hacker uses Spazz and exceeds his target his number by 4 on the draw of the card, so the target system will be Spazzed for 4 turns. Artificial Intelligence is particularly vulnerable because of the complex but unstable logic systems involved.*

Cost: \$2,000 (available only through Hackers)

CONSTRUCT PROGRAMS

DATA CYCLE

System Bonus: +4 to CPU Speed/ I/E - Spectre

Avatar: This program appears in the form of a fast moving motorcycle allowing the User to move about the virtual environment at a higher rate of speed and it creates a clone of a known avatar of a frequent User within the Omega-V Computer system and through that cloned avatar the User attempts to move about the virtual environment without the notice of the System Operators

Function: This Construct was designed to increase a Users speed through an Omega-V Computer system and to assist in concealing their presence in the system. DataCycle has both Spectre and a specialized program to speed up a Users progress in traversing a Omega-V Computer system.

Cost: \$2,000

DATA TANK

System Bonus: -1 to CPU/ + 6 Programs / + 5 to Fire Wall

Avatar: This program appears in the form of a formidable looking modern battle tank that allows the User to move about the virtual environment.

Function: This Construct was designed to increase the protection a User has while in an Omega-V Computer system while giving them the ability to defend themselves in spades. This program houses 6 programs of the Users choice.

Cost: \$8,000



RAMJET

System Bonus: +4 to CPU Speed/ + 4 Programs

Avatar: This program appears in the form of a fast moving jet fighter that allows the User to quickly move through the virtual environment.

Function: This Construct was designed to increase a Users speed through an Omega-V Computer system while giving them the ability to defend themselves in spades. This program houses 4 programs of the Users choice.

Cost: \$9,000

TRANSPORT TANK

System Bonus: +6 to Anti-Personnel / + 3 Programs / + 2 to CPU

Avatar: This program appears in the form of a freakishly large and formidable looking modern battle tank that allows the User to move about the virtual environment.

Function: This Construct was designed to increase the firepower that a User had while in an Omega-V Computer system while giving them the ability to defend themselves in spades. The drawback of this program is that it gives the user nothing in the way of protection to his Omega-V Computer system Fire Wall. This program houses 3 programs of the Users choice.

Cost: \$10,000

MIMIC

System Bonus: +4 to Fire Wall / Copy & Steal Program

Avatar: This program appears in the form of a bolt of greenish lightning that shots from the Users hand, striking the System operator or Program and bouncing back to the User.

Function: This Construct was designed with the express purpose in mind of stealing programs from other users. The way it does this is when the user is attacked and he or she activates Mimic, the program has the ability to copy up to 3 of the programs attacking the user. Once copied, these programs sit in the Users Storage Memory waiting to be activated. This Construct does not allow the user to make copies off of the stored programs as it has a failsafe built into it to delete the programs once the Users has used them or if the User attempts to copy them from the constructs Data-Chip. This program is extremely rare, and those that have it are rarely willing to sell a copy of it to anyone. Use of Mimic within the Omega-V Network is forbidden and those that are found with copies tend to have unpleasant encounters with the Corporate Security forces of the Darkstar Corporation.

Cost: \$9,000





CHAPTER 8:

SORCERY & RELIGIOUS RITUALS

UNDERSTANDING THE ART OF SORCERY

To understand Sorcery, one must understand that the mystical forces that surrounds them and empowers their spells and rituals are controlled by five immutable laws.

The *First Law of Sorcery; Three-Fold Law* is that for every positive or negative spell or ritual that a Sorcerer casts, there are always consequences. For all positive energy that is expended by a Sorcerer, there will be a positive return some time in the near future. For all negative energy that is expended by a Sorcerer, there will eventually be a negative return some time in their future. This law is the most important of the laws of sorcery.

The *Second Law of Sorcery; the Law of Equivalent Exchange* is that in Sorcery, there must be an equal sacrifice of life force towards the desired effect. In the simplest terms, this means that if a Sorcerer is attempting to cast a spell or ritual that creates a large or lasting effect, the Sorcerer will be required to expend greater portions of their own life force. Any Sorcerer that disregards this law does so at their own peril; because if a Sorcerer expends too much of their own Life Force in the casting of a spell or ritual, they could end up killing themselves in the process.

The *Third Law of Sorcery; the Law of Limitations* is that a Sorcerer's only limitation is the limits that they place upon themselves. The moment they choose to stop learning is the moment that they have limited themselves in their practicing of Sorcery.

The *Fourth Law of Sorcery; the Law of True Names* is that all names hold power. To know the true name of a creature is to hold power over it. An extension of this basic concept has been that a creature's blood or an item that is personal to said creature holds within it its true name, and that is why using the blood or an item that is personal to a creature allows a Sorcerer to effect said creature.

The *Fifth Law; the Law of Elemental Attunement*; all Sorcerer must be attuned to the Elements that give power to the spells and rituals that they cast.

WHAT IS THE NEXUS?

The Nexus is a place of pure consciousness. It is the Spirit Realm, the elemental plane of spirit that all Sorcerers must be able to attune themselves to in order to cast the most basic of Spells and Rituals. But the Nexus is much more than simply a realm that Sorcerers must attune themselves to in order to cast sorcery, it is the ultimate common ground that Sorcerers can use in order to communicate with each other. Distance in the physical world means nothing, because this communication is based on pure thought. Time in the physical world means nothing when a Sorcerer's consciousness is linked to the Nexus, minutes to hours can pass in the course of a single conversation.

The Nexus was first discovered by Atlantean Sorcerers during pre-historic times. When it was first discovered, the Atlanteans that had linked up to the Nexus did not fully understand that distance meant nothing in the Nexus, so those first Atlantean Sorcerers that used the Nexus would employ mystical talismans in their belief that these items of power would allow them to extend the distance by which they used the Nexus to communicate.

Over the millennia since its discovery, Sorcerers have come to realize that all that is necessary to reach the Nexus is the Sorcerer entering a deeply meditative state. Through the Nexus, a Sorcerer can communicate with a colleague at arranged times; to attempt communication any other way could force a Sorcerer to wait for days to weeks with no chance of a response.

Once in the Nexus, the most common sight to the Sorcerer is seeing a circular stone chamber with five doorways. One doorway leads to the elemental realm of Air, one leads to the elemental realm of Earth, one doorway leads to the elemental realm of Fire, one doorway leads to the elemental realm of Water, and the final doorway leads to the elemental realm of Spirit; also known as the Mirror World. Of course the appearance of the chamber can be different because each Sorcerer has a different mental image of what they believe that they will find in the Nexus. An example being; a Sorcerer whose tradition is Egyptian in origin would see a circular chamber with five doorways set into sandstone walls with hieroglyphics covering the walls and flaming braziers that are lighting the chamber. Or, a Sorcerer whose tradition is Greek would see a circular chamber that had elegant Greek

columns in between each of the doorways and a fire pit with its flames lighting the chamber at its center. What it comes down to is whatever the Sorcerer can image the chamber to look like is what they will see when their mind links up to the Nexus.

CROSSROADS OF THE REALMS & THE MIRROR WORLD

The Nexus is the crossroads between all of the elemental realms. Through the doorway that leads to the elemental realm of Spirit, the Sorcerer can enter the Mirror World and move about within it. They can appear anywhere in the Mirror World that they have been in the physical world. All that is required of the Sorcerer is that they can envision the place they seek to visit and that it has a doorway nearby and when they enter the Mirror World; they will appear in that place. While in the Mirror World, the Sorcerer will be as solid and flesh and blood as they are in the Physical World, and they may use their Sorcery while in the Mirror World, but the Sorcerer must be willing to accept the consequences of their actions. Meaning, if the Sorcerer is injured while in the Mirror World, their wounds will appear on their body in the Physical World. It is very possible for a Sorcerer to lose their life while exploring the Mirror World in this manner. Just as a Psychic with the Astral Projection Psychic Talent, the Sorcerer is able to enter the Mirror World and interact with its inhabitants. But, unlike the Psychic, the Sorcerer does not have that silver cord that links their spirit to their physical body. In the case of Sorcerers, all they need to do is find a doorway in the Mirror World and will they will be able to return to the Nexus.

THE MIRROR WORLD

Sitting alongside our own world is another place. Every culture has stories of it—it is the place where a person goes where they die, the land between worlds; the silent country that no sane man visits. The Sorcerers and philosophers of the Second Atlantan Empire and humanity have come to simply call it the Mirror World, and it is a source of great power and greater peril. The Mirror World is, similar to the Fae World, a reflection of our own world. Unlike its cousin, however, the Mirror World isn't devoid of human contact—it's made up almost entirely of it.

The appearance of the Mirror world is disturbing and surreal. In its virginal state it appears to be a gray wasteland, silent and still, with a dark eternal twilight sky the color of cold iron. There is no wind or noise in this realm—only the interaction of a visitor or native will cause a change in the environment. Those that stay for even a little while soon become covered in a fine grayish-white dust that seems to coat everything and tastes of ash.

For all its alien nature, it is the fact that it is affected by the works of man that ironically make it more alien and terrifying. The Mirror World is, as its namesake implies, a reflection of the world of man—but a reflection of psyche, not reality. The Mirror World is made up of memory and the lost—if something disappears or dies, it will end up in the Mirror World. This doesn't just include trinkets or lost keys—destroyed buildings, vehicles, and all manner of items crafted will, in one way or another, find their way to the Mirror World, albeit as a mystical representation.

It is a dark and silent realm made up of the works of man—city streets and great towers alike flow up into the dark starless night sky. It is dark and disturbing, and the pressure that is placed on a psyche is constant and definite. Few would wish to come to this world willingly, and even fewer would wish to stay.

Everything may end up here, but there is far from infinite space. Instead, new creations will sprout and grow out of the old. A favorite coffee shop has come sprawling out of the old building that was in the same spot years ago, which has aspects and reflections from all the work done to it in the past. In some ancient cities, this has caused great massive memory trees of old buildings, as skyscrapers stand atop stone buildings and cathedrals. Even worse is the fact that, due to natural events and a lack of planning, the Mirror World soon becomes a bizarre home to a mishmash of road and work alike. A tunnel may carve through a church, or a house may squat in the middle of an interstate. The multiple times and places clash together into a depressing maze of former creations that make it easy to become lost in.

No matter the location, a few constants remain. Electricity and power do no work here—everything is dark and poorly lit by the metallic twilight. The buildings that squat on top of each other seem to organically fuse and grow in some places—a stair case of a 1600's chateau may lead into a fire station from 1840, with an elevator shaft that can be climbed into a brew pub...

The only real constant is the lack of essence. Fragile things like glass and paper can shatter under the lightest touch into fine grit, and a wine cellar lost in WWII will only have bottles of bitter, lifeless liquid. Everything seems to be a phantom of its former self, without any spark of brilliance or life to it. Those that try to bring relics to the real world find that they turn to ash upon leaving the Mirror World.

So long as the real world remembers these items, the reflections climb for the sky. However, Sorcerers have found that eventually, older lost buildings and artifacts begin to sink into the dusty gray soil, falling deep down below—still there, but hiding in the earth below. No one can really say what all of these relics represent, because some that exist have no memory or sign that such a place ever existed.

Perhaps most disturbing is that it's not just the works of man that arrives, but mankind themselves—in a fashion. While the spirit and soul of a person moves on to greater mysteries, the traumatic energies of death will many times cause a reflection of a person to appear in the Mirror World. These shades will wander the strange environment they have been cast off into, repeating the memories of their former lives without any impact made by anyone watching. Shades tend to appear and disappear of their own volition, and eventually tend to simply fade and never return after time—be it a few days or a thousand years.

Of course, not all souls will go so willingly. A few Shades are made from sharp minds and strong wills, and somehow the Shade remembers its consciousness and old life. These few souls, driven by memories of deeds unfinished and wrongs waiting to be avenged, become twisted and corrupted into something more powerful—a Specter. These creatures become driven by their desire to right wrongs, either stepping through to the Physical World to become a poltergeist and haunt those that wronged them, or in a few cases become something far worse—a Deader.

However, the Shades and Specters are still visitors to the Mirror World. It is the natives that give the Mirror World its other title—the Netherworld. The Mirror World is the native plane of Demons, and home to all their terrible kind. Just as the environment is made of memories of constructions, the demons are born from the emotions of man. These terrible beings of fear and rage stalk the silent wastes, hoping to find a Sorcerer that is unwary or desperate. It is because of the demons that traveling through the Mirror World is always a risk.

With great risk comes the potential of even greater rewards; some Sorcerers will commonly use the Mirror World for a variety of uses. First and foremost, is the lore of ages past and the aid that only demons can offer a Sorcerer—while dangerous, a well-prepared Sorcerer can gain advantages beyond his meager stature in the cosmology of things. Secondly, travel in the Mirror World may be more hazardous, but space is more fluid here, and what could take days of journey in the Physical World might be accomplished in hours or minutes in the Mirror World. Even more useful is the fact that many cannot enter the Mirror World at all—many Sorcerers have used their ability to transverse to another plane to escape enemies in desperate times (although it is questionable if they were any safer upon arrival...).

Perhaps more impressive is the sheer amount of information that sits in this world. Examples of architecture and technology sit waiting to be seen—the scientists of the Second Atlantean Empire have a greater understanding of some arts and sciences because they can actually visit a 100% authentic replica of history. A small coven known as the Keepers of the Truth will regularly delve into the Mirror World with shovel, pick, and protective ward, digging deep into the dead soil and mankind's past. Following staircases and sewer grates below, they speak of Cro-Magnon villages and lost Atlantean Temples that are still reflected, giving answers to the secrets of the past. A few reckless souls have even made the trip to the Mirror World in Antarctica to learn of the Elder Things and their lost cities—although none have ever returned.

This extraordinary font of knowledge includes books and literature as well. Every scrap of paper, every note jotted down, has at least a chance of surviving into the Mirror World. The Second Atlantean Empire has long been entertained with lost works of literature and music written by masters but never published. Diaries and secret missives can be found and used for blackmail by a wise and determined Sorcerer. In some instances, Sorcerers will write a note and then instantly burn it, knowing that only their peers would be able to read it. It is this ability to know what no one could know, and appear where no one could have been, that has granted Sorcerers their terrible fame and power throughout the ages. While a sorcerer may choose to never interact with the Netherworld, they will be limiting themselves in an almost crippling manner.

As they say, knowledge is power, especially in war. In 1885, a Praetorian unit was able to strike at a supposedly invincible Xoltan stronghold in Mexico City when a Sorcerer noted a secret entrance that had been there for centuries, unnoticed in the Physical World but obvious in the Mirror World. The most famous example of the Mirror World's advantages is Rindling's gambit, where Peter Rindling of House Ramius studied the reflection of an enemy's manse for days before an assassination attempt on a major spy for House of Romulus in 1223. Using the knowledge gained, he was able to strike and assassinate his foe before security could be roused.

THE FAE WORLD

The World of the Fae is a parallel realm to the Physical World, one in which man is nonexistent and nature has prospered unlike anywhere on Earth. It is named for its inhabitants, entities composed of the various elemental forces that have combined into a unique form of life not found in any of the other Realms. These Fae are a paradox, each having their own unique identity while possessing a different physical appearance and behavior to those they encounter from the Physical Realm, drawn from their subconscious beliefs and ideas. A Fae more oriented to water may appear as a Nixie to those from a Western European background, a Leshy to those from Eastern Europe, and a Kappa to those from Asia. Despite the varying appearance and attitudes it is the same being, for which these radical personality and physical shifts mean nothing; just as the seasons change, so do they.

It is suspected that the Fae crossings from the Fae World into the Physical World have been occurring since the very beginning of life on Earth, their connections with the Elder Things and the Old Ones is not known today. The first recorded interactions between the Fae and humanity occurred in 39,000 BC, when an agreement was made between the Atlanteans, the savage human tribes and Fae. Known as the Pact, the agreement was entered into by the Fae to ensure that the living world was not destroyed through deforestation or over taxing the then abundant resources of fish and game that thrived on the Earth. The other two factions were more than willing to enter into the agreement, as adherence to it led to what was essentially a non-aggression treaty among the three sides.

Perhaps the Atlanteans and savage human tribes who participated in the creation of the Pact did not fully realize how seriously the alien minds of the Fae took this concept, especially given their often contradictory behavior. Maybe they did not understand that they took the wording of the Pact; that it would last until the end of days on Earth, literally. Perhaps the Atlanteans who helped establish the Pact truly thought that what would later be called the First Atlantean Empire would never end and they would never have to face any sort of consequences for their misdirection when it came to abiding by one of the Fae's rules of the Pact.

As part of the Pact, the Fae would take a handful of children from both the Atlanteans and the savage human tribes and they would be replaced with a member of the Fae in Atlantean or Human form. For the period of one year the Fae would watch over the Atlanteans and Humans through the eyes of the faux children to ensure that both the Atlanteans and the humans were keeping their part of the Pact. After a year was over, the children would be returned to their parents as if nothing had ever happened. Both the Atlanteans and the humans knew that children would be taken, but the Fae did not tell them who would be taken. So it was always hit or miss to determine who where the real children and who were the Fae in mortal guise.

As the years went by and the children came and went, the Atlanteans eventually became very good at identifying who were their real children and who were the Fae Changelings. Once they could identify their overseers, the Atlanteans simply made a point of never discussing anything that they wanted to remain secret in front of their "guests". It's believed the humans tribes never developed the talent of identifying the replaced children, their secrets open to all the Fae.

Eventually the Fae became angered at the Atlanteans; years would go by and the Fae would gain no reconnaissance of any real



valve on those they were attempting to keep an eye on. And the environment was suffering as well. So after much thought...a few thousand years to be exact, the Fae decided it was time that Atlantis needed to die for the good of the Physical and Fae Worlds. They began abducting adult Atlanteans that held places of power and set about to sew the seeds of Atlantis' eventual downfall.

The Fae's machinations were not the only reason that Atlantis fell. Perhaps it is because they were not the sole cause of its demise that their anger for the breach of the Pact did not die when the Atlanteans and their global empire fell. Whatever the motive, the Fae's hatred for the Atlanteans and man began to fester.

While the memory of the Pact has long been forgotten by the human world, those of the Fae remember all slight both real and imagined against them. From the actual offence to accusations of betrayal that exist due to the mercurial nature of the Fae's memories, there is always another reason for the Fae to unleash their wrath upon those who inhabit the Physical World.

The Fae are also offended by the lack of worship in the modern era, which they enjoyed both before and during the Pact from the savage tribes of humanity. This offense is not because they draw power from it; their pride is such that they believe that the Mundanes should recognize their utter superiority...as well should those with supernatural abilities. This vast lack of respect is easily worth being punished with death, or worse.

Beyond all that, however is a more pressing reason for the Fae to bring harm to mankind and the survivors of Lost Atlantis. The Fae World is a mirror of the mundane in many ways. Flora, fauna, geography, all are patterned off of the Earth. While the works of Lost Atlantis and humanity do not cast a shadow in the land of the Fae-human buildings do not have doppelgangers in the Fae World, nor are there copies of books, automobiles, firearms, or other items existing there-the actions of man do. The environment of the Fae World is much more bountiful than that of the Physical World of Earth, the forests have more trees which grow larger than their mundane counterparts, the animals are healthier and to an extent, more intelligent; some thing this may be due to the millennial interactions that they have had with the Fae. But while there are significant differences between the two, there is a link, one decisively not in the Fae's favor.

Damage to the environment on the Physical World of Earth disrupts its counterpart in the Fae World. Deforestation of an area will result in the death of the same forest in the Fae World. The fact that the Fae forest covers a hundred times more land than its mundane counterpart is irrelevant. Similarly, extensive pollution of a lake or stream in the Physical World could result in the Fae World equivalent drying up, its inhabitants mysteriously dying, or perhaps disappearing entirely, replaced by a blighted landscape. It is assumed that it was damage done to the Earth's environment by the Atlantean Empire that led to the Pact's creation.

This connection seems decidedly one-way, with the Fae apparently unable to enact change on the Physical World by altering the environment in the Fae World. Those aware of this suggest that it is because the Fae draw their power from the Physical World's Life Force, and that for them to be able to strengthen and increase the source of their own power would be equivalent to a perpetual motion machine-a nice idea, but unobtainable. More knowledgeable occult scholars among Humanity and the Children of Atlantis say the Fae have tried such deeds in the past, with both the Physical World and its Fae counterpart suffering horribly; such individuals point to the Tunguska blast of 1908 as proof.

Others question why some built-up areas of the Physical World of Earth are verdant woodlands in the Fae World, while other equally developed areas are unhealthy areas in the Fae World. Some suggest it is just as much the population of the Mundanes, as well as their actions, that are affecting the Fae World. Talk of Unconscious human disbelief in the Fae, combined with physical damage of nature, make the Fae World die. Thus, the more human beings in a developed area on the Physical World of Earth, the more like its counterpart in the Fae World is devastated. As time goes on and the Mundane population grows the unconscious gains in strength, causing more radical damage to the Fae World as humans alter their environment. The proponents of this theory often worry that the Fae are engineering massive population culls of the Mundanes to weaken the collective unconscious so that they are unable to harm the Fae World. Some point to various natural disasters and say that perhaps they have already started culling humanity.

The more paranoid and knowledgeable, however, suggest that instigating natural disasters would merely be one of the more blatant ways that the Fae could deal with humanity. Some point to the exchanged children of the times of the Pact, and theorize that the Fae may be doing something similar today. From simply observing humanity to actively manipulating it into its own destruction, there are many motivations given to these theoretical Fae infiltrators. Some even suggest the Fae among modern man are almost benevolent, trying to gently guide humanity so that its behavior will no longer require a culling of its numbers by

their more violent brethren. Whatever the case, those aware of the Fae realize that they could be among them even now and not be aware of it.

Whether there are Fae amongst humans today or not, there are those humans that the Fae tolerate. Some are schooled in the Arcane Arts and fully comprehend those they serve. Others are Mundanes who have no understanding of what they serve, but know to do otherwise is to earn a long and painful death. Many of these Servitors spend their entire existence in the Physical World, while others cross over into the Fae World regularly. Even as man's creations do not have a counterpart in the world of the Fae, so to do the Fae build things in their world that have no counterpart in the Physical World. Massive castles, underground complexes that stretch between miles of hills; and things less comprehensible to non-Fae serve as meeting places between the Fae and their Servitors in the former's world. It is these meeting places, or more precisely the jealousy they arouse in Sorcerers, that younger and lesser-educated Atlanteans (not that the two are exclusive) blame for an inability for peace to exist between the survivors of Lost Atlantis and the Fae.

First, while it takes powerful Sorcery to puncture a passage between the Fae World and the Physical World, most of the locations of the meeting places do not correspond to places in the Physical World where leyline nexuses occur. Many Sorcerers agree that there must be some other reason for these locations to have been chosen to be built upon; while the Fae can be capricious in their behavior, they are not stupid or wasteful of their resources. The idea of a source of focused energies unknown to non-Fae, but more specifically Sorcerers, has drawn many Sorcerers to risk life and limb to find these hidden places of the Fae.

Besides this theoretical energy source, the proven ability of the Fae and their Servitors to easily move back and forth between the Fae and Physical Worlds has caused many a Sorcerer among the Atlantean Houses of Draconis and Dracul to attempt to steal the secrets of the Fae, either by guile or force. When passing through the tear in space and time that is created by the Shatter the Mirror Spell or similar effect, neither Fae, nor their Servitors seem to suffer any loss in their own Life Force that normally accompanies such a transition between worlds. The Fae are also able to gift their more favored Servitors with their ability to step between the Fae and Physical Worlds as easily as breathing. While these Servitors are limited to disappearing and reappearing in the Fae World at one of the meeting places, they seem able to appear almost anywhere in the Physical World when they return to it. Sorcerers who wish to increase their personal power covert this ability greatly, and many a Fae Servitor has been kidnapped and vivisected to discover how this effect is achieved. Those few captured who actually possessed the ability appeared no different from a normal human, leaving the examiners both puzzled and thereafter singled out by the wrath of the Fae that employed the Servitor.

There are few powers that are common to all Fae. Tremendous endurance, vast knowledge on various topics, and the aforementioned ability to travel between the Fae and Physical Worlds seem to be the only constants. Beyond that, the abilities a Fae might manifest are determined by which Elemental Realm which it most commonly visits. A water-affiliated Fae might manifest in Russia as a Leshy, with powers related to trickery and pact-making often found in Russian folklore. If it were to appear to a Western occultist, it might appear as a traditional water elemental, able to cause tidal waves and flooding on a whim.

Fae which has been manifesting akin to the legends of a Redcap will not suddenly stop appearing as such when a group of tourists visits the region from a culture to which the Redcap is unknown. There seems to be some sort of anchoring process, so that as long as a Fae is visiting a particular region for a particular task it will manifest along the same lines. However, these tasks may stretch decades or centuries, or even just a few moments. Again, time and continuity can sometimes be fluid to the Fae...usually when they find it entertaining.

Also, even if its form changes, a Fae's power level does not. A Fae with a lesser grasp of magic will not be able to exceed its normal limits, even if it appears as a mighty beast from local folklore. Similarly, a powerful Fae will not find its abilities hampered if local folklore tends to portray Fae as weak or gentle beings.

THE ELEMENTAL REALMS

Each of the elemental realms has a Physical World equivalent. The elemental realm of Air appears to the Sorcerer as a shattered earth, with its lands broken up into thousands of floating islands. In the case of the realm of Air, it is possible to fall off of one island and to collide with another island hundreds to thousands of feet below them. In the realm of Earth, it is an underground world with a labyrinth of thousands of interconnected tunnels. The realm of Earth does connect to the realm of Fire at points where there are open lava flows. The realm of Fire is a hellish realm that is a surface world with thousands of active volcanoes and super volcanoes, entering this realm without the proper protection could very well end the life of the Sorcerer within seconds of entry. The realm of Water is an ocean world that is made up of thousands of islands that are scattered throughout a vast ocean.

The worlds of Air, Earth and Water have in ages past sustained some kind of civilization in each of them. All of these realms were populated by an ancient race of beings that are simply known today as the Old Ones. All that is left of these ancient civilizations is the ruins that their inhabitants left behind. Some Sorcerers believe that these cultures were destroyed by the Old Ones eons ago for reasons that no one today can fathom.

THE ABYSSAL REALM

The Abyss is the Realm that exists beyond the Elemental Realms of; Air, Earth, Fire, Water, & Spirit.

In the time before the creation of our universe, there existed another universe. Eventually the time of the universe came to an end and it died in an all encompassing explosion that brought about the creation of our own universe. What was left of this past universe became the realm known as the Abyss; existing outside the boundaries of space and time. This fragment of the old universe is a dark and terrible place. Within the Abyssal Realm are hundreds of dead worlds that are all that remains of a civilization of powerful beings; beings that are known now simply as the Abyssinians.

In the darkness of the Abyss exists; swirling chaos, dark places and voids of nothingness. And in the voids of nothingness there are dark and terrible worlds where the last remaining Abyssinians survive. These beings were powerful enough that they survived the destruction of their own universe, and in surviving its death throes the Abyssinians took refuge in the Abyss that came into being in the place that is beyond space and time.

It is believed that the Abyss is where the Old Ones originally came from. Because of this; any Spell or Ritual that draws upon the dark power that springs from the Abyss or the Old Ones requires that the Persona be attuned to the Abyss (Advantage: Abyssal Attunement) and its bizarre and terrifying energies. All those that have dared to touch the terrible power of this place and its inhabitants have come away changed.



MAGICAL THEORY IN APPLICATION

THE TYPES OF SORCERY

ABJURATION

This type of Sorcery deals with protective and preventative Spells and Rituals.

CONJURATION

This type of Sorcery allows a Sorcerer to create tears in the border between the Physical World and the Worlds and Realms beyond; it also allows the Sorcerer to create portals that can be used to traverse great distances, or to summon Creatures from the Physical World to even Entities from the Abyss to the Sorcerer.

CHARM

This type of Sorcery deals with the influencing of living creatures through domination of their minds or emotions.

CURSES

This type of Sorcery deals with bestowing a temporary to permanent negative magical effect upon the target of the Ritual. It should be noted that almost all Curses level Tallys in the Negative Aspect of Three-Fold Law to the Sorcerer bestowing the Curse.

DIVINATION

This type of Sorcery deals with looking into the future or past in an attempt to gleam vital information from the events that are about to occur or from a past event that has already occurred.

ENCHANTMENT

This type of Sorcery deals with bestowing positive or negative characteristics to the Sorcerer's target (which can be either person or object). Unlike Curses, Enchantments can be broken with the correct amount of study and preparation on the part of the casting Sorcerer.

EVOCATION

This type of Sorcery allows the Sorcerer to bring forth the power of the Elemental Realms in the form of energy that can be shaped and molded by the Sorcerer into their desired effect.

HEALING

This type of Sorcery allows the Sorcerer to heal themselves and others of physical maladies to even Sorcery crafted enchantments, such as; Blindness, Deafness, Speechlessness, Domination of the Mind, etc.)

ILLUSION

This type of Sorcery allows the Sorcerer to craft minor to major illusions that have the ability to frighten to even kill the targets of the Sorcerer.

RELIGIOUS RITUALS

This type of Sorcery tends to be more used by Clergy of the major religions (such as; the Roman Catholic Church, Judiasm, Islam, Budiasm, etc.) in an attempt to bring good luck to spiritual enlightening to even the banishment of evil spirits and demons. Most of the Rituals tend to only be found within religious circles, but it is not unheard of for a Sorcerer to be found practicing an Exorcism; when there was no other solution to a case of demon or spirit possession.

CASTING MAGIC

MAGIC FORMULA: To affect other creatures, a Sorcerer casts their spell as normal, then Sorcerer uses that result versus their target's Resist Magic Ranks.

SPELLS: Intellect + Spellcraft Skill Ranks + Misc Bonus + Card = Resolution Total

RITUALS: Intellect + Ritualcraft Skill Ranks + Misc Bonus + Card = Resolution Total

JOKERS: Should a Sorcerer pull a Joker when attempting to cast a Spell or Ritual, they automatically take a point of Wound Damage, whatever Spell or Ritual they were attempting to perform fails and they lose the activating point or points of Life Force. Jokers in the CENTER STAGE GAME SYSTEM are meant to have bad effects.

PARTS OF A MAGICAL SPELL OR RITUAL

CASTING TIME

The casting time of a Spell or Ritual is how long it takes during the course of an Episode to cast the Spell or Ritual.

DAMAGE/EFFECT

The Damage or Effect of a Spell or Ritual is the description of exactly what the Spell or Ritual does. Such as a Cross-Rip Spell tears open a portal in between the Physical World and one of the Worlds or Realms beyond, whereas a Breath of Vulcan Spell creates a bolt of fire that the Sorcerer can through at their target and do physical damage to them.

DIFFICULTY

This is the target difficulty that the Sorcerer must achieve or surpass when they attempt to cast a Spell or Ritual for the desired effect to succeed.

DURATION

This is how long a Spell or Ritual lasts before its effect expires. Some Rituals have a Permanent duration.

ELEMENT

The Element in a Spell or Ritual tells the Sorcerer which Element or Elements are required for them to cast the Spell or Ritual. The Five Elements being; Air, Earth, Fire, Water, and Spirit. There is also the Abyssal Element, but that is only required when casting Spells or Rituals that call upon the power of the Abyss.

LIFE FORCE COST

All of the Spells and Rituals that a Sorcerer casts require that they give up a portion of their living life force to empower them; the cost that is listed next to each Spell or Ritual entry is the price that the Sorcerer must pay.

RITUAL

A Ritual is the term used for Sorcery that has a limited duration to permanent effect on the target of the Sorcerer.

SPELL

A Spell is the term used for Sorcery that generally has a limited duration of effect on the target of the Sorcerer.

DAILY STUDY & LEARNING NEW SPELLS AND RITUALS

KNOWN SPELLS & RITUALS

Each Sorcerer must spend 15 minutes per Spell or Ritual Rank per a day committing the details of a Spell or Ritual to mind from their Grimoire before they can cast it that day.

NEW SPELLS & RITUALS

A minimum of 3 hours per day must be spent towards learning a new Spell or Ritual, once the required number of days have gone by to learn the Spell or Ritual; the Sorcerer is allowed to add that spell to their Grimoire.

DAILY MAXIMUM SPELLS/RITUALS

The maximum number of Spells and/or Rituals that a Sorcerer can commit to memory is 3 plus the Sorcerer's Intellect Ranks. What this really comes down to is the Sorcerer's ability to memorize complex incantations; the average person can only memorize 5 to 7 truly complex ideas at anyone time before they start losing pieces of that data to information overload. The only way for them to avoid going past these maximums is by casting their Spells and Rituals directly out of their Grimoire (Book of Shadows), but in doing so the Sorcerer does still need to spend the daily study time to prepare for the casting of Spell or Ritual (this does not subtract from that Sorcerer's current Spells and Rituals that they have already committed to memory). In casting directly from their Grimoire, the Sorcerer gains a +5 casting bonus towards their necessary Skill Check. Sorcerers should beware of this practice because if something happens to their Grimoire (it gets stolen or destroyed), the Sorcerer will have lost their most valuable possessions.

EVERY SORCERER HAS A BREAKING POINT

When casting magic, all Sorcerers draw from their Life Force to empower their Spells and Rituals. Sorcerers that reach 5 Life Force points begin becoming Fatigued (See Fatigue) for every Life Force point under 5 that they spend into a Spell or Ritual. Should a Sorcerer be reduced to 0 Life Force; that Sorcerer immediately drops to Unconsciousness on their Stun Damage chart. If a Sorcerer casts a Spell or Ritual that would reduce them past 0 Life Force, that Sorcerer takes a point of Wound Damage for every point of Life Force spent past zero. Stun and Wound Points that are taken in this manner may not be resisted through the Toughness Derived Attribute. This is one of the reasons why almost all Sorcerers learn the Spell; Sorcerers Stone, because through this Spell the Sorcerer is able to store part of their Life Force energy within the Sorcerers Stone for use when casting Spells and Rituals that they normally would not have the Life Force to cast.

COOPERATIVE MAGIC

There are certain Rituals that allow a group of Sorcerers to cast the Ritual as a Cooperative effort where the Life Force Cost of casting the Ritual is spread out between all Sorcerers that are participating in the casting of the Ritual. In this case each Sorcerer contributes an equal amount of Life Force Points to the casting of the Ritual. In the case of there being an odd number of participants, the Sorcerer that is leading the casting of the Ritual pays the difference. The Leader of a Cooperative Ritual is the Sorcerer that handles the casting Contest, each participating Sorcerer in the Ritual gives the Leader of the Cooperative Ritual a +2 Bonus to his or her Ritualcraft Skill for the purposes of resolving the Sorcery Contest.

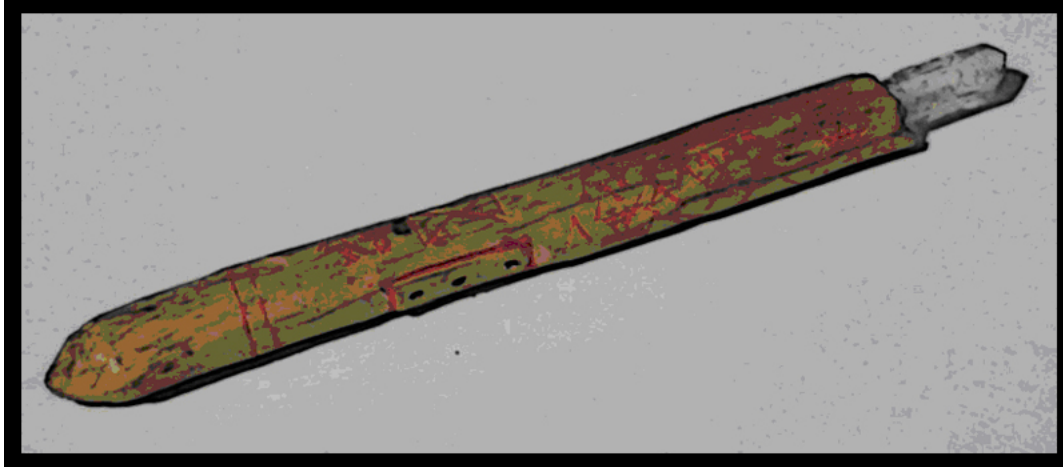
If there is some type of beneficial gain that the ritual would confirm upon a single Sorcerer through the Casting of a Ritual, Casting a Ritual Cooperatively allows all participants to gain the full effects of the Ritual for its duration. This is one the more pressing reasons why Sorcerers form Covens, as it allows the whole to cast Rituals that it's individuals singularly could not cast. Because of this communal strength, Covens of Sorcerers are nothing to be scoffed at.

THE SORCERER'S GRIMOIRE

The Sorcerer's Grimoire is one of the most prized possessions that a Sorcerer will even own. It is the Grimoire or Grimoires that the Sorcerer scribes all of their Spells and Rituals into. To lose their Grimoire is to lose the ability to rememorize the Spells and Rituals that it has literally taken years for the Sorcerer to learn; because of this extreme Achilles heel, all Sorcerers go to paranoid lengths to protect their Grimoires from theft or destruction. Some Sorcerer's will make multiple copies of the same Grimoire in an attempt to insure that should anything perilous happen to the Grimoire that they normally have in their possession, that their Spells and Rituals survive on. With the advent of photocopying and the digital age, it is possible to make copies of a Grimoire relatively inexpensively; even going so far to have a digital copy of the Grimoire that can be accessed from a desktop or laptop computer, or even a PDA.

STAVES & WANDS

Staves and Wands can be used to focus the mystical energies that a Sorcerer wields when they cast their Spells and Rituals. Those Sorcerers that use a Stave or a Wand to focus their Life Force into their Sorcery gain a +2 Bonus to their Spellcraft and Ritualcraft Checks and Contests.



THE FIVE ELEMENTS

ELEMENTAL ATTUNEMENT

Every Sorcerer must attune themselves to at least some of the 5 Elements of the Cosmos in order to cast magic. No Spells or Rituals can be cast without a Sorcerer being attuned to the required Elements. To Cast Spells and Rituals that draw upon the power of the Abyss, a Sorcerer must be attuned to the Abyss as well as the other required Elements.

AIR

Air is the element of intellect, study, and book-learning, and therefore of the sciences. It is also the element of youth, creativity, and spontaneity, and of communication and travel.

EARTH

Earth is the element of stability, order and grounding. It is also the element of fertility, both literal and figurative, and therefore of pregnancy, growth, birth, material gain, business, prosperity sustenance, and creativity. As the element from which came and to which we will return, earth is the element of death and rebirth, beginnings and endings, and silence.

FIRE

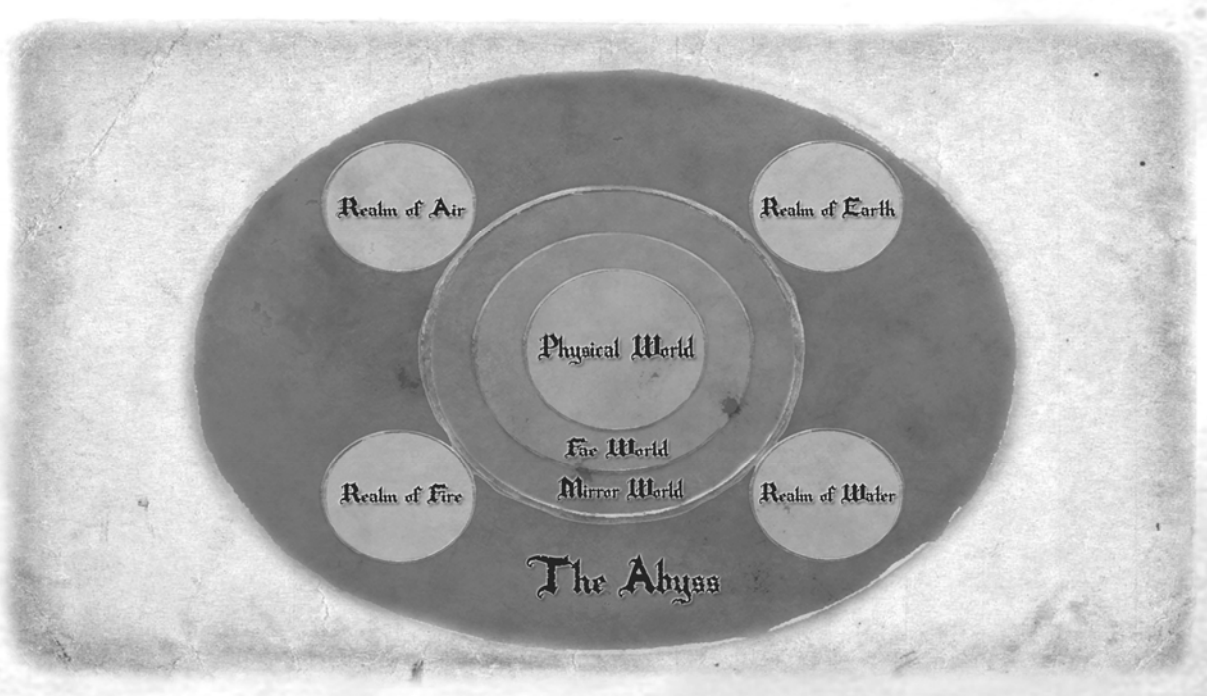
Fire is the element of strength, especially physical strength but also strength of will, and energy. Fire is also the element of passion, courage, protection, purification, transformation, chaos, and sex. Fire is life and health as well as destruction.

WATER

Water is the element of wisdom, clarity, and common sense, especially that which comes from experience. It is also the element of emotion, intuition and divination. It is the major element of healing, and also contains aspects of transformation and purification, and can also represent death and rebirth.

SPIRIT

Spirit is the element of transcendence, transformation, change, the void, everywhere and nowhere, all time and no time. It is the primal force that flows through all of us and all things. It is not often addressed directly in ritual, because it is the element of our selves, our will, and the gods, all of which are already actively invoked.



THREE-FOLD LAW

Those that practice Sorcery are bound by the ancient tenets of Three-Fold Law (also known as the “Law of Return”); that states whatever energy that a Sorcerer puts out into the world, be it positive or negative, that energy will return to the Sorcerer at three-fold its strength. What this means in the terms of Sorcery for the CENTER STAGE GAME SYSTEM is that those that practice Sorcery must be willing to accept the consequences of their actions. If a Sorcerer uses his or her magic to commit acts of violence and death, then that Sorcerer will eventually be forced to face the consequences. If a Sorcerer is helping others through their practice of Sorcery, then Fate will eventually intervene on their behalf in some situation that may be going against them.

THREE-FOLD LAW IN PRACTICE

In practice, the way the CENTER STAGE GAME SYSTEM handles Three-Fold Law is through the Director of the games. It is up to the Director to watch his Sorcerer Personas closely in an attempt to determine if the end result of their castings of Spells & Rituals has a positive or negative result in the world. If a Sorcerer selfishly murders a rival in cold blood, then it is obvious that the Sorcerer should gain a Tally Mark against them in the Negative. If a Sorcerer kills his or her rival to stop them from murdering an innocent or a close friend then the Sorcerer is acting in a selfless manner, and he or she should gain a Tally Mark for the Positive.

System wise, the when the Sorcerer gains 3 Tally Marks in the Positive, the Director should give the Persona a Fate Point, or have some event occur in the course of the current or following Episode that benefits the Persona. Once the beneficial event has occurred or the Director has given the Persona a Fate Point, then that Actor erases all of the Positive Tally Marks and starts fresh again. In the case of Negative Tally Marks, once the Persona has gained 9 Tally Marks, the Director strip the Persona of a Fate Point and start planning to hit that Persona with something truly negative that effects that Persona in some extremely profound way. Whatever the event that hits the Sorcerer, it should be nasty, and within the next 3 Episodes. Should a Sorcerer survive this event, then all of the Negative Tally Marks will be erased and they start fresh again.

POSITIVE □□□

NEGATIVE □□□□□□□□□

SORCERY COMPLICATIONS DIFFICULTY TABLE

The following modifiers add or subtract from the difficulty of making a Spell or Ritual Check or Contest. + means that it adds to the Difficulty, - means that it subtracts from the Difficulty.

COMPLICATION	CASTING MODIFIER
Standard Casting of Spell or Ritual, no complications.	0
The Sorcerer takes their time casting the Spell or Ritual, taking double its normal casting time.	-5
The Sorcerer is knocked down, struck or wounded while casting the Spell or Ritual.	+5
The Sorcerer rushes through casting the Spell or Ritual, taking half the normal casting time.	+10
The Sorcerer is attempting to Dodge being hit while continuing to cast their Spell or Ritual.	+10
The Sorcerer is attempting to teach an Apprentice a Spell or Ritual through the casting of the Spell or Ritual in question.	+5
<i>Blood Ties</i> ; the Sorcerer is related to or has a strong personal relationship (a member of the Sorcerers family or a close friend or lover) with the person that they are attempting to cast their Spell or Ritual upon	-5
The Sorcerer is touching their target while casting the Spell or Ritual.	-10

CASTING DURING THE FULL MOON

When castings Sorcery during the Full Moon of every month; all Life Force costs are reduced by 2, and the Sorcerer's difficulty to cast Sorcery Spells and Rituals is reduced by -10

CASTING DURING THE EQUINOXES & SOLSTICES

SPRING & FALL EQUINOXES

The casting Sorcery during on the nights of the Spring and Fall Equinoxes gives the Sorcerer a +5 to all castings of Spells and Rituals (Intellect + Spellcraft or Ritualcraft + 5 + Card).

SUMMER & WINTER SOLSTICES

The casting Sorcery during on the nights of the Summer and Winter Solstices gives the Sorcerer a +15 to all castings of Spells and Rituals (Intellect + Spellcraft or Ritualcraft + 15 + Card).

LEYLINES AND LEYLINES NEXUSES

CASTING ON A LEYLINE

Whenever a Sorcerer casts their Spells and Rituals on a Leyline he or she gains a +5 bonus to all Spellcraft or Ritualcraft Checks.

CASTING ON A LEYLINE NEXUS

Sorcerers that cast their Spells and Rituals on Leyline Nexuses gain a +10 bonus all Spellcraft and Ritualcraft Checks.

RESISTING SPELLS & RITUALS

Whenever a Sorcerer casts a Spell or Ritual, their target has the ability to attempt to resist the Spell or Ritual that is being used. A Persona resists Sorcery using their Resist Magic + Card against the Sorcerer's Intellect + Spellcraft/Ritualcraft + Card; the target must beat the Sorcerer's Spellcraft/Ritualcraft Check by at least one point for the resisting Persona to negate the effects of the Spell or Ritual.

ABYSSAL MENTAL DEGRADATION & TAINT

Any time that a Sorcerer casts Spells and Rituals that require the Advantage: Abyssal Attunement, the Sorcerer will automatically lose Ranks in their Mental Stability and gain Ranks in Abyssal Taint. For more information see Chapter 6: System Mechanics.

CREATING NEW SPELLS & RITUALS

For every Sorcerer, eventually there comes a time when the standard fare of Spells and Rituals is not enough for them. It is at this point that the Sorcerer starts planning for the creation of a new Spell or Ritual (with Director approval). Each of the following aspects must be taken into account for a Spell or Ritual to be created:

Spell/Ritual: Type of Magic being cast. (Abjuration, Conjunction, Charm, Curse, Enchantment, Evocation, Healing, & Illusions)

Life Force Cost: The spiritual energy that a Sorcerer must invest into their magic their Spell or Ritual to make it work.

Duration: How long the Magical Effect of the Spell or Ritual will last.

Damage/Effect: How much damage is done to another Persona or object, what exactly that Magical Spell or Ritual does.

Casting Time: How long it will take for the Sorcerer to cast the Spell or Ritual.

Element: These are the Elements that a Sorcerer must have access to in order to cast the Spell or Ritual. The Elements: Air, Earth, Fire, Water, and Spirit.

Difficulty: The difficulty value that the Sorcerer must attain for their Spell or Ritual effect to succeed.

Once the above aspects have been taken into account, the Sorcerer must spend time to research and write down all of the details of their Spell or Ritual into their Grimoire; which takes 3 times the Learn Time of a Spell or Ritual of the Rank would normally require (if the Sorcerer had simply been learning the Spell or Ritual instead of creating a new one). The Actor that plays the Sorcerer Persona must spend 3 times the Study Point cost for a Spell or Ritual of the Rank that they are creating.

Example: If Bob the Sorcerer wants to create a new Rank 1 Spell, then it will take Bob 9 Days to research all of the necessary aspects of the Spell, and it will cost Bob 15 Study Points to create the new spell.

SORCERERS GRIMOIRE

MASTER SPELL & RITUAL LISTING

ABJURATION SPELS & RITUALS	REQUIRED ELEMENTS	TYPE	RANK
Boon of Set	Spirit	Ritual	2
Elder Sign	Abyssal & Spirit	Ritual	3
Eye of Anubis	Spirit	Ritual	2
Circle of Protection: Demons	Spirit	Ritual	5
Circle of Protection: Lesser Spirits	Spirit	Ritual	3
Circle of Protection: Lesser Undead	Earth & Spirit	Ritual	3
Circle of Protection: Lilans & Revenants	Air, Earth, & Spirit	Ritual	5
Circle of Protection: Magic	Spirit	Ritual	2
Cloak of Night	Spirit	Spell	2
Fortitude of Grendel: Lesser	Earth & Spirit	Spell	2
Fortitude of Grendel: Greater	Earth & Spirit	Spell	3
Fortress of Fire	Fire	Spell	2
Fortress of Wind	Air	Spell	1
Fortress of Skadi	Air & Water	Spell	2
Luna's Reprieve	Spirit	Ritual	3
Warded Path: Abyssal Entities	Abyssal & Spirit	Ritual	4
Warded Path: Demons	Spirit	Ritual	4
Warded Path: Lesser Spirits	Spirit	Ritual	3
Warded Path: Lesser Undead	Earth & Spirit	Ritual	3
Warded Path: Greater Undead	Earth & Spirit	Ritual	4
Warded Path: Lilans	Air, Earth, & Spirit	Ritual	4
Warded Path: Mundanes	Earth & Spirit	Ritual	3
CONJURATION SPELS & RITUALS	REQUIRED ELEMENTS	TYPE	RANK
Call Forth the Damned	Earth & Spirit	Ritual	5
Call Vermin	Spirit	Ritual	2
Create Portal: Lesser	Air, Earth, & Spirit	Spell	3
Create Portal: Greater	Air, Earth, & Spirit	Spell	4
Create Portal; Permanent	Air, Earth, & Spirit	Ritual	5
Cross-Rip	Spirit & Water	Spell	3
Give Edge	Earth	Spell	2
No Rest for the Dead: Lesser	Earth & Spirit	Ritual	3
No Rest for the Dead: Greater	Earth & Spirit	Ritual	4
Resurrection	Abyssal, Earth, & Spirit	Ritual	5
Shatter the Mirror: Lesser	Earth, Spirit & water	Ritual	5
Shatter the Mirror: Greater	Earth, Spirit & Water	Ritual	6
Summon/Bind: Creature	Air, Earth, & Spirit	Ritual	3
Summon/Bind: Demon	Air, Earth, & Spirit	Ritual	5
Summon/Bind: Entity	Air, Earth, & Spirit	Ritual	4
Summon/Bind: Lilan/Revenant	Air, Earth, & Spirit	Ritual	5
Summon/Bind: Servitor of the Abyss	Abyssal & Spirit	Ritual	4
CHARM SPELS & RITUALS	REQUIRED ELEMENTS	TYPE	RANK
Aura of Fear	Spirit	Spell	3
Aura of Respect	Spirit	Spell	3
Black Sleep of Kali	Spirit	Ritual	4
Consume Mind	Spirit	Ritual	5
Death of the Soul	Spirit	Ritual	4
Glamour	Spirit	Spell	1
Igniting the Heart's Fury	Fire & Spirit	Spell	2
Impose Will: Lesser	Spirit	Spell	2

Impose Will: Greater
 Impose Will: Permanent
 Tongue of Silver

Spirit
 Spirit
 Spirit

Spell 3
 Ritual 5
 Spell 3

CURSE RITUALS

Curse of Hecate
 Curse of Luna
 Curse of the Revenant
 Curse of the Werewolf
 Mark of the Warlock
 Curse of the Last Breath

Earth & Spirit
 Spirit & Water
 Earth, Fire & Spirit
 Earth, Fire & Spirit
 Spirit
 Spirit

Ritual 5
 Ritual 5
 Ritual 5
 Ritual 5
 Ritual 3
 Ritual 6

DIVINATION SPELLS & RITUALS

Commune with Arthath; Lord of the Sea
 Azathoth; Daemon Sultan of the Abyss
 Commune with Cthulhu; Lord of R'lyeh
 Commune with Nergal; the Raging King
 Commune with the Nyarlathotep
 Commune with Samael; the Angel of Death
 Commune with the Scarlet Queen; Mistress of Plagues
 Commune with Shub-Niggurath; Black Goat of the Wood
 Commune with Tiamat; the Dragon Queen of Mesopotamia
 Commune with Yog-Sothoth; Gate Keeper of the Abyss
 Eye of Marduk
 Eye of thoth
 Gift of Prophecy
 Sanctuary
 True Sight: Lesser
 True Sight: Greater
 Watcher's Folly

Abyssal, Spirit, & Water
 Abyssal, Fire, Spirit, & Water
 Abyssal, Spirit, & Water
 Abyssal, Earth, Fire, & Spirit
 Abyssal, Earth & Spirit
 Abyssal, Earth, Spirit, Water
 Abyssal, Earth & Spirit
 Abyssal, Earth, Spirit, Water
 Abyssal, Spirit & Water
 Abyssal, Spirit, & Water
 Spirit
 Spirit
 Spirit
 Earth & Spirit
 Spirit
 Spirit
 Spirit

Ritual 4
 Ritual 4
 Ritual 4
 Ritual 4
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 Ritual 4
 Ritual 4
 Ritual 4
 Ritual 4
 Ritual 3
 Spell 2
 Ritual 3
 Ritual 1
 Spell 2
 Spell 3
 Ritual 3

ENCHANTMENT SPELLS & RITUALS

A Dark and Terrible Place
 Blindness: Lesser
 Blindness: Greater
 Blood to Water
 Boon of Proteus
 City of Darkness: Lesser
 City of Darkness: Greater
 Craft Praetorian Gladius
 Cursed Knowledge
 Effigy of Death's Passing
 Empower Item
 Empower Item: Permanent
 Empower Armor: Lesser
 Empower Armor: Greater
 Empower Armor: Permanent
 Empower Weapon: Lesser
 Empower Weapon: Greater
 Empower Weapon: Permanent
 Feast of the Damned
 Gift of Tongues
 Golem Dimidius
 Grip of the Damned
 Hear No Evil: Lesser
 Hear No Evil: Greater
 Immortal Soul
 Key of Pluto

Earth & Spirit
 Spirit
 Spirit
 Earth, Spirit, & Water
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 Abyssal, Earth, & Spirit
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Ritual 3
 Spell 2
 Ritual 3
 Ritual 3
 Ritual 3
 Ritual 5
 Ritual 6
 Ritual 5
 Ritual 3
 Ritual 4
 Ritual 3
 Ritual 5
 Spell 2
 Spell 4
 Ritual 5
 Spell 2
 Spell 4
 Ritual 5
 Ritual 4
 Spell 2
 Ritual 3
 Spell 2
 Spell 2
 Ritual 3
 Ritual 5
 Spell 1

Levitation	Air	Spell	1
Luna's Blade	Earth & Spirit	Ritual	5
Mask of Charon	Spirit	Spell	3
Mind Transference	Spirit	Ritual	5
Sharpened Senses	Spirit	Spell	1
Songless Bird: Lesser	Spirit	Spell	2
Songless Bird: Greater	Spirit	Ritual	3
Sorcerer's Secrets	Spirit	Ritual	2
Sorcerer's Stone	Spirit	Ritual	1
Spirits Passing	Spirit	Ritual	3
Tempus Fugit	Spirit	Spell	5
Touch of Morpheus	Spirit	Spell	1
Wings of Hermes: Lesser	Air & Spirit	Spell	2
Wings of Hermes: Greater	Air & Spirit	Spell	3

EVOCATION SPELLS & RITUALS

	REQUIRED ELEMENTS	TYPE	RANK
Breath of Hermes	Air	Spell	1
Breath of Skadi	Air & Water	Spell	2
Breath of Vulcan	Air & Fire	Spell	2
Cardiac Arrest	Spirit	Spell	4
Fury of Neptune: Lesser	Air & Water	Ritual	3
Fury of Neptune: Greater	Air & Water	Ritual	5
Fury of Skadi: Lesser	Air & Water	Ritual	3
Fury of Skadi: Greater	Air & Water	Ritual	5
Hell Blast	Abyssal, Fire & Spirit	Spell	5
Inflict Wounds	Spirit	Spell	3
Light of Helios	Fire	Spell	3
Magnetize: Lesser	Earth	Spell	2
Magnetize: Greater	Earth	Spell	4
Summon the Fires of Hephaestus: Lesser	Fire	Spell	1
Summon the Fires of Hephaestus: Greater	Fire	Spell	3
Sword of Hermes	Air	Spell	1
Sword of Saladin	Fire & Spirit	Spell	4
Sword of Vulcan	Fire	Spell	2
Winids of Skadi	Air & Water	Spell	2
Wrath of Poseidon: Lesser	Earth	Spell	3
Wrath of Poseidon: Greater	Earth	Spell	4
Wrath of Zeus	Air & Water	Spell	2

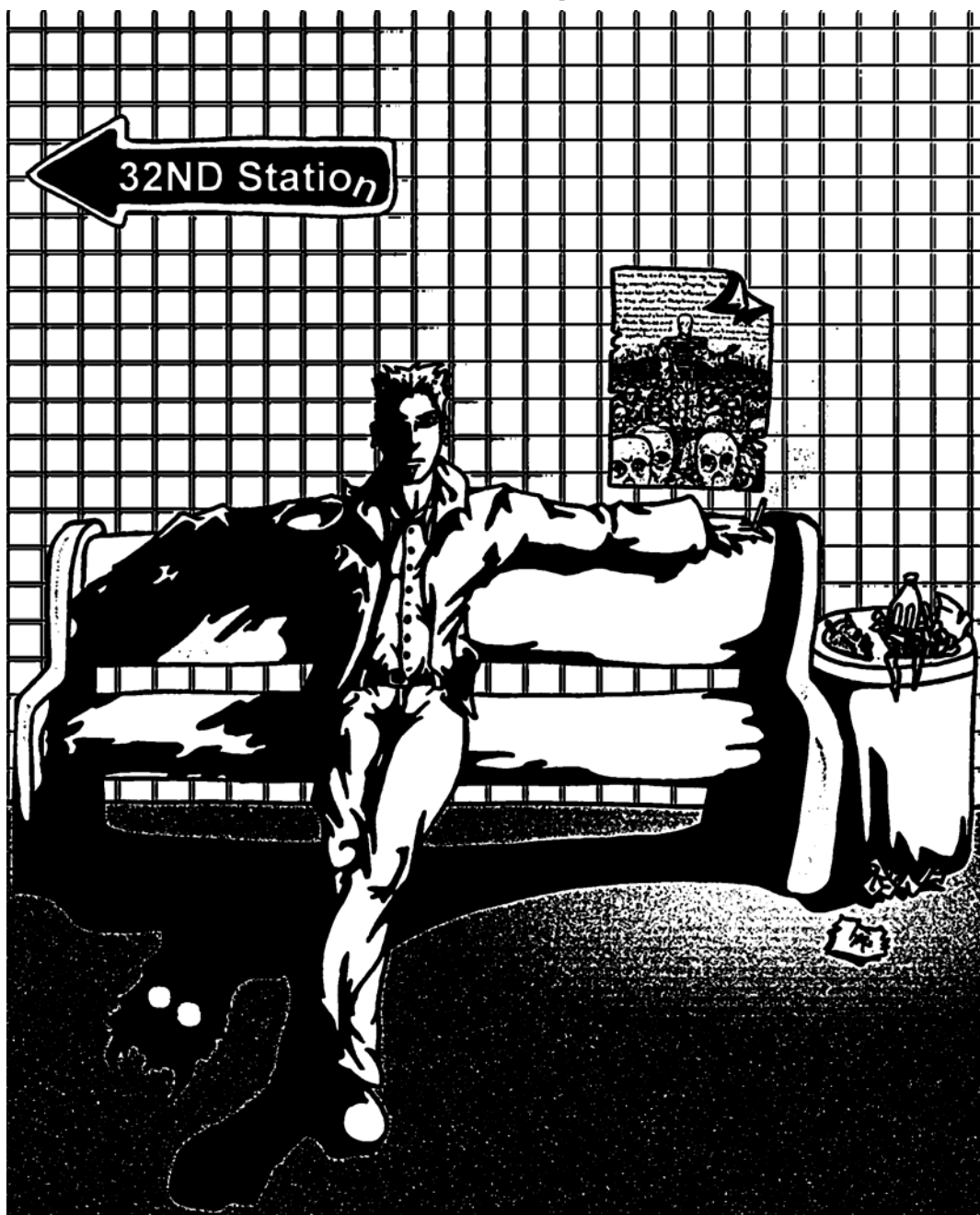
HEALING SPELLS & RITUALS

	REQUIRED ELEMENTS	TYPE	RANK
Heal: Lesser	Spirit	Spell	2
Heal: Greater	Spirit	Ritual	5
Heal Mind: Lesser	Spirit	Spell	3
Heal Mind: Greater	Spirit	Ritual	5

ILLUSION SPELLS & RITUALS

	REQUIRED ELEMENTS	TYPE	RANK
Glowing Orb	Air & Fire	Spell	1
Create Illusion: Lesser	Air & Spirit	Spell	1
Create Illusion: Greater	Air & Spirit	Spell	3
Create Solid Illusion: Lesser	Air & Spirit	Spell	3
Create Solid Illusion: Greater	Air & Spirit	Spell	5
Veiled Eyes: Lesser	Air & Spirit	Spell	2
Veiled Eyes: Greater	Air & Spirit	Spell	3

RELIGIOUS RITUALS	REQUIRED ELEMENTS	TYPE	RANK
Armor of Constantine	Spirit	Ritual	3
Rite of Absolution	Spirit	Ritual	1
Rite of Blessing	Spirit	Ritual	1
Rite of Castigation	Spirit	Ritual	3
Rite of Consecration: Dimidius	Spirit	Ritual	2
Rite of Consecration: Superus	Spirit	Ritual	4
Rite of Exorcism	Spirit	Ritual	5
Sacrifice of the Saints	Spirit	Ritual	3



SORCERERS GRIMOIRE

ABJURATION SPELLS & RITUALS

BOON OF SET

Type	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: 24 Hours
STUDY POINT COST	10	Damage/Effect: This Ritual allows the Sorcerer to create a potion that is ingested by him or herself or another. This potion makes the drinker immune to all poisons for the period of 24 Hours. This Ritual requires a vial of snake venom as its primary ingredient.
LEARN TIME	6 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

ELDER SIGN

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This is a symbol of protection against the entities collectively known as the Old Ones and their Servitors. The Elder Sign is a potent tool that can be inscribed on anything that can retain a shape; such as in stone, metal, earth, or even sand. The Elder Sign in appearance looks like a tilted tree branch with three side branches on the left side and two branches on its right side. The creation of the symbol is not enough to protect a Sorcerer from the Old Ones or their Servitors; the Elder Sign requires the casting of this ritual that imparts a portion of the Sorcerer's Life Force into the Elder Sign at the time of its creation to give it the power to protect its possessor. If the Elder Sign is placed on something and then physically attached to a portal or entrance; no Servitor of the Old Ones may enter the gateway. Those Sorcerers that carry the Elder Sign on their person are protected from the Abyssal powers of the Old Ones and their Servitors, but physical attacks by the Servitors of the Old Ones can still just as easily kill the possessor of the Elder Sign.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Abyssal & Spirit
COOPERATIVE	YES	Difficulty: Difficult



EYE OF ANUBIS

Type	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: Permanent
STUDY POINT COST	10	Damage/Effect: This Ritual creates a Talisman that the Sorcerer can carry on that that gives them a +4 Bonus to their Resist Magic Ranks in resisting the attempts of other Sorcerers to cast Sorcery Spells and Rituals on them. This Ritual requires a single Blue Sapphire to act as the Talisman for the Rituals power.
LEARN TIME	6 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

CIRCLE OF PROTECTION: DEMONS

Type	RITUAL	Cost: 10 points of Life Force
RANK	5	Duration: Until circle is broken by caster
STUDY POINT COST	25	Damage/Effect: This ritual is used to drive away Demons. Demons attempting to enter the Circle of Protection must make a Psyche check at Difficult, and even if they make it and attempt to enter the Circle of Protection, the Demon will take 6 + Card (Jack = 2, Queen = 4, King, = 8, Joker = 20) wounds upon making contact with the CoP. This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, the Ritual also requires that the Sorcerer burn a small piece of demon flesh in a brazier at the center of the Circle of Protection.
LEARN TIME	15 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	75 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CIRCLE OF PROTECTION: LESSER SPIRITS

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Until circle is broken by caster
STUDY POINT COST	15	Damage/Effect: This ritual is most commonly used to drive away the Lesser Spirits; Ghosts, Poltergeists, etc. Lesser Spirits attempting to enter the Circle of Protection must make a Psyche check at Difficult, and even if they make it and attempt to enter the Circle of Protection, the Lesser Spirits will take 6 wounds upon making contact with the CoP. This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, the Ritual also requires that the Sorcerer burn a wood chip from an unearthed coffin in a brazier at the center of the Circle of Protection.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

CIRCLE OF PROTECTION: LESSER UNDEAD

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Until circle is broken by caster
STUDY POINT COST	15	Damage/Effect: This ritual is used to drive away the Lesser Undead; Ghouls, Zombies, Skeletons, etc. Lesser Undead attempting to enter the Circle of Protection must make a Psyche check at Difficult, and even if they make it and attempt to enter the Circle of Protection, the Lesser Undead will take 6 wounds upon making contact with the CoP. This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, the Ritual also requires that the Sorcerer grind up a piece of human bone and burn the powder in a brazier at the center of the Circle of Protection.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Difficult

CIRCLE OF PROTECTION: LILANS & REVENANTS

Type	RITUAL	Cost: 10 points of Life Force
RANK	5	Duration: Until circle is broken by caster
STUDY POINT COST	25	Damage/Effect: This ritual is used to drive away Lilans & Revenants. Lilans and Revenants that attempt to enter the Circle of Protection must make a Psyche check at Difficult, and even if they make it and attempt to enter the Circle of Protection, the Lilans will take 6 + Card (Jack = 2, Queen = 4, King, = 8, Joker = 20) wounds upon making contact with the CoP. This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, the Ritual also requires that the Sorcerer grind up a piece of bone and burn the powder in a brazier at the center of the Circle of Protection.
LEARN TIME	15 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CIRCLE OF PROTECTION: MAGIC

TYPE	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: Until circle is broken by caster
STUDY POINT COST	10	Damage/Effect: This ritual is used by all Sorcerers to protect themselves from the magic of other Sorcerers. Once enacted, this spell negates the effects of all magic cast at its perimeter.
LEARN TIME	6 DAYS	This is one of the first rituals taught to apprentices during their training to become a Sorcerer.
DAILY STUDY TIME	30 MINUTES	This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, and that they burn a clover leave in a brazier at the center of the Circle of Protection.
COOPERATIVE	YES	Casting Time: 2 Rounds
		Element: Spirit
		Difficulty: Simple

CLOAK OF NIGHT

TYPE	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 5 Minutes
STUDY POINT COST	10	Damage/Effect: This Spell allows the Sorcerer to create a cloak of darkness that surrounds them, going out in all directions from them for 20 feet, plus 10 feet per every 2 points that the Sorcerer beats their Target Difficulty by. All creatures that are caught within this cloak of darkness will suffer a -3 penalty to all Intellect Checks while they are attempting to find their way out of the mystical darkness, only the Sorcerer that casts Cloak of Night can see normally within the mystical darkness.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Difficult

FORTITUDE OF GRENDL: LESSER

TYPE	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 10 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to give their flesh the resilience of stone for the duration of this spell. Once cast, the caster gains a +3 to all Toughness & Vitality Contests and Checks. This spell is particularly useful when in battle.
LEARN TIME	6 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Earth and Spirit
		Difficulty: Simple

FORTITUDE OF GRENDL: GREATER

TYPE	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 60 Minutes
STUDY POINT COST	15	Damage/Effect: This spell allows the caster to give their flesh the resilience of stone for the duration of this spell. Once cast, the caster gains a +6 to all Toughness & Vitality Contests and Checks. This spell is particularly useful when in battle.
LEARN TIME	9 DAYS	Casting Time: 4 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

FORTRESS OF FIRE

TYPE	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 12 Rounds or until dismissed
STUDY POINT COST	10	Damage/Effect: The Fortress of Fire spell was created by a Sorcerer because of the necessity to protect one's self against attacks made during the heat of battle. Fortress of Fire is primarily a defensive spell that is meant to keep attackers away from the Sorcerer. This Spell's effect appears as a 10 ft tall wall of fire that appears and encircles the Sorcerer; the Fortress of Fire will absorb 8 points of stun or wound damage from any strike directed at the Sorcerer; the fortress encircles the Sorcerer and moves with them wherever they go until its 12 Rounds are up or the caster dismisses it. The wall also does 3 points of wound damage to whomever or whatever it comes in contact with. Warning: use of this spell indoors can be harmful to a Sorcerer's health.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Fire
		Difficulty: Difficult

FORTRESS OF WIND

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 12 Rounds or until dismissed
STUDY POINT COST	5	Damage/Effect: The Fortress of Force spell was created by a Sorcerer because of the necessity to protect one's self against attacks made during the heat of battle. Fortress of Wind can be kept up while the Sorcerer casts another spell to attack an opponent. This Spell's effect appears as a 10 ft tall invisible wall that appears and encircles the Sorcerer; the Fortress of Wind will absorb 4 points of stun or wound damage from any strike directed at the Sorcerer, the fortress encircles the Sorcerer and moves with them wherever they go until its 12 Rounds are up or the caster dismisses it.
LEARN TIME	3 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	15 MINUTES	Element: Air
		Difficulty: Difficult

FORTRESS OF SKADI

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 12 Rounds or until dismissed
STUDY POINT COST	10	Damage/Effect: The Fortress of Skadi spell was created by a Sorcerer because of the necessity to protect one's self against attacks made during the heat of battle. Fortress of Skadi is primarily a defensive spell that is meant to keep attackers away from the Sorcerer. This Spell's effect appears as a 10 ft tall wall of ice that appears and encircles the Sorcerer; the Fortress of Skadi will absorb 8 points of stun or wound damage from any strike directed at the Sorcerer, the fortress encircles the Sorcerer and moves with them wherever they go until its 12 Rounds are up or the Sorcerer dismisses it. The fortress also does 3 points of wound damage to whoever or whatever it comes in contact with. Warning: use of this spell indoors is not recommended due to the sheer amount of damage it leaves behind in the Sorcerer's wake.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Air and Water
		Difficulty: Difficult

LUNA'S REPRIEVE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 3 Hours
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to make the recipient of this Ritual immune to damage from moon light for the period 3 Hours + 1 Hour per 3 points that the Sorcerer beats their target difficulty.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: ABYSSAL ENTITIES

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	20	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any Abyssal Entity that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 8 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	12 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Abyssal & Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: DEMONS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any Demon that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 8 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: LESSER SPIRITS

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any of the Lesser Spirits; Ghosts, Poltergeists, etc. that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 6 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it. This Ritual is typically used to protect a home from Ghosts and Poltergeists after a cleansing of a home has been performed.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: LESSER UNDEAD

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any of the Lesser Undead; Ghouls, Zombies, Skeletons, etc. that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 6 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: GREATER UNDEAD

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	20	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any of the Greater Undead; Revenants, etc., that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 8 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	12 DAYS	Casting Time: 4 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

WARDER PATH: LILANS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	20	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any Lilan that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 8 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	12 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: MUNDANES

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any Mundanes that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it; those that choose to continue to advance into the portal will take 6 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Difficult

CONJURATION SPELLS & RITUALS

CALL FORTH THE DAMNED

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to reach into the hellish underworld where the Demons rule and to pull a Necrositic Demon into the Physical World; trapping it in the body of a recently killed body. This Ritual requires that the host body die of unnatural causes. It also requires that the summoning Sorcerer pour a pint worth of their own blood into the mouth of the intended host. Once summoned, only the Sorcerer can free the Necrositic Demon from its servitude from its Sorcerer Master. Those Sorcerers that choose to free a Necrositic Demon from servitude had better have a quick exit because a free Necrosite is a truly dangerous being to be near. The act of performing this Ritual automatically confers 2 Tallys in the Negative Aspect of Three-Fold Law to any Sorcerer that attempts to perform this Ritual.
LEARN TIME	15 DAYS	Casting Time: 3 hours
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

SUMMON VERMIN

Type	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: Until circle is broken by caster
STUDY POINT COST	10	Damage/Effect: Through this Ritual, the Sorcerer is able to summon a large number of small creatures, such as; rats, mice, cockroaches, etc., to their location at the time that the Ritual was cast. Once the Ritual is cast, within 6 minutes all of the vermin that is in the immediate area will begin appearing (if Cockroaches, hundreds to thousands will begin to appear; if rats, one hundred to three hundred will begin to appear, etc.) These creatures will be under the control of the Sorcerer for the Scene (1 hour) and the Sorcerer can give the vermin a traveling direction that begins where he or she is standing; they can be used to foul and destroy everything that is in their path and that they have the capability to destroy.
LEARN TIME	6 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

CREATE PORTAL: LESSER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: Portal remains open for 10 minutes
STUDY POINT COST	15	Damage/Effect: The caster alone may travel through the portal from one location to another, up to 100 miles away. The caster must know the location they wish to travel to and have been there at least once in their life time.
LEARN TIME	9 DAYS	Casting Time: 4 rounds
DAILY STUDY TIME	45 MINUTES	Element: Air, Earth, & Spirit

CREATE PORTAL: GREATER

Type	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: Portal remains open for 2 hours
STUDY POINT COST	20	Damage/Effect: The caster and up to 3 others may travel through the portal from one location to another, up to 500 miles away. The caster must know the location they wish to travel to and have been there at least once in their life time.
LEARN TIME	12 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Air, Earth, & Spirit
		Difficulty: Very Difficult

CREATE PORTAL: PERMANENT

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: The caster creates a portal from one location in the world to another that will remain open indefinitely. The ritual is generally only used by Sorcerers that have homes in multiple cities, so that they can go from one home to another without the long perilous journey through the wilderness to get there. The caster must know the location they wish to travel to and have been there at least once in their life time.
LEARN TIME	15 DAYS	Casting Time: 3 hours
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CROSS-RIP

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 1 Turn
STUDY POINT COST	15	Damage/Effect: Through this Spell, the Sorcerer is able to rip a hole in the veil that separates the Physical World with that of the Mirror World, in doing so the Sorcerer passes from the Physical World into the Mirror World. Crossing back from the Mirror World into the Physical World requires an additional casting of this Spell. If the Sorcerer attempts to take another across the veil into the Mirror World, they must be holding on to the Sorcerer, and in crossing over, the passenger losses 5 of their own Life Force Points in the passage. It is possible to use this Spell to cross over into the other worlds by adding an additional element to the casting of this Spell. Examples; To cross over into the Fae World the Sorcerer must be attuned to Air, Earth, Fire, Water and Spirit. To cross over into the Realm of Air, the Sorcerer must be attuned to Air, Water, and Spirit. To cross over into the Realm of Earth, the Sorcerer must be attuned to Earth, Water, and Spirit. To cross over into the Realm of Fire, the Sorcerer must be attuned to Fire, Water, and Spirit. To cross over into the Realm of Water, the Sorcerer must be attuned to Water and Spirit. It is also possible to cross over on to one of the dark worlds within the Abyss; but the Sorcerer must have Abyssal, Water and Spirit. This last one is incredibly dangerous because just spending time in the Abyss is enough to permanently alter the Sorcerer in horrifying ways.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit & Water
		Difficulty: Difficult

GIVE EDGE

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 1 Hour
STUDY POINT COST	10	Damage/Effect: A spell that allows the caster to pick up a metal object and transform it into a blade. The transformed blade gives the wielder Brawn + 2 to damage their opponent.
LEARN TIME	6 DAYS	Casting time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Earth & Fire
		Difficulty: Simple

NO REST FOR THE DEAD: LESSER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Until Zombie is destroyed.
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to create the walking dead; Zombies. The caster must have an ounce of fresh blood and pound of raw flesh or meat, to cast this ritual. The blood is poured into the mouth of the body that is to be animated, the pound of raw flesh or meat is given to the Zombie once the ritual has been completed. The newly created zombie will hunger for raw flesh or meat, and in consuming it, it will allow the zombie to retard the natural processes that decompose a dead body. From this point forward, the zombie will require at least a pound of flesh per day to keep it from decomposing. It should be noted that zombies created in this fashion can be potentially lethal to their creator as they have the thought processes of little more than ravenous animals, and their primarily drive is to feed this hunger. With the offering of flesh meat, these zombies can be coaxed and taught into performing simple actions. For stats, see the Slow Zombie entry in the Antagonists Chapter.
LEARN TIME	9 DAYS	Casting Time: 1 Hour per Zombie created.
DAILY STUDY TIME	45 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Difficult

NO REST FOR THE DEAD: GREATER

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Until Zombie is destroyed.
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to create the walking dead; Zombies. The caster must have an ounce of fresh blood and pound of raw flesh or meat, to cast this ritual. The blood is poured into the mouth of the body that is to be animated, the pound of raw flesh or meat is given to the Zombie once the ritual has been completed. The newly created zombie will hunger for raw flesh or meat, and in consuming it, it will allow the zombie to retard the natural processes that decompose a dead body. From this point forward, the zombie will require at least a pound of flesh per day to keep it from decomposing. These Zombies are exceptionally dangerous, as they have the ability to form complex plans with which to get at their prey and they are much faster than the Slow Zombies. It should be noted that zombies created in this fashion can be potentially lethal to their creator as they have the thought processes of little more than ravenous animals, and their primary drive is to feed this hunger. These Zombies have the same need to feed that the Lesser version of this ritual allows. With the offering of flesh meat, these zombies can be coaxed and taught into performing simple actions. For stats, see the Fast Zombie entry in the Antagonists Chapter.
LEARN TIME	12 DAYS	Casting Time: 2 Hours per Zombie created.
DAILY STUDY TIME	60 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

RESURRECTION

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Abyssal ritual allows a Sorcerer to call someone that has passed on back from the dead, both in body and soul. This ritual requires that the Sorcerer reduces the dead body of the deceased into what is called the essential salts through the burning of the remains into a fine ash, even the bones must be reduced to powder; the Sorcerer then says a phrase that recreates the deceased body in whole, bringing body and soul together once more. It should be noted that those that are brought back from the dead in this fashion are totally at the mercy of the Sorcerer that brought them back from the dead; because all the Sorcerer need do to reduce the resurrected back to its essential salts is to intone the phrase that they spoke to bring the deceased back from the dead in reverse. If a Sorcerer draws a Joker in attempting to cast this Abyssal ritual, the deceased is brought back from the dead, but becomes a ravenous horror that hungers for the flesh and blood of the living. This creature can not be rendered back to its essential salts and must be destroyed through some other mystical means. All those that this horror kills will rise up as a horror akin to the creature that killed them (Use the Fast Zombie for stats for these entities). Because of the foul consequences of miscasting this ritual, less than one percent of the Sorcerers that live and breathe are willing to even attempt casting this Abyssal ritual.
LEARN TIME	15 DAYS	Casting Time: 8 Hours
DAILY STUDY TIME	75 MINUTES	Element: Abyssal, Earth & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

SHATTER THE MIRROR: LESSER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: Through this Spell, the Sorcerer is able to rip open a permanent hole in the veil that separates the Physical World with that of the Mirror World. This hole in the veil can allow anyone to pass from the Physical World into the Mirror World, but each passing costs those crossing the veil 3 Life Force Points each time they make a crossing either way. These permanent portals between the Physical World and the Mirror World are exceedingly rare and Sorcerer never creates these portals without using the Warded Path Ritual to keep entities from the Mirror World from crossing over into the Physical World.
LEARN TIME	15 DAYS	Casting Time: 2 Hours
DAILY STUDY TIME	75 MINUTES	Element: Earth, Spirit, & Water
COOPERATIVE	YES	Difficulty: Very Difficult

SHATTER THE MIRROR: GREATER

Type	RITUAL	Cost: 12 Points of Life Force
RANK	6	Duration: Permanent
STUDY POINT COST	30	Damage/Effect: Only once in recorded history has this Ritual been purposefully performed, and that was in the ill-fated village of Arcadia in Central Pennsylvania; which created the infamous Arcadian Gate. What this Ritual does is it rips open a massive permanent hole in the veil that separates the Physical World with that of the Mirror World. This hole in the veil can allow anyone to pass from the Physical World into the Mirror World, but each passing costs those crossing the veil 3 Life Force Points each time they make a crossing either way. These permanent portals between the Physical World and the Mirror World are exceedingly rare. There are stories circulating that the Bermuda Triangle may have been an Atlantean attempt to create a permanent colony in the Mirror World, but so far no one is speaking up on whether this rumor is true or not.
LEARN TIME	18 DAYS	Casting Time: 6 Hours
DAILY STUDY TIME	90 MINUTES	Element: Earth, Spirit, & Water
COOPERATIVE	YES	Difficulty: Next to Impossible

SUMMON/BIND: CREATURE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: However long it takes the creature to arrive. (see below)
STUDY POINT COST	15	Damage/Effect: With this ritual, a Sorcerer can summon another non-magical creature in the world to come to him or her. Once summoned, the creature must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). What the creature does to the Sorcerer for summoning them is an altogether different ball of wax. Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Difficult

SUMMON/BIND: DEMON

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: However long it takes for the Demon to come to the Sorcerer. (see below)
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to Summon and Bind a Demon of their choice. Because Demons are not mortal, it can be days or weeks for the Demon to make contact with the one wishing to speak with them. Once summoned, the Demon must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion.
LEARN TIME	15 DAYS	Casting Time: 2 Hours
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

SUMMON/BIND: ENTITY

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: However long it takes the Entity to arrive. (see below)
STUDY POINT COST	20	Duration: However long it takes the Entity to arrive. (see below)
LEARN TIME	12 DAYS	Damage/Effect: With this ritual, a Sorcerer can summon a magical entity in the world to come to him or her. Once summoned, the magical entity must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion. What the entity does to the Sorcerer for summoning them is an altogether different ball of wax.
DAILY STUDY TIME	60 MINUTES	Casting Time: 2 Hours
COOPERATIVE	YES	Element: Air, Earth, and Spirit
		Difficulty: Difficult

SUMMON/BIND: LILAN/REVENANT

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: However long it takes for the Lilan or Revenant to come to the Sorcerer. (see below)
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to Summon and Bind a Lilan or Revenant of their choice. Because Lilans and Revenants are immortal, it can be days or weeks for the Lilan or Revenant to make contact with the one wishing to speak with them. Once summoned, the Lilan or Revenant must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). This Ritual also works on Thralls. Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion.
LEARN TIME	15 DAYS	Casting Time: 2 Hours
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Difficult

SUMMON/BIND: SERVITOR OF THE ABYSS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: However long it takes the creature to arrive. (see below)
STUDY POINT COST	20	Damage/Effect: This Ritual is used to summon and bind those creatures that have become tainted with the Abyssal energies so much so that they have begun showing manifestations of the Abyss in bizarre and horrifying ways. Once summoned, the Servitor of the Abyss must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). Examples of Servitors of the Abyss are; the Children of Dagon or Deep Ones (aquatic human-fish hybrids), the Serpent Men of Tiamat (human-dragonlike hybrids, etc.) For more Servitors of the Abyss, see the Dark Conspiracies & Secret Societies Section). To summon and bind a Servitor of the Abyss requires that the summoning Sorcerer crafts a wax effigy of the Servitor type that they wish to come and infuse it with the Abyssal energies through their expenditure of their own Life Force. Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion.
LEARN TIME	12 DAYS	Casting Time: 2 Hours
DAILY STUDY TIME	60 MINUTES	Element: Abyssal & Spirit
COOPERATIVE	YES	Difficulty: Difficult



CHARM SPELLS & RITUALS

AURA OF FEAR

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 6 Rounds
STUDY POINT COST	15	Damage/Effect: This spell allows the Sorcerer to create an Aura of Fear around them, in a 50 ft radius. Through this Aura of Fear, the Sorcerer gains a +3 towards an attempt to make an Intimidation check against their enemies to drive them away. For every 2 points past the target number that was required to cast the spell, the Sorcerer gains a +1 bonus to their Intimidation Check or Contest to drive away their enemies.
LEARN TIME	9 DAYS	Casting Time: 2 rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

AURA OF RESPECT

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 6 Rounds
STUDY POINT COST	15	Damage/Effect: This spell allows the Sorcerer to create an Aura of Respect around them, in a 50 ft radius. Through this Aura of Respect, the Sorcerer gains a +3 to all Command Skill, Persuasion Skill and Reaction Checks. For every 2 points past the target number that was required to cast the spell, the Sorcerer gains a +1 bonus to their Command Skill, Persuasion Skill and Reaction Checks.
LEARN TIME	9 DAYS	Casting Time: 2 rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

BLACK SLEEP OF KALI

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: See Below.
STUDY POINT COST	20	Damage/Effect: The Ritual has been used time and again by the Priesthood of Kali to forcefully indoctrinate new followers into their religion. A mixture made up from human blood, the venom of a tomb spider and honey mead is poured into the victim's throat. The victim is then taken to an isolated chamber with small openings in the walls that the faithful and priests of Kali can chant praises to their dark goddess over the period of 5 hours. The Priest that is leading the Ritual must succeed in an Intellect + Ritualcraft + Card Contest against their victim's Resist Magic + Card; if the Ritual is successful the victim at the conclusion of the Ritual will become fanatically loyal to the Priesthood of Kali and its goals. Once put into the Black Sleep of Kali, the only way to awaken the victim from this waking nightmare is to inflict at minimum 3 points of Wound damage to them through the cleansing pain of fire. Once awakened from the Black Sleep of Kali, the victim will return to normal.
LEARN TIME	12 DAYS	Casting Time: 5 Hours
DAILY STUDY TIME	60 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CONSUME MIND

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: 2 hours
STUDY POINT COST	25	Damage/Effect: This ritual allows the caster to absorb some of the knowledge and memories of their victim. The victim must be killed with a ritual knife and the caster must consume the entirety of the victim's brains. Through the consummation of the victim's brains the caster is able to spend their Study Points towards gaining all of the Intellect Skills that the victim had. The caster has 5 days in which to spend their Study Points before all of the memories of the Intellect Skills disappear from their mind.
LEARN TIME	15 DAYS	Element: Spirit
DAILY STUDY TIME	75 MINUTES	Difficulty: Very Difficult
COOPERATIVE	NO	

DEATH OF THE SOUL

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	20	Damage/Effect: Through this Ritual, the Sorcerer is able to steal the Life Force of another living creature, or spiritual entity (such as a Demon or Ghost). For every 4 points over the target Difficulty Number that the Sorcerer beats, the Sorcerer is able to drain a living creature or spiritual entity of 8 Life Force points. It goes without says that this Ritual is a truly vile act and it most definitely falls on the negative side of Threefold Law. In stealing a creature or entity's Life Force in this way it kills the creature or entity upon reaching 0 Life Force. This Ritual requires that the Sorcerer have a personal item connected to the creature or entity that he or she plans to use this Ritual on (a lock of hair works fine for this aspect, but a pocket watch or a wedding ring would work just as well).
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

GLAMOUR

Type	SPELL	Cost: 1 Point of Life Force
RANK	1	Duration: 1 Hour
STUDY POINT COST	5	Damage/Effect: This Spell allows the Sorcerer to change one minor aspect of their appearance for the duration of 1 Hour, plus 30 minutes per 2 points that the Sorcerer beats their target difficulty by. Through this Spell the Sorcerer can lengthen their hair, change their hair color or nail color, to even changing their skin color. But Sorcerers can not use this Spell to change their species, as in; changing from human to the form of a bear or large cat. In basics, this Spell is meant to heighten the appearance of the Sorcerer in ways that make them more appealing to others.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Spirit
		Difficulty: Simple

IGNITING THE HEARTS FURY

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 5 minutes
STUDY POINT COST	10	Damage/Effect: The primary purpose of this Spell was to give Sorcerers the opportunity to eliminate their enemies and rivals through the act of self defense. Through this Spell, the Sorcerer is able to ignite an uncontrollable rage within their target. Once this Spell effects its' target, the target will immediately attempt to attack the Sorcerer, centering their aggression and rage on only the Sorcerer. Once under the effects of this Spell, the Target can attempt to halt their attack on the Sorcerer only by succeeding in a Psyche Check at a Difficulty of: Difficult, and each Round that the Target attempts to resist the effects of the Spell they must make an additional Psyche Check.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Fire & Spirit
		Difficulty: Simple

IMPOSE WILL: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 minutes
STUDY POINT COST	10	Damage/Effect: With this spell, a Sorcerer has the ability to force another Persona to due her bidding. By no means does this turn the victim stupid, it simply forces them to follow the commands of the caster for the duration of the spell.
LEARN TIME	6 DAYS	Casting Time: 5 Rounds / 2 minutes
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Simple

IMPOSE WILL: GREATER

TYPE	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 4 hours
STUDY POINT COST	15	Damage/Effect: This spell is a greater form of the Impose Mind - Lesser spell. The effects are the same as the original spell.
LEARN TIME	9 DAYS	Casting Time: 10 Rounds / 6 minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

IMPOSE WILL: PERMANENT

TYPE	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This spell is a greatest form of the Impose Mind spell. The effects of this spell are permanent and can be undone only through the greatest of the Healing Spells. Only the most evil and twisted of Sorcerers use this potent a magic on a victim. With this spell it is literally possible to rewrite a person's personality.
LEARN TIME	15 DAYS	Casting Time: 2 hours
DAILY STUDY TIME	75 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

TONGUE OF SILVER

TYPE	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 1 Scene/1 Hour
STUDY POINT COST	15	Damage/Effect: This spell allows the Sorcerer's voice to become pleasing to those who hear it. Each listener perceives the words of the Sorcerer as if the Sorcerer was a truly gifted orator. Because of this effect, the Sorcerer gains a +3 Bonus to all Persuasion Skill Checks; for every 2 points that the Sorcerer beats their target difficulty by the Sorcerer gains an additional +1 Bonus to all Persuasion Skill Checks.
LEARN TIME	9 DAYS	Casting Time: 2 rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

CURSE RITUALS

CURSE OF HECATE

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Curse was devised by a Sorcerer many ages ago in an attempt to kill his rival via the very Sorcery that he sought to use against the Sorcerer. What this curse does is it turns every Life Force point that the Cursed Sorcerer attempts to use towards Sorcery into a point of Wound Damage. This curse is wicked in the extreme, as it potentially destroys another Sorcerer through their own Sorcery; because each time the Cursed Sorcerer attempts to cast a Spell or Ritual; that Cursed Sorcerer's own Life Force is what ends up killing them. The way around it is for the Cursed Sorcerer to totally stop using Sorcery and to there after lead a mundane life. Many Sorcerers that have been so cursed have taken their own lives because of the stress brought about by the knowledge that they hold, but can never again use. This curse, like any other curse can only be undone by the Cursing Sorcerer, or a member of their bloodline. To kill the Sorcerer that casts this Ritual ensures that the Curse will never be removed. Any Sorcerer that casts this Curse will automatically gain 2 tallies in the Negative Aspect of Three-Fold Law. This Ritual requires that the Cursing Sorcerer has a token that is directly tied to the Persona that is to be Cursed. It should also be noted that any children that the Cursed Sorcerer sires will also be victims of the same Curse.
LEARN TIME	15 DAYS	Casting Time: 3 Hours
DAILY STUDY TIME	75 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CURSE OF LUNA

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This was long ago created by a Circle of Sorcerers that wanted to stop a group of rivals from making deals with Demons. Since then, this curse has been put to wicked ends; the most obvious usage has been the Cursing of ALL members of House Dracul, within Atlantean Society. This Curse causing all those afflicted by it to become extremely allergic to the light shed by the moon; to the point that it causes the Cursed physical harm when their bare skin is exposed to direct or indirect light from the moon. Only during the New Moon are those with this Curse safe to do out without fear of its burning light.
LEARN TIME	15 DAYS	During the partial phases of the moon, for every round that a Cursed Persona is exposed to the moonlight; they take a Rank of Stun Damage. During the three days of the Full Moon, Cursed Personas take a Rank of Wound Damage for every round that they are exposed to the moonlight.
DAILY STUDY TIME	75 MINUTES	The only way that those that are under this curse may go out during times of the full or partial moon is through wearing heavy clothing; no less than 3 layers that cover all areas of exposed flesh.
COOPERATIVE	YES	This curse, like any other curse can only be undone by the Cursing Sorcerer, or a member of their bloodline. To kill the Sorcerer that casts this Ritual ensures that the Curse will never be removed. Any Sorcerer that casts this Curse will automatically gain 2 tallies in the Negative Aspect of Three-Fold Law. This Ritual requires that the Cursing Sorcerer has a token that is directly tied to the Persona that is to be Cursed. It should also be noted that any children that the Cursed Sorcerer sires will also be victims of the same Curse.
		Casting Time: 3 Hours
		Element: Spirit & Water
		Difficulty: Very Difficult

CURSE OF THE REVENANT

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This is one of the most horrific curses that has ever been devised. Through this Curse, the Sorcerer is able to turn their victim into a Revenant; also known as a vampire. that stalks the night looking to feed its unceasing hunger for blood.
LEARN TIME	15 DAYS	
DAILY STUDY TIME	75 MINUTES	
COOPERATIVE	YES	Some say this curse was originally devised by Lilith herself as a punishment to an Atlantean or Human that had wronged in some truly unforgivable way. But there are others that dispute this story because of all of the beneficial contributions that Lilith made to the Art of Sorcery. But in any case, this curse turns a living creature into an undead entity that hungers for the blood and Life Force of the living. There are some that become Revenants that willingly wanted the change into undeath. This curse is exceedingly rare and only true scholars of the Art of Sorcery (6 Ranks of Ritualcraft) know of the existence of this Ritual. For the Supernatural Powers; Strengths and Weaknesses of a Revenant see Chapter 7: Atlantean, Psychic, & Supernatural Powers. This curse, unlike other curse can not be undone by the Cursing Sorcerer, or a member of their bloodline. Any Sorcerer that casts this Curse will automatically gain 2 tallies in the Negative Aspect of Three-Fold Law. This Ritual requires that the Cursing Sorcerer has a token that is directly tied to the Persona that is to be Cursed. It should also be noted that anyone that a Revenant kills through the draining of their blood and Life Force will rise up the following evening as a Revenant themselves. Casting Time: 3 Hours Element: Earth, Fire & Spirit Difficulty: Very Difficult



CURSE OF THE WEREWOLF

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This is one of the most horrifying curses that has ever been devised. Through this Curse, the Sorcerer is able to turn their victim into a half-man/half-wolf abomination that stalks the earth looking to feed its unceasing hunger for flesh and blood. During the times of the full moon, anyone that is under the effects of this Curse turns into a Werewolf and begins searching for ANYONE (Friends, Family, even Enemies) to stalk and kill. Under this Curse, everyone is in danger of becoming a victim to the poor soul that has this curse placed upon them. What is worse is that anyone that this Werewolf attacks, should they actually survive the attack; will become a Werewolf themselves. This is one of the few self-perpetuating Curses that exist even today. All victims of this Curse effectively become immortal, as their bodies regenerate any damage that is done to them at a horrifyingly spectacular rate, which is one of the reasons why those with the Curse of the Werewolf become immortal. Only Silver can kill these poor souls, as Silver is one of the few types of Wound Damages that they can not easily heal, Silver causes double Wound Damage to Werewolves. Wolf's Bane can be used to ward an area against entry by those under this Curse. Those under this Curse almost never remember the horrific acts that they perform while in their Werewolf form (which for some is a blessing in disguise, because it helps them to halt their descent into madness at least for a short while). For the Werewolves' Man-Beast form stats, see Chapter 10: Allies & Antagonists This curse, like any other curse can only be undone by the Cursing Sorcerer, or a member of their bloodline. To kill the Sorcerer that casts this Ritual ensures that the Curse will never be removed. Any Sorcerer that casts this Curse will automatically gain 2 tallies in the Negative Aspect of Three-Fold Law. This Ritual requires that the Cursing Sorcerer has a token that is directly tied to the Persona that is to be Cursed. It should also be noted that any children that the Cursed Sorcerer sires will also be victims of the same Curse.
LEARN TIME	15 DAYS	
DAILY STUDY TIME	75 MINUTES	
COOPERATIVE	YES	
		Casting Time: 3 Hours Element: Earth, Fire & Spirit Difficulty: Very Difficult

MARK OF THE WARLOCK

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used by Sorcerers Covens to cast out Sorcerers that have broken their covenant with the rest of the members of their Coven. Through this Ritual, the Sorcerer that is casting the Ritual draws an inverted Pentacle on the forehead of the Warlock, while at least two other members of their Coven hold the Warlock in place until the conclusion of the Ritual. This Ritual is reserved for only the most blatantly evil of Sorcerers, which is the meaning of Warlock; an Oath-breaker and Betrayer. Covens do not perform this Ritual lightly, because it forever marks the offending Sorcerer with a mystical brand that can be seen by all Sorcerers that have the ability to see magical auras. Past becoming an outcast from their original Coven, and marking them as warning to other Covens, this Ritual has no other effect. Once this Ritual has been cast on a Sorcerer, there is no way to remove it.
LEARN TIME	9 DAYS	
DAILY STUDY TIME	45 MINUTES	
COOPERATIVE	YES	
		Casting Time: 30 Minutes Element: Spirit Difficulty: Difficult

CURSE OF THE LAST BREATH

TYPE	RITUAL	Cost: 10 Points of Life Force
RANK	6	Duration: Permanent
STUDY POINT COST	30	Damage/Effect: This Curse is used by Sorcerers when they know that their death is imminent; in the Sorcerer's last dying breath, he or she can utter a Curse that will effect all of those that took a direct hand in the Sorcerer's demise. It should also be noted that any children that the Cursed sire will also become victims of the same Curse.
LEARN TIME	18 DAYS	
DAILY STUDY TIME	90 MINUTES	
COOPERATIVE	NO	

The Persona can utter any Curse of their choice, even replicating the effects of others and applying those effects to all those involved; additionally Persona may choose to invoke his own Curse and should communicate with the Director the intended nature of the Curse, however the exact nature of the Curse and its final effects are up to the discretion of the Director. If the Persona chooses to replicate an existing Curse, he must be Attuned to the Elements that each Curse requires. Remember this is the dying Curse of a Persona; therefore its effects should be powerful and meaningful to subject to the Curse.

Should the Persona ever be restored to life, via the Resurrection Ritual or by some other means; this Curse wears off over the course of 6 + Card months.

Unlike other Rank 5 Rituals, the nature of this Ritual is such that a Persona may utter this Curse at anytime that the Persona is rendered at Critical and/or Defense Wounds. Upon the completion of the utterance of the Curse, the Persona dies.

Example Curses:

Curse of Eternal Failure – *You ultimate goals will fail, your hopes of the future will be ground to dust, and your empires will crumble. In short even your most fleeting of victories will lead defeat in the end.*

Curse of Unending History – *You are doomed to tread the same ground, repeating the mistakes of the past. Some people can never learn...You will never learn!*

Curse of Destiny Denied – *The strands of Fate have been cut, whatever you were predestined to achieve, now you will not. Your destiny will be handed off to others who will go on to be glorified in history, while you become but a mere footnote, known only to a handful of self-obsessed scholars.*

Curse of the Withering Presence – *You have been become anathema to lives around you, that which you attempt to grow will wither, that which you attempt to nurture will grow sick. Those that you attempt to comfort will retreat from your presence, loneliness will be your confidant and despair existence.*

Curse of the 1st Horseman – *You are blight itself, you smiled upon by the darkest powers and their "gifts" mark you're every step. Disease will be your herald, and plague your standard bearer.*

Casting Time: 1 Round (Special: see above text)

Element: Spirit

Difficulty: Very Difficult

DIVINATION SPELLS & RITUALS

COMMUNE WITH ARTHATH; LORD OF THE SEA

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Arthath; Lord of the Sea. Seeing one of the inhuman avatars of the Arthath does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Arthath chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life through the Sorcerer forcefully drowning their sacrifice in the waters of an ocean or sea. Once Arthath has appeared, then the Sorcerer must feed the consecrated remains of the sacrifice to Arthath's avatar. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH AZATHOTH; THE DAEMON SULTAN OF THE ABYSS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Azathoth. Seeing one of the inhuman avatars of the Azathoth does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Azathoth chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life through the Sorcerer burying their sacrifice alive. Once Azathoth has appeared, then the Sorcerer must feed the consecrated remains of the sacrifice to Arthath's avatar. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Fire, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH CTHULHU; THE LORD OF R'LYEH

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Cthulhu; the Lord of R'lyeh. Seeing one of the inhuman avatars of the Cthulhu does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Cthulhu chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life through the Sorcerer forcefully drowning their sacrifice in the waters of an ocean or sea. Once the avatar of Cthulhu has appeared, then the Sorcerer must feed the consecrated remains of the sacrifice to Cthulhu's avatar. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH NERGAL; THE RAGING KING

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Nyarlathotep. Seeing one of the inhuman avatars of Nergal does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Nergal chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life; the victim must be a virgin, and the sacrifice's heart must be burned at the conclusion of the Ritual as an offering to Nyarlathotep. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth, Fire, & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH NYARLATHOTEP; THE CRAWLING CHAOS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Nyarlathotep. Seeing one of the inhuman avatars of Nyarlathotep does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Nyarlathotep chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life; the victim must be a virgin, and the sacrifice's eyes must be burned at the conclusion of the Ritual as a offering to Nyarlathotep. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth, Fire, & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH THE SCARLET QUEEN; MISTRESS OF PLAGUES

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as the Scarlet Queen. Seeing one of the inhuman avatars of the Scarlet Queen does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that the Scarlet Queen chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life and the burning of the sacrifice's heart at the conclusion of the Ritual. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH SAMAEI; THE ANGEL OF DEATH

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Samael. Seeing one of the inhuman avatars of Samael does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. Known as the Angel of Death to many, once summoned this Old One demands a sacrifice of 5 victims, corrupted in the most despicable of ways. For this sacrifice, Samael will imbue an artifact with his corrupting toxic energies. Many of those that have the disadvantage; the Mark of Judas have in fact been unknowingly tainted by contact with Samael. The sacrifice must be burned alive at the conclusion of the Ritual to gain the favor of Samael. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH SHUB-NIGGURATH; THE BLACK GOAT OF THE WOOD WITH A THOUSAND YOUNG

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Shub-Niggurath; the Black Goat of the Wood with a Thousand Young. Seeing one of the inhuman avatars of Shub-Niggurath does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. Known as the Black Goat of the Wood to many, once summoned this Old One demands a sacrifice of 3 victims. For this sacrifice the Sorcerer is able to drink of the Milk of the Black Goat; that will allow the Sorcerer to remain ageless for the next 20 years. The Sorcerer is also able to ask to be gifted with Abyss Spells and Rituals; the Sorcery that is gifted to the Sorcerer is at the Directors choice. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH TIAMAT; THE DRAGON QUEEN OF MESOPOTAMIA

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Tiamat. Seeing one of the inhuman avatars of Tiamat does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Tiamat chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a young woman, no older than 25; she must be a virgin and an innocent. The sacrifice must be burned alive at the conclusion of the Ritual to gain the favor of Tiamat. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH YOG-SOOTHOTH; THE GATE KEEPER OF THE ABYSS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Yog-Sothoth. Seeing one of the inhuman avatars of Yog-Sothoth does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. Known as the Gate Keeper of the Abyss to many, once summoned this Old One demands a sacrifice of 1 victim. The Sacrifice's heart must be cut out of their body and offered to the avatar of Yog-Sothoth when it appears. Once summoned, the avatar of Yog-Sothoth will gift the Summoner with a piece of knowledge that they seek, or the avatar can open a portal to any of the dark worlds within the Abyss for the Sorcerer to travel to. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

EYE OF MARDUK

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 10 Minutes
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to watch another Persona or Place from a distance. The Sorcerer must have some token that is tied directly to the Persona or Place that the Sorcerer wishes to observe for this ritual to be cast. For every 2 points that the Sorcerer succeeds above the Ritual's Difficulty, that increases the time that the Sorcerer can spend observing the Persona or Place by 2 minutes
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

EYE OF THOTH

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 10 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to pierce through the barrier between the Physical World and the Mirror World; gaining the ability to see incorporeal entities such as Demons, Ghosts and Nature Spirits.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Simple

GIFT OF PROPHECY

Type	RITUAL	Cost: 5 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to use a deck of Tarot cards, Rune Stones, or other divination tool to divine answers from the tapestry of the Fates. For every 2 points that the Sorcerer beats their Target Difficulty by, the Sorcerer may ask a question and get a truthful yes or no answer; these questions are answered by the Director or a Stage Manager.
LEARN TIME	9 DAYS	Casting Time: 5 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

SANCTUARY

Type	RITUAL	Cost: 2 Points of Life Force
RANK	1	Duration: Instantaneous
STUDY POINT COST	5	Damage/Effect: This Ritual allows a Sorcerer to locate the nearest place of safety to them; this sanctuary is usually unoccupied and is large enough for the Sorcerer to bed down for the night or day. Many Sorcerers that have been hunted by enemies or rivals have used this Ritual to help save their lives while in unfamiliar cities and towns. This Ritual however does not give the Sorcerer protection from enemies or rivals that are actively hunting them while they are asleep; the Ritual simply assists them in finding a safe haven for a period of rest. This Ritual requires that the Sorcerer hold an undamaged quartz crystal in their hand during the casting of the Ritual; once the Ritual becomes active the quartz crystal will begin glowing increasingly brighter the closer the Sorcerer gets to their place of Sanctuary.
LEARN TIME	3 DAYS	Casting Time: 5 Minutes
DAILY STUDY TIME	15 MINUTES	Element: Earth & Spirit
COOPERATIVE	NO	Difficulty: Simple

TRUE SIGHT: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 10 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to see the magical auras connected to magical objects and the use of enchantment spells cast other Sorcerer or other creatures. Once enacted, the spell allows the caster to see these magical auras.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Simple

TRUE SIGHT: GREATER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 10 Minutes
STUDY POINT COST	15	Damage/Effect: Only this version of the spell allows the caster to see those cloaked with Veiled Eyes spells (both versions). This spell allows the caster to see the magical auras connected to magical objects and the use of enchantment spells cast other Sorcerer or other creatures. Once enacted, the spell allows the caster to see these magical auras.
LEARN TIME	9 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Simple

WATCHERS FOLLY

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 10 Minutes
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to protect themselves from the Scrying of other Sorcerers. Through this Ritual, any Sorcerer that attempts scrying on the Sorcerer that has cast this Ritual automatically takes 4 points of Wound Damage and their Scrying Ritual automatically ends. Once this Ritual has completed its task, its effect ends and the Sorcerer must re-cast the Ritual upon themselves in order to gain its protective benefits again.
LEARN TIME	9 DAYS	Casting Time: 10 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

ENCHANTMENT SPELLS & RITUALS

A DARK AND TERRIBLE PLACE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used by Sorcerers who prefer having secrecy during their meetings. Through this Ritual, its effect drives away mundanes that don't belong. The place that is enchanted by this Ritual (which is usually a single building) becomes unfriendly to all that have not been given a Talisman that negates the effects of this Ritual. Because of this Ritual, the interior of the building becomes unfriendly to all those that do not possess a Talisman; the floors creak in very strange and disturbing ways, sharp nails and splinters seem to be in all of the wrong places. It is very easy to slip or trip and break a limb in this place while going up and down the stairs, and the whole overall atmosphere of the place is full of the "something is wrong" and it causes an extreme feeling of claustrophobia in the unfortunate mundanes that stumble into this place.
LEARN TIME	9 DAYS	
DAILY STUDY TIME	45 MINUTES	
COOPERATIVE	YES	

This Ritual requires that the Sorcerer catch a living spider and paint it in their own blood while expending 6 points of Life Force and speaking the words of the Ritual. After performing the Ritual, the spider is transported to the place that is to be enchanted and then released in the building. At this point the spider will begin moving about the building, spinning its webs throughout the building. The only way to remove this enchantment is to thoroughly clean the building of all spider webs that can be found in the structure. All who the Sorcerer wishes to have access to this place must be given a vial of the Sorcerer's own blood as a Talisman to protect them from the effects of the Ritual. All mundanes that enter this place must make a Resist Fear & Madness Check at a Target Difficulty of: Difficult, or feel the need to flee the place and not return because of a severe attack of claustrophobia.

Casting Time: 1 Hour
Element: Earth & Spirit
Difficulty: Difficult

BLINDNESS: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to render another creature blind for the duration of the spell.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Difficult

BLINDNESS: GREATER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to render another creature permanently blind. The only way to undo the effects of this Ritual is the Ritual known as Heal: Greater.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

BLOOD TO WATER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to turn all of the blood in their intended victim's body into salt water, killing the victim. The act of casting this Ritual is considered evil in the extreme, and every time a Sorcerer casts this Ritual the Sorcerer gains 2 tallies towards the Negative Aspect of Three-Fold Law. This Ritual requires that the casting Sorcerer have a personal item of their intended victim, and during the course of this 1 hour long Ritual, the Sorcerer must pour a ounce of salt water that has been mixed with the Sorcerer's own blood, over the personal item of the victim.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Earth, Spirit, & Water
COOPERATIVE	YES	Difficulty: Difficult

BOON OF PROTEUS

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to alter their form into that of another creature. The creature type must be the same approximate size and mass of the Sorcerer or smaller; in saying that it is not possible for a Sorcerer to turn themselves into something as massive as a sperm whale, but it is possible to change into any of the following forms; Wolf, Bat, Raven, House Cat, Dog, Hunting Cat (Panther, Mountain Lion, etc.), a Small Bear, Hawk, Falcon, Eagle, etc. It is even possible for the Sorcerer to take on the exact form of another person, but the voice would be a dead give away that the Sorcerer was not the person they are masquerading as.
LEARN TIME	9 DAYS	Once in this new form, the Sorcerer will remain in this form for the next 5 hours, plus 1 hour per 2 points that the Sorcerer beat their Target Difficulty by. At anytime the Sorcerer can revert to their true form thereby ending the Ritual. But, the Sorcerer will need to have their clothing handy if they are in form of an animal because their clothing does not change with them. In the case of changes into another human form, male or female, it is not necessary for the Sorcerer to bring additional clothing with them unless the form they were in was smaller than their normal form. Men that change themselves into women through this Ritual will find themselves in very odd situations should they run out of time and revert back to their original forms while still dressed as the women they were masquerading as.
DAILY STUDY TIME	45 MINUTES	For the stats of animals, please consult Chapter 10: Allies & Antagonists
COOPERATIVE	NO	Casting Time: 2 Hours
		Element: Spirit
		Difficulty: Difficult



CITY OF DARKNESS: LESSER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This rare Ritual creates a large supernatural area of effect that erases all memories of supernatural occurrences from the minds of all sentient beings leaving the area. In essence, only the Sorcerers that cast the Ritual will remember what supernatural happenings have occurred within a 200 yard area of their town or city. Most Covens do not have access to this Ritual, but those that do tend to be very active in their towns or cities. All sentient beings that leave the area must make a Resist Magic Check at a Target Difficulty of: Very Difficult to retain their memories of the supernatural events that they may have witnessed during their time in the <i>City of Darkness</i> .
LEARN TIME	15 DAYS	
DAILY STUDY TIME	75 MINUTES	
COOPERATIVE	YES	Should one of the Sorcerers that cast the Ritual remind a person of the details of a supernatural event that they may have witnessed, the person will immediately be able to recall all of the details of the event. It is also possible to use Psychic Talent of Mesmerism to bring the lost memories to the surface again, requiring a Target Difficulty of: Very Difficult.
		This Ritual requires the construction of a detailed miniature replica of the 200 yard area that will be affected by the Ritual. It also requires that each of the Sorcerers casting this Ritual to donate a drop of their own blood on to the miniature replica.
		Casting Time: 10 Hours
		Element: Earth & Spirit
		Difficulty: Very Difficult

CITY OF DARKNESS: GREATER

Type	RITUAL	Cost: 12 Points of Life Force
RANK	6	Duration: Permanent
STUDY POINT COST	30	Damage/Effect: This rare Ritual creates a massive supernatural area of effect that erases all memories of supernatural occurrences from the minds of all sentient beings leaving the area. In essence, only the Sorcerers that cast the Ritual will remember what supernatural happenings have occurred within a 10 mile area of their town or city. Very few Covens have access to this Ritual, as such there are only a handful of cities and towns in the world that have this effect protecting them from supernatural discovery. All sentient beings that leave the area must make a Resist Magic Check at a Target Difficulty of: Very Difficult to retain their memories of the supernatural events that they may have witnessed during their time in the <i>City of Darkness</i> .
LEARN TIME	20 DAYS	
DAILY STUDY TIME	90 MINUTES	
COOPERATIVE	YES	Should one of the Sorcerers that cast the Ritual remind a person of the details of a supernatural event that they may have witnessed, the person will immediately be able to recall all of the details of the event. It is also possible to use Psychic Talent of Mesmerism to bring the lost memories to the surface again, requiring a Target Difficulty of: Very Difficult.
		This Ritual requires the construction of a detailed miniature replica of the 10 mile area that will be affected by the Ritual. It also requires that each of the Sorcerers casting this Ritual to donate a drop of their own blood on to the miniature replica.
		Casting Time: 15 Hours
		Element: Earth & Spirit
		Difficulty: Next to Impossible

CRAFT PRAETORIAN GLADIUS

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Indefinitely or until the weapon is destroyed
STUDY POINT COST	25	Damage/Effect: This Ritual is known only among the Atlanteans of the Praetorian Order, only handful outside of the Praetorian Order known the specifics of this Ritual and how to cast it. This type of weapon was created specifically with Lilans in mind, as such it is almost unheard of to find this ritual in the hands of a non-Atlantean. This Ritual requires that the Sorcerer has at least 3 Ranks in the Blacksmithing: Swords Skill, at least 3 Ranks of Ritualcraft, and that the Sorcerer must be Attuned to the Elements of Earth and Spirit. This Rituals a permanently enchanted weapon that has the ability to strike truer and wound deeper with all of its blows. The blood of the intended wielder must be poured on to the blade of the Gladius all throughout the crafting process, which is also the ritual process as well. Once created, the weapon gives its wielder a +4 to his or her Melee Weapons Skill, and it confers upon the weapon a +4 to Wound Damage to every attack made the weapon. For every 10 Life Force points the are expended into the casting of this Ritual, past the required initial 10 Life Force points; the weapon gains an additional +2 to Melee Weapons and a +2 to Wound Damage. This Ritual allows the caster to Permanently enchant a weapon with the ability to strike truer and wound deeper with all of its blows. Once cast, the weapon in question gains a +4 to Melee and a +4 to Damage with every attack made with the weapon. For every 10 Points of Life Force past the initial 10 used to cast it, the weapon will gain an additional +2 to Melee and a +2 to Damage. So long as the wielder lives, this blade will never break or shatter.
LEARN TIME	15 DAYS	Casting Time: 10 Hours, plus an Hour per additional +2 added to the Weapon.
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CURSED KNOWLEDGE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is an additional Ritual that can be added to help protect their Grimoires from the curious and from potential enemies that would seek to use their own Spells and Rituals against the Sorcerer. The Sorcerer adds an additional personal sigil to the inside cover of their Grimoire that will represent the Spell that will be protecting the Grimoire. Through this Ritual, the Sorcerer is able to add a Spell effect to their Grimoire to dissuade all those that attempt to view the contents of the book. Some of the more common Spells that are used to protect Grimoires are <i>See No Evil: Lesser</i> , <i>Grip of the Damned</i> , or <i>Touch of Morpheus</i> . When this Ritual is cast, the Sorcerer must also cast the Spell that will be protecting the book from prying eyes; The Sorcerer needs to record the total number that they succeeded in casting the Spell by; this number will be used as the Target Difficulty that all future unauthorized viewers must beat to remain unaffected by the <i>Cursed Knowledge</i> . Just as with <i>Sorcerer's Secrets</i> ; the <i>Cursed Knowledge</i> sigil must draw inside of the cover of the Grimoire with the Sorcerer's own blood and a specific code phrase must be uttered in order to ignore the effects of this Ritual. This Ritual can be stacked with the effects of the <i>Sorcerer's Secrets</i> Ritual.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

EFFIGY OF DEATH'S PASSING

TYPE	RITUAL	COST: 8 Points of Life Force
RANK	4	DURATION: Permanent/One time use Item.
STUDY POINT COST	20	DAMAGE/EFFECT: This Ritual is used to create an effigy of the Sorcerer out of durable material, such as hardwood or stone. When ever the Sorcerer suffers sufficient Wound Damage from a single attack that would normally kill them, all Wound Damage is immediately transferred to the effigy, which then disintegrates. The Sorcerer is restored to full health, giving the Sorcerer a respite that can be used to escape their attacker, or to strike back at their attacker. To Create the Effigy, the Sorcerer inscribes a personal sigil onto the effigy that is being empowered.
LEARN TIME	12 DAYS	CASTING TIME: 3 Hour
DAILY STUDY TIME	60 MINUTES	ELEMENT: Earth & Spirit
COOPERATIVE	YES	DIFFICULTY: Difficult

EMPOWER ITEM

TYPE	RITUAL	COST: 6 Points of Life Force
RANK	3	DURATION: Permanent/One time use Item.
STUDY POINT COST	15	DAMAGE/EFFECT: This Ritual is used to empower an item with sorcerous power in the form of stored Spell that can only be used once. The Sorcerer need not expend Life Force nor make a Spellcraft Check to release the spell; otherwise the Spell functions as if the Sorcerer had just cast it. On top of casting this Ritual, the Sorcerer must cast the Spell that they wish to be added to the item that they are empowering. The Sorcerer needs to record the total number that they succeeded in casting the Spell by; this number will be used as the Target Difficulty that the victim must beat to remain unaffected by the Spell. The Sorcerer inscribes a personal sigil onto the item that will be empowered using they're own blood and a specific code phrase that must be uttered in order for the empowered item to activate and discharge its stored Spell. Once the Spell has been discharged, the item becomes a mundane item once again. The Alchemy Skill can be substituted for Spellcraft in order to create short term potions rather than creating a permanent item.
LEARN TIME	9 DAYS	CASTING TIME: 1 Hour
DAILY STUDY TIME	45 MINUTES	ELEMENT: Earth & Spirit
COOPERATIVE	YES	DIFFICULTY: Difficult

EMPOWER ITEM: PERMANENT

TYPE	RITUAL	COST: 10 Points of Life Force
RANK	5	DURATION: Permanent
STUDY POINT COST	25	DAMAGE/EFFECT: This Ritual is used to empower an item with sorcerous power in the form of stored Spell that can be used more than once; the Sorcerer casts the Spell that they wish added to the empowered item once, and then expend Life Force into the item to give the empowered item the ability to discharge the Spell multiple times, all dependent on how much Life Force is stored within the item. It is possible for a Sorcerer to recharge the item through giving it a portion of their own Life Force just as if the item was a Sorcerer's Stone. The Sorcerer need not expend Life Force nor make a Spellcraft Check to release the spell; otherwise the Spell functions as if the Sorcerer had just cast it. On top of casting this Ritual, the Sorcerer must cast the Spell that they wish to be added to the item that they are empowering. The Sorcerer needs to record the total number that they succeeded in casting the Spell by; this number will be used as the Target Difficulty that the victim must beat to remain unaffected by the Spell. The Sorcerer inscribes a personal sigil onto the item that will be empowered using they're own blood and a specific code phrase that must be uttered in order for the empowered item to activate and discharge its stored Spell. Once all Life Force within the empowered item has been discharged, the item becomes inert until it can be recharged with fresh Life Force from the Sorcerer.
LEARN TIME	15 DAYS	CASTING TIME: 3 Hour
DAILY STUDY TIME	75 MINUTES	ELEMENT: Earth & Spirit
COOPERATIVE	YES	DIFFICULTY: Difficult

EMPOWER ARMOR: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to enchant a suit of armor or shield with an enchantment that will allow it to take more damage than it normally should and to protect its wear. It gives a +2 to Armor PV, for every 3 points spent past the initial 3, the Armor PV gains an additional +2. In the case of vehicles that are given this Ritual, the vehicle gains an additional Structure Point for every 3 points spent past the initial 3. The Alchemy Skill can be substituted for Spellcraft in order to create short term potions rather than creating a permanent item.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

EMPOWER ARMOR: GREATER

Type	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: 3 hours
STUDY POINT COST	20	Damage/Effect: This is the Greater version of the Empower Armor spell. It gives a +4 to Armor PV, for every 7 points spent past the initial 7, the Armor PV gains an additional +4. In the case of vehicles that are given this Ritual, the vehicle gains an additional Structure Point for every 7 points spent past the initial 7. The Alchemy Skill can be substituted for Spellcraft in order to create short term potions rather than creating a permanent item.
LEARN TIME	12 DAYS	Casting Time: 10 minutes
DAILY STUDY TIME	60 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

EMPOWER ARMOR: PERMANENT

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This is the Ritual version of the Empower Armor spell; the only difference is that the empowerment to the armor becomes permanent. It gives a +2 to Armor PV, for every 10 points spent past the initial 10, the Armor PV gains an additional +2. In the case of vehicles that are given this Ritual, the vehicle gains an additional Structure Point for every 10 points spent past the initial 10.
LEARN TIME	15 DAYS	Casting Time: 5 Hours, plus an Hour per additional +2 added to the Armor.
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Difficult

EMPOWER WEAPON: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to enchant a weapon with the ability to strike truer and wound deeper with all of its blows for the duration of the spell. Once cast, the weapon in question gains a +2 to Melee and a +2 to Damage with every attack made with the weapon until the end of the spell. For every 3 Points of Life Force past the initial 3 used to cast it, the weapon will gain an additional +1 to Melee and a +1 to Damage.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

EMPOWER WEAPON: GREATER

TYPE	SPELL	Cost: 8 Points of Life Force
RANK	4	Duration: 3 Hours
STUDY POINT COST	20	Damage/Effect: This spell allows the caster to enchant a weapon with the ability to strike truer and wound deeper with all of its blows for the duration of the spell. Once cast, the weapon in question gains a +6 to Melee and a +6 to Damage with every attack made with the weapon until the end of the spell. For every 8 Points of Life Force past the initial 8 used to cast it, the weapon will gain an additional +2 to Melee and a +2 to Damage.
LEARN TIME	12 DAYS	Casting Time: 10 Minutes
DAILY STUDY TIME	60 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

EMPOWER WEAPON: PERMANENT

TYPE	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Indefinitely or until the weapon is destroyed
STUDY POINT COST	25	Damage/Effect: This Ritual allows the caster to Permanently enchant a weapon with the ability to strike truer and wound deeper with all of its blows. Once cast, the weapon in question gains a +4 to Melee and a +4 to Damage with every attack made with the weapon. For every 10 Points of Life Force past the initial 10 used to cast it, the weapon will gain an additional +2 to Melee and a +2 to Damage.
LEARN TIME	15 DAYS	Casting Time: 5 Hours, plus an Hour per additional +2 added to the Weapon.
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

FEAST OF THE DAMNED

TYPE	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 2 hours
STUDY POINT COST	20	Damage/Effect: This Ritual requires that the Sorcerer slowly torture a human subject, and then eat the flesh and drink the blood of the victim, and at the end of the Ritual the Sorcerer kills their victim with their athame (ritual dagger). This Ritual takes 3 hours to cast. In enacting this Ritual, the Sorcerer calls upon the dark powers of the Abyss; once successfully cast the Sorcerer temporarily (for the next 24 hours) gains all of the Life Force Points that the victim possessed on top of what Life Force Points that the Sorcerer normally possesses.
LEARN TIME	12 DAYS	Casting Time: 3 Hours
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth and Spirit
		Difficulty: Very Difficult

GIFT OF TONGUES

TYPE	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 20 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the Sorcerer or their chosen recipient to comprehend any foreign language spoken to or around them. Furthermore, this spell allows the caster to speak to those around them as if they were speaking in whatever native language those around them happen to be speaking in. This spell does allow the caster to read text of the above mentioned languages. For every 2 points that the Sorcerer beats their Target Difficulty by, the Sorcerer or recipient will gain 10 additional minutes towards the effects of this Spell. This Spell requires that the Sorcerer dab pure spring water on the recipients' ears, eyes, and lips.
LEARN TIME	6 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Simple

GOLEM DIMIDIUS

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 3 Hours
STUDY POINT COST	15	Damage/Effect: This Ritual causes the earth itself to rise up in the form of a large humanoid shape. This entity is under the direct mental control of the Sorcerer that casts this Ritual. The Golem Dimidius or Lesser Golem can travel great distances away from the controlling Sorcerer; in fact, the Sorcerer can actually see through the eyes of the Lesser Golem as if they were the Sorcerer's own eyes. While controlling the Lesser Golem, the Sorcerer must sit in a quiet undisturbed state with their eyes closed (leaving them vulnerable to attack if they do not have someone to stand guardian over their helpless form), should this state be broken, the Lesser Golem's body will crumble apart and the Ritual will end. The Lesser Golem has the following stats:
LEARN TIME	9 DAYS	
DAILY STUDY TIME	45 MINUTES	
COOPERATIVE	YES	
Agility 2 Brawn 5 Vitality 5 Toughness 4		
Skills: It can only perform the most basic of skills, such as; Strike, Dodge, Grapple, Melee Weapons, and Parry, but the Ranks of these skills are determined by the controlling Sorcerer's own Skill Ranks. No Charm Skills may be attempted by the Lesser Golem because it does not have the ability to communicate through vocal communication.		
This Ritual requires that the Sorcerer chant over a burning red candle for 10 minutes and then to snuff out the flaming wick with a handful of fresh soil. The Lesser Golem will last for 3 hours plus 1 hour per additional 2 points that the Sorcerer beats their target difficulty by. If the Lesser Golem is destroyed while under the control of the Sorcerer, the Sorcerer must succeed in a Vitality Check at Difficulty: Difficult, or suffer 2 points of Wound Damage.		
Casting Time: 10 Minutes		
Element: Earth & Spirit		
Difficulty: Difficult		

GRIP OF THE DAMNED

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 10 Rounds
STUDY POINT COST	10	Damage/Effect: This spell allows the Sorcerer to paralyze their Target for 10 Rounds +5 Rounds per 3 points that the Sorcerer beats their target difficulty by. This paralysis holds the intended target in whatever position they were in when the Spell affected them (example: if the target was standing still when the Spell affected them, then they will be paralyzed in that position for the duration of the Spell).
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Simple

HEAR NO EVIL: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to render another creature deaf for the duration of the spell.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Difficult

HEAR NO EVIL: GREATER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This spell allows the caster to render another creature deaf for the duration of the spell.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

IMMORTAL SOUL

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to permanently stave off the debilitating effects of age. In becoming a Lich, the Sorcerer's Heart and Soul are removed from their body and encased in a specially prepared ceramic or crystalline receptacle, once placed in this receptacle; the Sorcerer becomes an immortal. The Heart is mysticly pulled out of the Sorcerer's chest by the Sorcerer or another Sorcerer that is performing the Ritual. If the receptacle of the Sorcerer's Heart and Soul is ever destroyed, the Sorcerer will be destroyed. If the Sorcerer's head is ever severed from their body, then the Sorcerer dies as if the Essence Receptacle had been destroyed. Liches gain some supernatural powers; these powers can be found in Lich Template.
LEARN TIME	15 DAYS	Casting Time: 5 Hours
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

KEY OF PLUTO

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 5 Minutes
STUDY POINT COST	5	Damage/Effect: This Spell allows the Sorcerer to turn a Skeleton Key into a Key that will open all doors that have mechanical locking mechanisms.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Earth & Spirit
		Difficulty: Simple

LEVITATION

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 5 Minutes
STUDY POINT COST	5	Damage/Effect: The Levitation spell is a favorite of Sorcerers, the reason why it is continually taught is because of its usefulness. It is one of the first spells taught to Apprentices for use in cleaning Magical Laboratories. It is also useful when Sorcerers are in danger because they can use the spell to throw nearby objects at their would-be attackers. Many a thief has been clubbed dumb in attempting to attack a competent Sorcerer. Through this Spell, a Sorcerer is able to lift an object/person of 100 pounds; for every 2 points that the Sorcerer beats their target difficulty by, the Sorcerer is able to lift up an additional 100 pounds.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Air
		Difficulty: Simple

LUNA'S BLADE

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent or until the weapon is destroyed
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to permanently enchant a Dagger, Knife or other bladed weapon with the effects of moonlight. The weapon effectively generates its own moonlight that can be used to injured creatures that are damaged by the light of the moon. The bladed weapon gains +2 to its normal damage.
LEARN TIME	15 DAYS	Casting Time: 5 Hours
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

MASK OF CHARON

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 24 Hours
STUDY POINT COST	15	Damage/Effect: This Spell allows the Sorcerer to place a single Persona in a death-like state that makes anyone viewing the Persona's body believe that the Persona really is dead. Even scientific examination shows the body to be very dead. The Persona that is affected by this Spell will remain in this state for 24 hours. Please note that the Persona that is under this Spell is at the mercy of anyone that happens upon their body; in a few disastrous cases where this Spell was used, a few overzealous coroners attempted to perform autopsies on the bodies in question. This obviously led to vital parts of the Persona's body being removed and it very much did lead to the death of the Persona's in question. So anytime this Spell is cast all necessary precautions should be taken by the Sorcerer to ensure that his or her client actual are able to come out of this death-like state still alive.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	75 MINUTES	Element: Spirit
		Difficulty: Difficult

MIND TRANSFERENCE

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Ritual allows a Sorcerer to transfer their mind and soul into the body of another while transferring the mind and soul of the victim into the body of the Sorcerer. This Ritual is exceedingly rare in that most of the copies of this Ritual that once existed were destroyed by the Covens or Sorcerers that discovered them. This Ritual has been seen as a shortcut to immortality; because those Sorcerers that choose to employ this Ritual can use it over and over until they die naturally from old age. The Sorcerer must make physical contact with the body that they seek to enter; making sure to remain in contact through the duration of the Ritual. To transfer their mind and soul into the body of their victim and vice versa, the Sorcerer enters a Extended Contest against their victim using their Intellect + Ritualcraft + Card at a Target Difficulty of: Very Difficult; the victim of this Ritual attempts to resist the invading Sorcerer by using their Psyche + Card. Once the Sorcerer attains the required Target Difficulty, the victims mind and soul are transferred into the body of the Sorcerer and the Sorcerer's mind and soul enters the body of the victim; taking on all of the physical Attributes (Agility, Appearance, Brawn, and Vitality) of the victim while retaining their own mental and social Attributes (Intellect and Psyche); all of the derived Attributes must be recalculated as normal. All of the Sorcerer's Skills transfer over to their new body; Advantages and Disadvantages transfer over to the new body on a case by case basis, dictated by the Director. Sorcery and Psychic powers transfer over to the Sorcerer's new body.
LEARN TIME	15 DAYS	Casting Time: 3 Hour
DAILY STUDY TIME	75 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Very Difficult

SHARPENED SENSES

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 10 Minutes
STUDY POINT COST	5	Damage/Effect: This spell allows the caster to make all of their senses sharper. Once enacted, the spell gives the caster a +4 to all Intellect based Contests and Checks in regards to sight and investigation for the duration of the spell.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Spirit
		Difficulty: Simple

SONGLESS BIRD: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to render another creature mute for the duration of the spell.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Difficult

SONGLESS BIRD: GREATER

TYPE	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This spell allows the caster to render another creature mute for the duration of the spell.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Very Difficult

SORCERER'S SECRETS

TYPE	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: Permanent
STUDY POINT COST	10	Damage/Effect: This Ritual allows the Sorcerer to protect their Grimoire through the inscription of a personal sigil on the inside cover of their Grimoire, and the creation of a code phrase that must be uttered to see the contents of the book. If the correct phrase is not uttered before opening the book, the pages within appear to be totally blank to the viewer. The Sigil must be written in the Sorcerer's own blood.
LEARN TIME	6 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Simple

SORCERER'S STONE

TYPE	RITUAL	Cost: 2 Point of Life Force to Enchant Stone
RANK	1	Duration: Indefinitely or until Stone is destroyed
STUDY POINT COST	5	Damage/Effect: Once Enchanted, the Stone can be use to store up to 10 Points of Life Force in it for later use when casting spells. This is the first spell taught to all Sorcerers when they begin their training. When creating the Sorcerer's Stone, the Caster can decide how many Points of Life Force they wish to infuse into it initially. The Stone can be recharged with Life Force when it has been depleted.
LEARN TIME	3 DAYS	Casting Time: 3 hours
DAILY STUDY TIME	15 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

SPIRITS PASSING

TYPE	RITUAL	Cost: 7 Points of Life Force
RANK	3	Duration: 10 Minutes
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to transform themselves and all items that they are currently carrying on them (or someone of their choosing) into an incorporeal form that is similar to a ghost in all regards, except that they are still very much alive. While in this form, the Sorcerer may pass through any wall or solid obstacle. The Sorcerer may only move at half their normal Agility movement while in this form. This Ritual lasts for 10 minutes, plus 5 minutes per 2 points that the Sorcerer beats their target difficulty by. To Cast this Ritual, the Sorcerer must enter a trance for 5 minutes, in which the Sorcerer may not perform any actions except breathing.
LEARN TIME	9 DAYS	Casting Time: 5 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

TEMPUS FUGIT

TYPE	SPELL	Cost: 9 Points of Life Force
RANK	5	Duration: Instantaneous
STUDY POINT COST	25	Damage/Effect: Through this Spell; the Sorcerer is able to rapidly age his or her target. This Spell ages the Target by 10 years +10 years per every 3 points that the Sorcerer beats their target Difficulty by. At minimum, the Target will age 10 years if the Sorcerer is successful in their casting of this spell. It is not unheard of for a Sorcerer to use this Spell to kill an enemy through the ravages of old age. Anyone witnessing the horrifying effects of this Spell must succeed in a Fear and Madness Check. Those Sorcerers that cast this Spell automatically gain 1 Tally towards the Negative aspect of Three-fold Law.
LEARN TIME	15 DAYS	Casting Time: 3 round
DAILY STUDY TIME	75 MINUTES	Element: Spirit
		Difficulty: Difficult

TOUCH OF MORPHEUS

TYPE	SPELL	COST: 1 Points of Life Force
RANK	1	DURATION: Instantaneous
STUDY POINT COST	5	DAMAGE/EFFECT: This spell allows the Sorcerer to cause their intended target to fall asleep. Any attempts to harm the sleeping person will cause them to awaken from the enchanted slumber.
LEARN TIME	3 DAYS	CASTING TIME: 1 round
DAILY STUDY TIME	15 MINUTES	ELEMENT: Spirit
		DIFFICULTY: Simple

WINGS OF HERMES: LESSER

TYPE	SPELL	COST: 3 Points of Life Force
RANK	2	DURATION: 10 Minutes
STUDY POINT COST	10	DAMAGE/EFFECT: Quite simply this version of the Wings of Hermes spell allows the caster to take flight and fly around for the next 10 minutes. This spell can be quite effect when traveling short distances over hilly or mountainous terrain.
LEARN TIME	6 DAYS	CASTING TIME: 3 Rounds
DAILY STUDY TIME	30 MINUTES	ELEMENT: Air and Spirit
		DIFFICULTY: Simple

WINGS OF HERMES: GREATER

TYPE	SPELL	COST: 5 Points of Life Force
RANK	3	DURATION: 5 hours
STUDY POINT COST	15	DAMAGE/EFFECT: This version of the Wings of Hermes spell allows the caster to take flight and fly around for the next 5 Hours. This spell can be quite effect when traveling long distances.
LEARN TIME	9 DAYS	CASTING TIME: 6 Rounds
DAILY STUDY TIME	45 MINUTES	ELEMENT: Air and Spirit
		DIFFICULTY: Difficult



EVOCATION SPELLS & RITUALS

BREATH OF HERMES

Type	SPELL	Cost: 1 Point of Life Force
RANK	1	Duration: 1 Round
STUDY POINT COST	5	Damage/Effect: The Breath of Hermes spell is one of the few spells that most Sorcerers dislike using, but have later in times of need found it useful in defending themselves from would-be attackers. Essentially what the spell does is it uses the power of thought to hit the attacker with a blow that does 3 Ranks of stun damage. The Sorcerer can determine where the hit lands on their target. For every Point of Life Force past the initial 1, the bolt does an additional point of stun damage.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Air
		Difficulty: Difficult

BREATH OF SKADI

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 1 Turn
STUDY POINT COST	10	Damage/Effect: The Breath of Skadi spell is one of the many offensive spells that a Sorcerer eventually learns. What this spell does is it creates a bolt of ice that flies toward its mark to hit the target with a blow that does 5 points of wound damage, the Sorcerer can determine where the hit lands on their target. For every Point of Life Force past the initial 3, the bolt does one more level of wound damage.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Air & Water
		Difficulty: Difficult

BREATH OF VULCAN

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 1 Turn
STUDY POINT COST	10	Damage/Effect: The Breath of Vulcan spell is one of the many offensive spells that a Sorcerer eventually learns. What this spell does is it creates a bolt of flame that flies toward its mark to hit the target with a blow that does 5 points of wound damage, the Sorcerer can determine where the hit lands on their target. For every Point of Life Force past the initial 3, the bolt does one more level of wound damage.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Fire and Air
		Difficulty: Difficult

CARDIAC ARREST

Type	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: Instantaneous
STUDY POINT COST	20	Damage/Effect: This spell allows a Sorcerer to cause the unfortunate victim of this spell to suffer a Heart Attack within 10 Rounds of failing their Resist Magic + Card Contest. If the Sorcerer is successful and the spell is not resisted by the victim, then on the 10 th Round the Victim must successfully make a Vitality Check against a difficulty of Very Difficult or fall to the ground at the first Rank (-4) of Critical Wounds. If the victim successfully makes their Vitality Check, then they take 6 Wounds of Damage which can be resisted by using Toughness.
LEARN TIME	12 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Spirit
		Difficulty: Difficult

FURY OF NEPTUNE: LESSER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 1 Hour
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to call up a rain storm that effects as area radii of 5,000 feet plus 1,000 feet per every 2 points that the Sorcerer beats their Target Difficulty by. This rain storm can create gusts of wind up to 40 miles per hour. Any Persona that attempts to walk against these winds must make a Brawn Check at a Difficulty of: Very Difficult, or be knocked off of their feet. For every 2 points that the Sorcerer beats their Target Difficulty by, the duration of this Ritual lasts for an additional hour.
LEARN TIME	9 DAYS	Casting Time: 30 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Air & Water
COOPERATIVE	YES	Difficulty: Difficult

FURY OF NEPTUNE: GREATER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: 2 Hours
STUDY POINT COST	25	Damage/Effect: This Ritual allows a Sorcerer to call up a truly abberant rain storm; such as severe lightning storms, hail storms with hail the size of golf balls to larger, tornados, hurricanes, etc. The Sorcerer is able to direct the intensity of the storm, but not control its actions and movement once the storm has been called up. For Tornados and Hurricanes; the wind gusts can be anywhere between 100 to 400 miles per hour; which is easily capable of throwing cars to toppling most structures. The effect radius starts at 10,000 feet, plus 5,000 feet per every 2 points that the Sorcerer beats their Target Difficulty by. For every 2 points that the Sorcerer beats their Target Difficulty by, the duration of this Ritual lasts for an additional hour.
LEARN TIME	15 DAYS	Casting Time: 10 Rounds or 6 Minutes
DAILY STUDY TIME	75 MINUTES	Element: Air & Water
COOPERATIVE	YES	Difficulty: Very Difficult

FURY OF SHADI: LESSER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 1 Hour
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to call up a snow and ice storm that effects as area radii of 5,000 feet plus 1,000 feet per every 2 points that the Sorcerer beats their Target Difficulty by. This snow and ice storm can create gusts of wind up to 40 miles per hour. Any Persona that attempts to walk against these winds must make a Brawn Check at a Difficulty of: Very Difficult, or be knocked off of their feet. For every 2 points that the Sorcerer beats their Target Difficulty by, the duration of this Ritual lasts for an additional hour.
LEARN TIME	9 DAYS	Casting Time: 30 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Air & Water
COOPERATIVE	YES	Difficulty: Difficult

FURY OF SHADI: GREATER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: 2 Hours
STUDY POINT COST	25	Damage/Effect: This Ritual allows a Sorcerer to call up a truly abberant snow and ice storm. The Sorcerer is able to direct the intensity of the storm, but not control its actions and movement once the storm has been called up. The wind gusts of this ice storm can easily reach up to 200 miles per hour, which is easily capable of burying cars and all ground floor entryways to structures. The effect radius starts at 10,000 feet, plus 5,000 feet per every 2 points that the Sorcerer beats their Target Difficulty by. For every 2 points that the Sorcerer beats their Target Difficulty by, the duration of this Ritual lasts for an additional hour.
LEARN TIME	15 DAYS	Casting Time: 10 Rounds or 6 Minutes
DAILY STUDY TIME	75 MINUTES	Element: Air & Water
COOPERATIVE	YES	Difficulty: Very Difficult

HELL BLAST

Type	Spell	Cost: 9 Points of Life Force
Rank	5	Duration: Instantaneous
Study Point Cost	25	Damage/Effect: This Spell allows the Sorcerer to use draw upon the horrifying and destructive power of the Abyss to unleash a hellish explosion of Abyssal energy that can kill most any creature in a single blast. In appearance the Abyssal explosion of fire is both beautiful and horrifying to behold; the flames appearing to be lit up by glowing blackish light. Though leaving the Sorcerer very weak; this spell inflicts 9 points of wound damage to all targets within a 10 ft radius explosion; for every 3 points that the Sorcerer beats their target difficulty by, the Sorcerer is able to extend the radius of the Spell by 10 feet.
Learn Time	15 Days	Cast time: 5 rounds
Daily Study Time	75 Minutes	Element: Abyssal, Fire, & Spirit
		Difficulty: Very Difficult

INFLECT WOUNDS

Type	Spell	Cost: 5 Points of Life Force
Rank	3	Duration: Instantaneous
Study Point Cost	15	Damage/Effect: Through this spell, the Sorcerer can inflict Wound Damage on their chosen victim. The wounds appear on the victim as if some invisible attacker was slicing at their exposed and unexposed flesh with a knife. For every 2 points past the Resist Magic rating that the Sorcerer needed to harm their intended victim, the Sorcerer is able to do an additional point of Wound Damage. At minimum, this spell does 1 point of Wound Damage.
Learn Time	9 Days	Casting Time: 2 rounds
Daily Study Time	45 Minutes	Element: Spirit
		Difficulty: Difficult

LIGHT OF HELIOS

Type	Spell	Cost: 7 Points of Life Force
Rank	3	Duration: Instantaneous
Study Point Cost	15	Damage/Effect: This Spell allows the Sorcerer to call upon the power of Helios; sunlight to create a beam of blinding white light that does 6 points of Wound Damage to its Target, doing additional 1 point of Wound Damage per every 3 points that the Sorcerer beats their casting difficulty by. Against Lilans, Revenants and Thralls, the light from this Spell is considered true sunlight and they suffer whatever addition damage effects that are normal for them due to exposure to sunlight.
Learn Time	9 Days	Casting Time: 2 Rounds
Daily Study Time	45 Minutes	Element: Fire
		Difficulty: Difficult

MAGNETIZE: LESSER

Type	Spell	Cost: 3 Points of Life Force
Rank	2	Duration: 1 hour
Study Point Cost	10	Damage/Effect: This spell is used to disarm an opponent of a metal weapon such as a gun or knife. It magnetizes a surface or object of up to 100 lbs of magnetic force attracting metal objects in a 10 yard radius (This spell does not work on naturally non-magnetic metals such as aluminum). For every additional Life Force point (up to 3 maximum) that a Sorcerer spends into this spell, it adds 20 minutes to the spells duration and an additional 50 pounds of magnetic force to the surface or object that the Sorcerer is casting the spell on to.
Learn Time	6 Days	Casting time: 1 Round
Daily Study Time	30 Minutes	Element: Earth
		Difficulty: Simple

MAGNETIZE: GREATER

Type	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: 3 hour
STUDY POINT COST	20	Damage/Effect: This spell is used to disarm an opponent of a metal weapon such as a gun, knife or heavier metal objects. It magnetizes a surface or object of up to 1000 lbs of magnetic force attracting metal objects in a 100 yard radius (This spell does not work on naturally non-magnetic metals such as aluminum). For every additional Life Force point (up to 6 maximum) that a Sorcerer spends into this spell, it adds 30 minutes to the spells duration and an additional 500 pounds of magnetic force to the surface or object that the Sorcerer is casting the spell on to.
LEARN TIME	12 DAYS	Casting time: 4 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Earth
		Difficulty: Difficult

SUMMON THE FIRES OF HEPHAESTUS: LESSER

Type	SPELL	Cost: 1 Point of Life Force
RANK	1	Duration: 5 minutes
STUDY POINT COST	5	Damage/Effect: The <i>Summon the Fires of Hephaestus: Lesser</i> spell has been the life saver of many a Sorcerer caught out in the wilderness with no conceivable way to create a fire. This version of the spell creates a palm sized flame that can be used to start a fire or ignite just about anything. This Spell requires that the Sorcerer use a piece of charcoal as the focus of the Spell, once cast the charcoal disintegrates.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Fire
		Difficulty: Simple

SUMMON THE FIRES OF HEPHAESTUS: GREATER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 20 minutes
STUDY POINT COST	15	Damage/Effect: The <i>Summon the Fires of Hephaestus: Greater</i> Spell has no other purpose than to cause destruction and harm to those caught within its blast zone. The Sorcerer determines where this blast zone will be, and then speaks the last words of the spell, at which point the blast zone erupts in a conflagration of burning hell (the blast zone is 50 ft. in radius). All creatures caught in the blast of fire take 6 points of Wound Damage from the initial blast of flames, after which if they are still in the blast zone, then they take an additional 2 points of Wound Damage for every Round that they are trapped in the flames. This Spell requires that the Sorcerer use a piece of charcoal as the focus of the Spell, once cast the charcoal disintegrates.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Air & Fire
		Difficulty: Difficult

SWORD OF HERMES

Type	SPELL	Cost: 1 Point of Life Force
RANK	1	Duration: 5 Rounds
STUDY POINT COST	10	Damage/Effect: The Sword of Hermes is a spell typically used by Sorcerers when surprising their target is the key. The Sword of Hermes acts just like any normal sword; the only difference is that it is invisible. Most attackers or victims first assume that the Sorcerer is insane until he or she lands their first blow and suddenly realizes that the Sorcerer is armed with a weapon that they can not see. The Sword of Hermes does 3 points of stun damage per successful hit.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Air
		Difficulty: Difficult

SWORD OF SALADIN

Type	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: 5 Minutes
STUDY POINT COST	20	Damage/Effect: This Spell allows the Sorcerer to create a flaming sword of that is wreathed in bluish-white spiritual energy. Whenever the Sorcerer uses the <i>Sword of Saladin</i> to defend themselves or to defend the lives of those they truly be worthy of protection, they will do their
LEARN TIME	12 DAYS	Psyche Ranks x2 in Wound Damage to their opponents. This Spell draws upon the Sorcerer's willpower and strength of conviction to empower the <i>Sword of Saladin</i> . All opponents that are successfully wounded by the <i>Sword of Saladin</i> must succeed in a Psyche Check at a Target Difficulty of: Difficult, or lose 1 Action in the following Round of combat. This Spell requires that the Sorcerer crush a vial of holy water in the hand that will be initially holding the <i>Sword of Saladin</i> . For every 2 points that the Sorcerer beats their Target Difficulty by, the Sword of Saladin will last for 1 additional minute.
DAILY STUDY TIME	60 MINUTES	Casting Time: 30 Minutes Element: Fire & Spirit Difficulty: Difficult

SWORD OF VULCAN

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 5 Rounds
STUDY POINT COST	10	Damage/Effect: The Sword of Vulcan is a spell used by Sorcerers when gaining their target's attention is the key. This flaming sword acts just like any normal sword, the only difference is that it is made up completely of fire. Most attackers or victims first response to the sight of this blazing sword is to either attack them or run for their lives. The Sword of Vulcan does 5 points of wound damage to whatever it hits.
LEARN TIME	6 DAYS	Casting Time: 1 Round Element: Fire Difficulty: Difficult
DAILY STUDY TIME	30 MINUTES	

WINDS OF SHADI

Type	SPELL	Cost: 5 Points of Life Force
RANK	2	Duration: 1 Hour
STUDY POINT COST	10	Damage/Effect: This Spell allows the Sorcerer to create a cold, strong wind that is capable of knocking a full grown off of his feet. The area of effect originates from the casting Sorcerer, and face the direction that the Sorcerer is currently facing. However the Sorcerer can change the direction of the cone simply by turning their head and pointing their finger in the new direction. All attacks made directly against the Sorcerer suffer a -2 penalty; all missile attacks suffer a -4 penalty. This Spell lasts for 1 hour, plus 30 minutes per 2 points that the Sorcerer beats their target difficulty by. To cast this Spell, the Sorcerer must simply swallow a small piece of ice.
LEARN TIME	6 DAYS	Casting Time: 2 Rounds Element: Air & Water Difficulty: Difficult
DAILY STUDY TIME	30 MINUTES	
COOPERATIVE	No	

WRATH OF POSEIDON: LESSER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	15	Damage/Effect: A seismic eruption in the earth that sends a shock wave at the enemy. Generally used to destroy the foundation of structures in the past. Deals 5 structure point damage and if a victim is directly hit deals 3 points of wound damage and are knocked down.
LEARN TIME	9 DAYS	Casting Time: 2 rounds Element: Earth & Spirit Difficulty: Difficult
DAILY STUDY TIME	45 MINUTES	

WRATH OF POSEIDON: GREATER

Type	Spell	Cost: 7 Points of Life Force
Rank	4	Duration: Instantaneous
Study Point Cost	20	Damage/Effect: A gigantic seismic eruption in the earth that sends a shock wave at the enemy. Generally used to destroy the foundation of structures in the past. Deals 8 structure point damage and if someone is directly hit deals 6 points of damage and is knocked down plus pushed back 15 feet.
Learn Time	12 Days	Casting Time: 4 Rounds
Daily Study Time	60 Minutes	Element: Earth, Fire, & Spirit.
		Difficulty: Very Difficult

WRATH OF ZEUS

Type	Spell	Cost: 3 Points of Life Force
Rank	2	Duration: 1 Turn
Study Point Cost	20	Damage/Effect: The Spell allows the Sorcerer throw a bolt of lightning at their enemies like the Sorcerers of old. This spell is one of the most spectacular offensive spells that a Sorcerer will ever learn. What this spell does is it creates a bolt of lightning that flies toward its mark to hit the target with a blow that does 5 points of wound damage, the Sorcerer can determine where the hit lands on their target. For every Point of Life Force past the initial 5, the bolt does one more point of wound damage.
Learn Time	12 Days	Casting Time: 1 Round
Daily Study Time	60 Minutes	Element: Air & Water
		Difficulty: Difficult



HEALING SPELLS & RITUALS

HEAL: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: Instantaneous
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to heal 3 wound points of damage done to a Persona. The spell can be cast on the caster or on another.
LEARN TIME	6 DAYS	Casting Time: 6 Rounds or 2 Minutes
DAILY STUDY TIME	30 MINUTES	Element: Spirit and Water
		Difficulty: Difficult

HEAL: GREATER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Instantaneous
STUDY POINT COST	25	Damage/Effect: This ritual allows the caster to heal All wound points of damage done to a Persona. The ritual can be cast on the caster or on another.
LEARN TIME	15 DAYS	Casting Time: 10 Rounds or 6 Minutes
DAILY STUDY TIME	75 MINUTES	Element: Spirit and Water
COOPERATIVE	YES	Difficulty: Very Difficult

HEAL MIND: LESSER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: Immediate effect / 1 hour for the permanently insane.
STUDY POINT COST	15	Damage/Effect: This spell can be used to reverse the effects of the Lesser Charm spells. It has also been used to temporarily heal the minds of the mad or deranged.
LEARN TIME	9 DAYS	Casting Time: 10 minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

HEAL MIND: GREATER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Indefinitely
STUDY POINT COST	25	Damage/Effect: This ritual can be used to reverse the effects of the Greater Charm and Great Enchantment spells. Only this spell has the ability to reverse the effects of the Impose Will - Permanent. It is also used to permanently heal the minds of the mad or deranged.
LEARN TIME	15 DAYS	Casting Time: 2 hours
DAILY STUDY TIME	75 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult



ILLUSION SPELLS & RITUALS

GLOWING ORB

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 1 Hour or until dismissed
STUDY POINT COST	5	Damage/Effect: The Glowing Orb is one of the first spells that a Sorcerer is taught, the Glowing Orb can be used as a source of light when no torch, candle or light source is handy.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Air and Fire
		Difficulty: Simple

CREATE ILLUSION: LESSER

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 30 Minutes or until dismissed
STUDY POINT COST	5	Damage/Effect: Create Illusion: Lesser is typically used by Sorcerers as parlor tricks. This version of Create Illusion can create illusions of anything less than the size of a man. Many times have Sorcerers used this spell to get themselves out of a jam when someone decides to attempt to mug them and suddenly the Sorcerer has a dagger, short sword or crossbow in their hands.
LEARN TIME	3 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	15 MINUTES	Element: Air and Spirit
		Difficulty: Simple

CREATE ILLUSION: GREATER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 1 Hour or until dismissed
STUDY POINT COST	15	Damage/Effect: This version of Create Illusion can create illusions of anything. One Sorcerer in ancient times; supposedly created the Illusion of a dragon and proceeded to use it to have a conversation with another dragon, the Sorcerer in question was very lucky that the dragon he had talked to had problems with its eyes or he would have been in a world of trouble. Another Sorceress used this spell to create a small army that she used to decoy an invading army away from the town she was paid to protect....and it worked.
LEARN TIME	9 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Air & Spirit
		Difficulty: Difficult

CREATE SOLID ILLUSION: LESSER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 30 Minutes or until dismissed
STUDY POINT COST	15	Damage/Effect: Create Solid Illusion: Lesser is typically used by Sorcerers as parlor tricks. This version of Create Solid Illusion can create solid illusions of anything less than the size of a man. Many times have Sorcerers used this spell to get themselves out of a jam when someone decides to attempt to mug them and suddenly the Sorcerer has a dagger, short sword or crossbow in their hands. The important difference between this spell and its Illusion counterpart is the weapons are deadly real.
LEARN TIME	9 DAYS	Casting Time: 4 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Air & Spirit
		Difficulty: Difficult

CREATE SOLID ILLUSION: GREATER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: 1 Hour or until dismissed
STUDY POINT COST	25	Damage/Effect: Create Solid Illusion: Greater is typically used by Sorcerers as parlor tricks. This version of Create Solid Illusion can create illusions of anything. One such Illusion was used to create a bridge that an invading army needed to march over, when the greater portion of the army had made its way onto the bridge; then the Sorcerer dispelled the Illusion and dropped most of the invading army into the lake it was attempting to cross.
LEARN TIME	15 DAYS	Casting Time: 10 Rounds
DAILY STUDY TIME	75 MINUTES	Element: Air & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

VEILED EYES: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 1 Hour or until dismissed
STUDY POINT COST	10	Damage/Effect: The Veiled Eyes - Lesser spell is meant for those Sorcerers that would like to wander about yet remain unseen by those around them and those that might be looking for them. What this spell does is it quite simply turns its caster invisible for the period of 1 hour per casting. Only those with Magic Sight can see the invisible Sorcerer.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Air & Spirit
		Difficulty: Difficult

VEILED EYES: GREATER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 1 Hour or until dismissed
STUDY POINT COST	15	Damage/Effect: The Veiled Eyes - Greater spell is meant for those Sorcerers that would like to wander about yet remain unseen by those around them and those that might be looking for them. What is different about this spell from the Lesser version is this version allows the caster to make 2 others that are with him or her invisible as well. Only those with Magic Sight can see the invisible Sorcerer or his or her companions.
LEARN TIME	9 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Air & Spirit
		Difficulty: Very Difficult

RELIGIOUS RITUALS

ARMOR OF CONSTANTINE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 2 hours
STUDY POINT COST	15	Damage/Effect: It is said that when Emperor Constantine went into the Battle of the Milvian Bridge against Maxentius, that he had a Priest cast a ritual upon him that would protect him from the arrows and swords of his enemies. This ritual was first used by ancient pagan Sorcerers to protect their War Chiefs from their enemies, but when Christianity began expanding throughout the ancient world, some of the pagan rituals were incorporated into those of the much persecuted Christian Sect in an attempt to convert others to Christianity. This ritual requires that the Priest casting the ritual use a small portion of the Priest's own blood to draw a symbol of the cross on the forehead of the one to be protected. Once cast, the recipient gains a +5 to their Toughness for the next 2 hours.
LEARN TIME	9 DAYS	Casting Time: 10 minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

RITE OF ABSOLUTION

Type	RITUAL	Cost: 2 Points of Life Force
RANK	1	Duration: Instantaneous
STUDY POINT COST	5	Damage/Effect: Absolution proper is that act of the priest whereby, in the Sacrament of Penance, he frees man from sin. It presupposes on the part of the penitent, contrition, confession, and promise at least of satisfaction; on the part of the minister, valid reception of the Order of Priesthood and jurisdiction, granted by competent authority, over the Persona receiving the sacrament. At the conclusion of this Ritual the repentant Persona is completely cleansed of all spiritual afflictions, including possession. To remove a possessing Demon or Spirit requires that the priest perform the Ritual of Exorcism before the Ritual of Absolution can be performed. Please note that should this ritual be performed on a Persona that is truly unrepentant, this ritual will automatically fail.
LEARN TIME	3 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	15 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

RITE OF BENEDICTION

Type	RITUAL	Cost: 2 Points of Life Force
RANK	1	Duration: 10 Rounds, +1 Additional Round per 5 points above target difficulty
STUDY POINT COST	5	Damage/Effect: A Benediction (Blessing) may be described as a ritual, consisting of a ceremony and prayers performed in the name and with the authority of the Church by a duly qualified minister, by which Personas or things are sanctified as dedicated to Divine service, or by which certain marks of Divine favour are invoked upon them. System wise, a Blessing gives the Persona that is being Blessed a +5 Bonus to be used towards all Checks and Contests for the duration of the Blessing.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Simple

RITE OF CASTIGATION

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	15	Damage/Effect: Through this Ritual, the power of the belief of the performing Priest becomes a tangible force that has the capacity of harm Demons, Evil Spirits or the Undead. The Priest uses their Intellect + Ritualcraft + Card to perform the Ritual versus the Psyche + Card of the opposing Demon, Evil Spirit or Undead creature. If the Priest is successful, then the Demon, Evil Spirit or Undead creature takes a point of Wound Damage for every Rank of Psyche that the Priest possesses.
LEARN TIME	9 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

RITE OF CONSECRATION: DIMIDIUS

Type	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: 1 Hour, +1 Additional Hour per 5 points above target difficulty
STUDY POINT COST	10	Damage/Effect: Consecration, in general, is an act by which a thing is separated from a common and profane to a sacred use, or by which a person or thing is dedicated to the service and worship of God by prayers, rites, and ceremonies. The custom of consecrating Personas to the Divine service and things to serve in the worship of God may be traced to the remotest times. Through this Ritual the Priest is able to dedicate an item to be used in the name of God. System wise, the Priest performs the Ritual and the item in question gains a +3 Bonus when used against those deemed enemies of the Faith.
LEARN TIME	6 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	No	Difficulty: Difficult

RITE OF CONSECRATION: SUPERUS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 24 Hours, +24 Additional Hours per 5 points above target difficulty
STUDY POINT COST	20	Damage/Effect: Consecration, in general, is an act by which a thing is separated from a common and profane to a sacred use, or by which a person or thing is dedicated to the service and worship of God by prayers, rites, and ceremonies. The custom of consecrating Personas to the Divine service and things to serve in the worship of God may be traced to the remotest times. Through this Ritual the Priest is able to dedicate a Persona or Place to be used in the name of God. System wise, the Priest performs the Ritual and the Persona gains a +5 Bonus to all Checks and Contests when working against all those that have been deemed enemies of the Faith. When this ritual is performed in relation to a Place, the place in question gains the status of "Holy Ground", allowing it to work against all those that would harm those of the Faith. In basics, places that are considered Holy Ground give the enemies of the Faith a -5 Penalty to all Checks and Contests when attempting to perform some action that would harm a member of the Religion.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Spirit
COOPERATIVE	Yes	Difficulty: Difficult

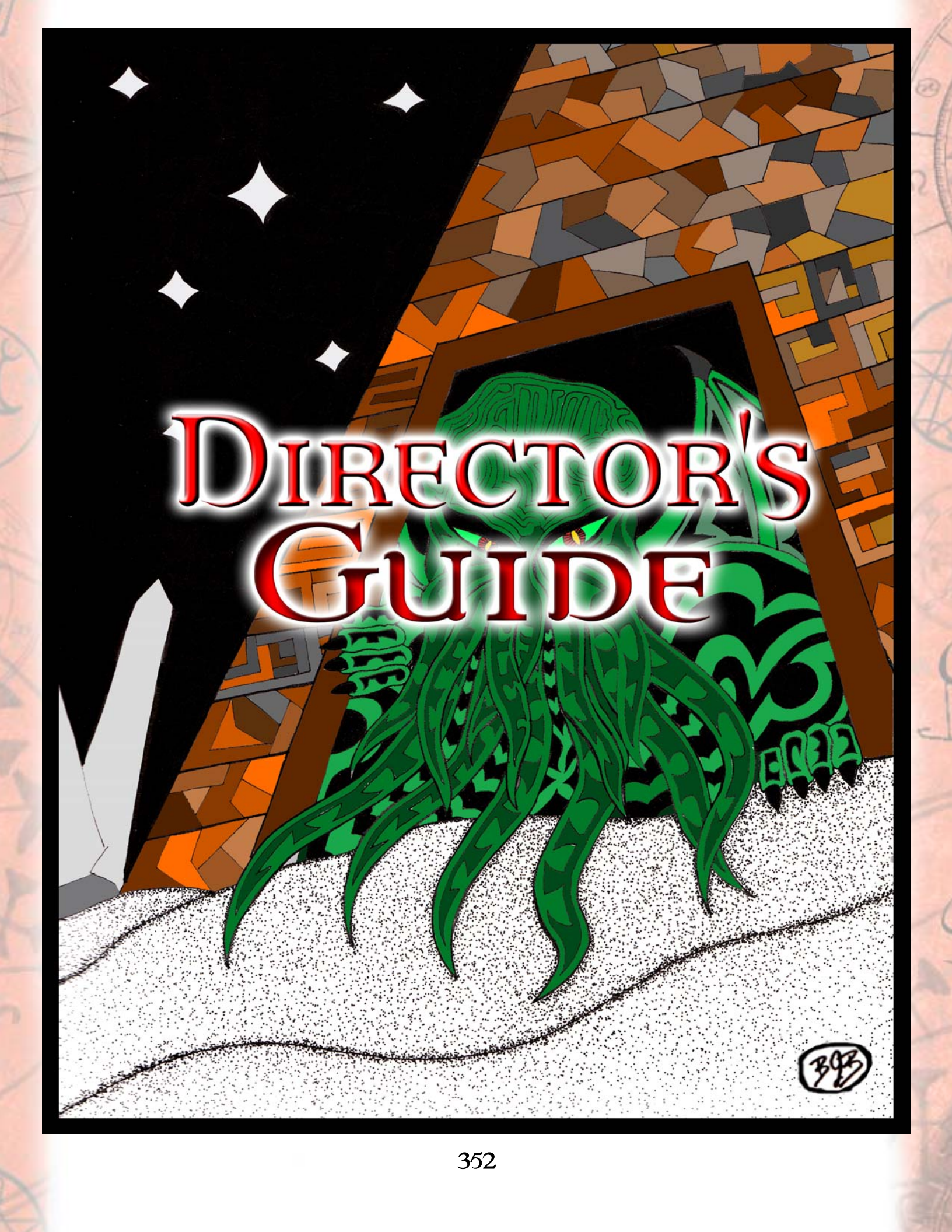
RITE OF EXORCISM

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: Solemn exorcisms, according to the Canon law of the church, can be exercised only by an ordained priest (or higher prelate), with the express permission of the local bishop, and only after a careful medical examination to exclude the possibility of mental illness.
LEARN TIME	15 DAYS	The Catholic Church revised the Rite of Exorcism in January 1999, although the traditional Rite of Exorcism in Latin is allowed as an option. The act of exorcism is considered to be an incredibly dangerous spiritual task; the ritual assumes that possessed persons retain their free-will, though the demon may hold control over their physical body, and involves prayers, blessings, and invocations with the use of the document <i>Of Exorcisms and Certain Supplications</i> . Other formulas may have been used in the past, such as the Benedictine <i>Vade retro satana</i> . In the modern era, the Catholic Church authorizes exorcism rarely, approaching would-be cases with the presumption that mental or physical illness is in play.
DAILY STUDY TIME	75 MINUTES	In system, this Ritual pits the Exorcist Priest against the will of the possessing Demon or Spirit. The Exorcist uses their Intellect + Ritualcraft + Card versus the possessing entity's Psyche (+ Control, if Demon) + Card. For every Rank of Psyche that the possessing Demon or Spirit has determines the number of hours that is required to exorcise for possessing Demon or Spirit
COOPERATIVE	Yes	Casting Time: Varies Element: Spirit Difficulty: Very Difficult

SACRIFICE OF THE SAINTS

Type	RITUAL	Cost: 5 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	6	Damage/Effect: Through this Ritual, the Priest is able to heal their Target by taking all of the Wounds that their Target has suffered. The Priest is able to absorb their Target's Wounds up to their Vitality Ranks per Round. In casting this Ritual, the Priest becomes Wounded; taking on all of the Wound Damage that their Target had sustained upon themselves, hence the name given to this Ritual.
LEARN TIME	15 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	75 MINUTES	Element: Spirit
COOPERATIVE	No	Difficulty: Difficult





DIRECTOR'S GUIDE

THE DIRECTOR'S CHAIR

The last section of this book is intended primarily for the Director. There is a lot of information here that might ruin some of the surprise for the Actors out there. Now a lot of you out there reading this are probably familiar with what it takes to run a game. A good number, however, may be looking at this for inspiration on how to fill the Director's chair for the first time. This section is for both groups. For the old hats we have an arsenal of artifacts, a rogue's gallery that reaches from the lowest dredges of society to the loftiest heights of human perception (and then some), and some useful info on character advancement.

For those wishing to run their friends through their first Dark Aeons Episode, we have advice and information on how make your Episodes as fun and as exciting as possible. One golden rule to remember (and this goes for both the veterans and the freshman Directors out there), is to have fun. That's why we're here. And while you can't please every Actor out there, this section can help you please as many as possible.

EPISODES, SEASON, AND STORY ARCS

A good way to look at Dark Aeons: The Atlantean Chronicles is to imagine it as a television show. Television shows (and we're talking scripted TV here) follow certain conventions that fit themselves nicely into Dark Aeons' style and themes. For example, you've probably noticed that major status shaking events don't happen every week (except maybe during sweeps). The reason they do this is so people will keep coming back week after week. If every Episode changes the status quo, then why bother to watch all the Episodes?

Episodes, when referring to Dark Aeons, means each individual game session. Episodes have a beginning, middle, and an end. Each Episode should move the **Season Arc** along. The Season Arc is the main plot of your own on going story. Like Episodes, Seasons have a beginning, middle, and end. Each Episode moves the Season along. Generally Seasons should last around 24 episodes with the final Episode being the Season finale. For Live Action Role-Playing the number of Episodes can vary greatly.

When planning out a Season, it is always a good idea to think about where you are the Directors wait the Season to end, and then work backwards from there. Our advice for Directors to not get so set on what you would like to see happen in the Season that you end up railroading your Cast towards a specific ending. Plan for what you would like to see occur at the end of the Season and then let the Cast and the Director Controlled Personas help you get their through their actions and reactions.

Nathan sits down to plan out his first Season of Dark Aeons. Having recently read a series of Murder Mystery novels he decides that his Season is going to be a Supernatural Whodunit. He realizes that he wants the killer to be revealed as the bastard son of the First Citizen of San Diego. The Season Finale he knows will revolve around the killer trying to assassinate his father, while using a cult of Sorcerers to distract the Actor Controlled Personas.

It's important to not set everything down in stone. After all the real motivators of the story will be the Actor's Personas. They will be the moving force and change for your story for good or bad. Their actions are going to affect all of the plotlines that you write for them, and the actions of the Director Controlled Personas around them. Let your Cast make up their own minds. If you put them in situations that they could not change then you are railroading them; there is no quicker way to derail a game than by railroading your Actors. Be aware that by putting Actors in situations that they can not affect or in situations where the events would have happened the same way regardless of their actions, then your Cast will begin feeling frustrated and feel cheated by Seasons end.

Episodes also rarely focus on only one individual. Even in those Episodes that do focus on a single Persona you will find that no man or woman is an island. Supporting cast members and villains will all eventually get their moment to shine on the screen, and can do so without robbing the spot light from the Actor's Personas. Each of the primary Personas should get their own **story arcs**.

Story arcs are a lot like subplots. They may not tie directly into the Season the events at Seasons end, but the actions of the Cast can lead to different possibilities for it. This means that Personas begin the story with a certain viewpoint and, through events in the story, that viewpoint changes. If an agoraphobic Sorcerer starts out by refusing to leave his home, but, eventually takes to the streets to save his friends we see a Story Arc for that Persona. As a general rule a Story Arc should last up to three or so episodes. And while Story Arcs can have major consequences, that doesn't mean that each one is going to have giant life changing effect. Ideally Story Arcs should be devised from the personal lives of the Actor Controlled Personas. Cast Members too, can devise their own Story Arcs. After all, who knows their Personas better than them, right? You should not force a Story Arc on a Persona where it is not needed. Don't force change on a Persona if their actions don't require change. If you try to make selfish bad boy into a hero, you'd better make sure that this turnaround is something that the Actor can handle and truly wants to do.

SO WHERE DO I START?

Early Episodes of television shows establish the status quo, showing what the 'norm' is like. This is a very important step that a lot of freshman, and unfortunately seasoned, Director's miss. For your first game this step is imperative. Without giving your Actors the background of what they are doing, they are not going to have any investment in the continuing of the plot. For example, your Actors sit down for the first Episode and you put them all in a firefight with a group of Lilans right off the bat. One of your player's turns to you and asks "Why am I here? My Persona has no point getting into a gunfight with Vampires. I'm a Librarian for crying out loud!" A good way to set this up is to learn your Actor's Personas. Each Actor should be creating a real living breathing Persona with dreams, secrets, and a history. By learning these facts you can see what motivates your Actors Personas. Take the aforementioned librarian Persona. While he might not get in a gunfight with Lilans without any provocation, he might go to the mattresses if the Lilans are after a rare tome with an evil reputation.

Nathan has gathered Spencer, who is playing Bob, the True-Blooded Atlantean Sorcerer; Nicole, who is playing Kristin, a Faux-blooded Atlantean Psychic librarian; and Mike who is playing Kent, a Nephilim warrior. After looking over their Persona Record Sheets Nathan sees that they all have put a common ally in their backgrounds. Nathan now knows where he's going to start his story.

Every person who plays Role-Playing Games plays them for different reasons. Know what your Actors want from the get go. This doesn't mean that you have to abandon your Season finale idea, but put aspects of your Cast's preferences into play. How do you? Ask them. Before you start your first Episode, even before Persona Creation, ask your Cast what they want out of this game.

Nathan knows that Mike loves playing the bruiser and he enjoys combat. Nicole on the other hand enjoys courtly mysteries and political intrigue and Spencer enjoys interacting in a fantastical world. Each of these preferences can be used to help shape Nathan's Season.

BUT HOW DO WE KNOW EACH OTHER?

A good tactic, to create Cast cooperation, is to start the Cast 'on the road'. Start with them at a later point, and then flash back to how they got there. This way these potentially unlikely allies will find common ground and a way to bond.

Another way to build a Cadre of Personas is to do Persona Creation as a group activity, rather than getting with the Actors separately when it is convenient for each of them. With this method your Actors work out each aspect of their Personas, and see how they might relate to each other. A simple exercise to help is to have each Actor write down an interesting or unique experience they had in their past on a sheet of paper. Then, have each Actor exchange those sheets and have the new Actor write down how their Persona was involved.

Nicole decides that Kristin is being pulled in opposite directions by her two heritages. On one side, she has her Atlantean family that wants her to become more active in politics, on the other her hand she has her human family that is neck deep in organized crime. She writes down how she always felt alone growing up, a part of neither world and how she would spend all her time at the San Diego zoo. She hands this to Spencer on her right, who figures that Bob the Sorcerer was a 'guardian angel' to Kristen on behalf of her Atlantean family, always keeping an eye on her from a distance.

LET'S GET IT GOING!

After you have everything set up, you'll need to get your Episode going. Each episode should stand alone, while advancing the Seasons plot. Nothing is worse than having the Actor's Personas just sitting around waiting for the action. Find a way to get them involved. Find a common denominator that brings the Cast together. A good way would be an introduction of the Season's plot. Perhaps a string of murders have been committed across town. The only thing binding the crimes together is the savagery of the murders, and the sigil of House Ramius painted on the wall in blood. Or maybe a long lost book of sorcery has been discovered in a second hand book shop. The important thing is to show the Cast what is going on and finding a way to draw them into it.

Nathan starts his first Episode with the Cast at a funeral. Each Persona is watching an old friend, Professor Charles MacTaylor, being laid to rest in a pine box. He has each Actor Controlled Persona flashes back to a time where Professor MacTaylor was helpful to them. They're all here to say goodbye to their friend, and to see what they may have gotten in his will.

KNOW WHO YOU'RE DEALING WITH...

It is most definitely within your right to tell your Actors ahead of time that your Season is going to be an intricate political thriller focusing mainly on courtly diplomacy and backstabbing. That way your Actors know what kind of Personas would be best suited for your Season. If you neglected to tell your Actors this, they might all create combat focused Personas that would have little influence within Atlantean society except for possible role of knuckle-dragger. Boom! Your Season falls apart right out of the gates. By knowing about the Actor's Personas in the game not only will you know what drives each Persona, and what might be needed to draw the Personas into your story. If one Actor creates a Scholarly Persona who abides stringently to Lex Ramii, then you know that he might be motivated if the lives of the unsuspecting humans are at risk. You'll also find a number of great plot points that really makes the Personas feel like they fit in (or stand out) in Atlantean Society.

ADVANCED PERSONAS

When deciding whether or not you as a Director wish to allow more Advanced Personas into your game, you must ask yourself the question; "Have my Actors demonstrated maturity in Portraying past or present Personas?"

This also includes an understanding that the game has been designed to be a form of entertainment for all of its participants. If an Actor or group of Actors simply relish the power to dominate other Actors around (or worse), eliminate less experienced Personas due to self gratification on the part of the Actor or Actors in question, then it is likely that these Actors would prove to be incapable of responsibly portraying more advanced Personas without destroying the storylines that the less experienced Actors are attempting to put into motion.

Please understand that yes, Dark Aeons does tend to have a fair amount of politics and intrigue within the setting universe, but at no point should a Director allow the politics and intrigue to become so over powering that it detracts from the enjoyment of all of the participants of the game.

Our best advice to Directors is to attempt to find that happy medium that exists where those that prefer action to intrigue are able to get their fair share of the lime light while those that prefer politics and intrigue are able to get their fair share as well.

Generally speaking, an Actor can have a very good grasp of setting and system mechanics, while at the same time having a deplorable grasp of what good storytelling is all about.

All Actors that wish to portray more advanced Personas about be able to display a balanced grasp of setting, system mechanics, and what makes a good story for all participating Actors. If you as a Director have Actors that fit this bill, then feel free to allow these Actors to portray more advanced Personas.

In the case of Actors that can't seem to grasp all of these basic concepts (setting, system, and storytelling); Directors should not feel guilty for denying these individuals the ability to portray more advanced Personas. This may sound cruel at first, but it is better to err on the side of caution than it is to allow a bull loose within a china shop.

Having said that, just because an Actor does not currently have the ability to portray an advanced Persona does not mean that they will never have the ability to do this. All Directors should make a point of going out of their way to help those Actors that seem to be struggling with the big three concepts of Setting, System, and Storytelling. If and when these Actors have gained the insight to understand and promote these concepts on a regular basis during Episodes, then their Director should start considering them for more advanced Personas when their current Persona either dies or is retired from the Season.

HOW MANY SHOULD I ALLOW?

Now that you as a Director have decided that you do wish to allow more advanced Personas in your game; the question appears, "How many should I allow?"

For a Tabletop game where a Director only have between 3 to 6 Actors, then we should that the Director only allows 1 to 2 of the Actors to be allowed to portray more advanced Personas; or if the Director feels that all of their Actors have the experience necessary, they can allow the entire Cast the option of portraying more advanced Personas. Please keep in mind that if a Director chooses this option, they will need to appropriately scale up the challenges that they create in their Storylines for their Cast. Otherwise, if the Director forgets to do this their Cast of Actors will be trapped in a situation where they are over powered compared to the challenges that they are facing and they will eventually (usually within a short amount of time) become bored with the Series that they are currently playing in.

In the case of Live-Action games; the issue of more advanced Personas becomes a little more prominent. In Live-Action games, the setting (the town or city that the Persona's live) requires that there are those Personas that are in charge of the town or city.

And in this case, we strongly advise that the leaders within the setting of the game be Actors Controlled Personas, not Director Controlled Personas. Part of the reason behind this philosophy is if a Cast of Actors is placed in charge of their own town or city, they are more likely to become involved in situations that affect their perceived control of the setting.

It is our advice that each of the Houses be allowed to have a more advanced Persona to lead it. So for a Live-Action game of 15 Actors, this would place 5 Actor into the position to control more advanced Personas. If the Live Action game allows for Persona Templates other than Atlanteans as well as Atlanteans, then the Director needs to allow a more advanced Persona per every 5 Actors of a given Persona Template.

Directors can allow for more than 5 advanced Personas, but in allowing for these extra leaders within the setting, the Director needs to make certain that there are enough Actors with lesser Personas in the game as well. Having a game equals can be fun in regards to politics, but it does not represent the setting of Dark Aeons all that well and it will quickly become boring for the Cast if everyone is at the same experience level.

So in the end, we advise the use of caution when allowing more advanced Personas into a Director's Cast

WHO SHOULD I PICK?

Now that you as a Director have decided how many advanced Personas that you wish to have in your Series, it comes to the question, "Who should I pick to portray these advanced Personas?"

This is the hard part, because many Directors will feel obligated to allow their close friends to portray the more advanced Personas first before even considering anyone else to portray them. The problem with this philosophy is that it reeks of favoritism. Should a Director attempt to drop all of their close friends into the positions of more advanced Personas, then those Cast members that came to play in the game that are not close friends of the Director will rightly feel slighted by the Director.

Our advice for Directors is to have all of they're Actors write up Persona Backgrounds, generally 1 to 3 pages will be more than enough to insure that the Director has a good feel for the Personas that their Actors wish to create.

Once the Actors turn in their Persona Backgrounds, then it is up to the Director to sit down and thoroughly read through all of the Persona Backgrounds. Those Actors that write up the best and most compelling Persona Background should be give the option to portray more advanced Personas should the Director wish to allow more advanced Personas in their Series.

Handling the situation in this fashion helps to insure that all Actors are treated fairly and given equal consideration in regards to the option to portray more advanced Personas. Once the Director has chosen who will be portraying the more advanced Personas, then its time to have all of the Actors create their Personas.

HOW TO DEAL WITH DIRECTOR CONTROLLED PERSONAS

Director Controlled Personas (DCPs) are those that are controlled by the Director of a game. These are the Personas that the make up the world that the Actor's Personas can not control. These are the people that react to the actions of the Actors, for good or for bad, they are the Cops and Hitmen, the Lawyers and Judges, and they are the very people that make up the world around the Actors Personas.

As Actors advance their Personas along, the world needs to challenge the Actors in some way that helps them to grow their Personas. This is done by giving the Director Controlled Personas extra Study Points that can be used to buy up their Attributes, Advantages, and Skills. In doing this, the Director is evening the playing field so that Actors always remember that no matter how powerful they become, someone will always come along that is as big a fish or bigger fish than they are.

The average Actor Controlled Persona in the **CENTER STAGE GAME SYSTEM** earns about 2 to 5 Study Points per Episode. After a Season; a year worth of Episodes that are held 4 times a month; that equals at least 72 Study Points on a Persona that started at the beginning of the Season. The best way to challenge Actors is to keep a running total of their "Start to Current" Study Points for their current Persona, at that point if you want to challenge the Actor, you simply draw up an Director Controlled Persona that is at least equal to the Actor's Persona. Please keep in mind; always give the Director Controlled Personas an Achilles Heel that can be exploited. In doing this, you as a responsible Director are making sure that there is a way to confront and defeat the Director Controlled Persona if the Actor takes the time to find this chink in his or her enemy's armor.

Defeat doesn't always need death either; simply humiliating a rival in a public situation would be considered a victor on the part of an Actor's Persona.

Director's guilt is also something you should be aware of. When portraying Director Controlled Personas (DCP) you shouldn't be ashamed or afraid. You need to own your DCPs. If you're playing the burly club-going biker who's hitting on Bob the Sorcerer, the fed up, fire and brimstone preacher ready to take back the night, or the investigative reporter who always seems to be putting his nose in the wrong place, you've got to make sure they are all as original as the Actor's Personas themselves. And being like an ACP, a DCP should advance as well.

Zache the Lich isn't sitting around just waiting to interact with the Actors Personas, he's also constantly learning and interacting. So shouldn't he get Study Points as well? One easy way to handle Director Controlled Personas is to give each DCP 1 to 2 Study Points per Episode, even if that DCP didn't appear in every Episode. After a while, the Director can look over all of their Director Controlled Personas and spend some of their Study Points into Attributes, Skills, and Advantages that make sense for the Director Controlled Persona. In doing this, the Director is making sure that the world keeps on turning, even if the Actors don't take note of it. Eventually the Actor, through his or her Persona will run into that Director Controlled Persona again.

It may be tempting to create a DCP in which you can assist the Actors' Personas as if you controlled a regular ACP. Don't do it. You have dozens of other DCPs to control without worrying about your own Persona within the story. Being a Director is difficult, but try to imagine if one of your Actors had a Persona that knew absolutely everything that was going to happen. It's the same with a Persona like this. It is okay to like playing a handful of regular Director Controlled Personas on an Episodic basis, just don't make them part of the Cast. Trust us.

The police detective snorts in disgust. "What're you, a Southie? You come up here for the weekend just to be a pain in my ass?" Bob just sits back and stares at the ceiling. "I've got three witnesses that put you at the scene of the crime. You tell me what you were doing at MacTaylor's house last night and I might consider working out a deal. You cough up your friends, you get to walk!"

HOW TO INTERPRET THE STATISTICS OF DIRECTOR CONTROLLED PERSONAS

The first number next to a Skill is the number of Ranks that a Director Controlled Persona has in the Skill, the second number in the colons (+X) is the modified Skill Total that is used whenever the Director needs to make a Skill Check or Contest. When interpreting the Resistance Ranks that a Director Controlled Persona has, the first number that is listed is their unmodified Resistance Ranks, the second number (+X) is the modified Resistance Total that is used for Resistance Contests. Past those needed explanations, interpret all of the DCPs as you would for Actor Controlled Personas.

CREATING A BELIEVABLE VILLAIN

Where would St. George be without his Dragon? Or Beowulf without Grendel? A hero is defined by his villains. Unlike other games where the ultimate villain is only defined as the thing at the top of the tower or the bottom of a crypt, the villains of Dark Aeons are a different sort of monster. Not all villains are mustache twirling, cackling madmen. In fact, you'll probably find few effective villains that are. And a monster rampaging, destroying downtown might work fine for a single Episode. But remember that you need a villain with the staying power to last a full Season. An effective villain is a villain whose purposes are ones you can understand. If you think about the great villains in history, either in real life or fiction, the truly memorable ones, you'll see that no two are alike. Each had their own individual private agendas and goals.

In a world like Dark Aeons: The Atlantean Chronicles, where undead monsters prowl the night, where the horseman of the apocalypse are saddled up, and a great destroyer of worlds sleeps in the Atlantic Ocean, the scariest creatures are still humans. No matter what evil demons or vampires can put into the world, they don't hold a candle to the evil that man perpetrates upon his neighbor.

An effective villain is not one who cowardly sends his henchmen after you, an effective villain does not concern himself with the destruction of the world (unless he has a REALLY good plan), nor do they cackle manically while strapping helpless young maidens to train tracks. They must always have reason for being the way they are. Make sure to make all of your villains memorable. Seldom do criminals and madmen dress up in ridiculous costumes and leave clues to their next crime. You can make a villain memorable in other ways, perhaps it's simply his motive that makes him stand apart from all of the Mooks in the world.

If the Actors track down a brutal serial killer who is decapitating young women in the same manner, and they finally track him down, only to reveal that he's doing it to gain enough energy to bring his dead daughter back to life. The Actors might think twice before taking him out like another monster. One important note about good villains is always making sure they have a way out. Don't cheat, mind you. But if a good villain escapes to fight another day the Actor's Personas might be looking over their shoulder for his counter attack. Remember that the Director Controlled Personas listed here are more than just a series of numbers; each one should be a living three-dimensional Persona with his or her own personality and quirks.

Of course not all villains have to be out to kill the Actors Personas, some can simply be antagonistic for its own sake. An antagonist can be a rival of some sort for the Actors Personas. He can be a political enemy, an exasperated relation, or just a bored jerk. Sometimes a few well placed words can be just as damaging as a knife wound. Instead of having someone show up to shoot at them, perhaps the Actors Personas' actions are hampered when a House Draconis playboy purchases the building the Actors Personas currently are renting and begins to make unreasonable demands of them. Or maybe he offers their servants twice their current wage to come work for him. A good antagonist should be a foil for your cast. He could even be an ally who bungles things up more often than not.

Bob crumbled unconscious to the floor and Kent was being detained by some thing, as Kristen found herself held tightly against the wall with a dagger held against her throat. "Why did my father leave you everything and me nothing?" Letting her vision come back to focus Kristen looked down at her attacker. He was young and had a short, efficient haircut. Beneath his cold green eyes she saw a familiar face. He looked just like Professor MacTaylor!

THE HORROR! THE HORROR!

Horror is an important part to not only Dark Aeons, but to many other Role-Playing Games. If it's so important, though, why are we still asking the same question? What is horror? People of varying educational credentials have been debating this question for years: it's not an easy one to answer.

Role-Playing Games are exercises of the imagination. The scarier thing isn't what you see but what you don't see. This is absolutely true. Our imaginations are a place that can perceive and imagine any number of things that our limited 5 senses can only brush upon. For Role-Playing Games the best thing to do would be to cater to both. Let me use an example, here our group has reached the hidden stronghold of the Lich Sorcerer, hoping to end his curse. The Director describes the entrance way:

Behind the false bookcase you find a staircase. The stairs leading down are made of rock. They are five feet wide and lead down into the darkness. You hear a clock ticking.

Compare that to:

Kent, you yank the bookcase away from the wall with a satisfying crash. After the dust settles a staircase is revealed. The low light of the room can barely penetrate the inky blackness that seems to want to swell up testing the boundaries of the lights. You're almost sure you saw something move, but maybe it's just your imagination. The heavy stench of mildew and rot hangs in the air. The mechanical and precise ticking of an old clock echoes off the stonework, filling the room and breaking the uncomfortable silence.

Admittedly the second one is more verbose, but you can see how all five senses can be used to get a feeling of dread.

Part of the horror of Dark Aeons is what is commonly referred to as Lovecraftian horror, or Cosmic Horror. Howard Philip Lovecraft, an American horror writer and one of the inspirations for this book, wrote, as he put it, stories that would scare an atheist, stories where it wasn't the threat of death or hell that increased the suspense, but the threat that man is not superior in our universe and is only a barely noticeable speck to the Old Ones whose very existence cause man's rational mind to shatter. There are several effective ways to create this kind of tension in a Role-Playing Game. Firstly, don't be so Specific. In other games for which books and books full of monsters are readily available, Actors find it easy to recognize most threats for what they are. For example, say a group of brave adventurers come across a dark cave. After entering the cave and discovering a series of bizarre wall paintings they turn a corner. The Director describes the creature:

"The creature is a shapeless mass of congeries of protoplasmic bubbles, faintly self-luminous, and has seemingly dozen of temporary eyes forming and un-forming-

"Hold it!" An Actor speaks up loudly. "That obviously is a Shoggoth. Luckily we have an Elder Sign here somewhere!" What should have been a tense confrontation is ruined by the Actor's Cursed Knowledge of the nasties in the Director's Section of the book. By keeping the beasties hidden, you add tension to an experience. Let's say that the Actors Personas have broken into a professor's house to search for clues to his disappearance. Inside, they see something moving in the shadows. It's too dark to tell what it is except for the fact that it is big.

It moves with a grace unseen in something of this size. If your Actors ask for specific details remember the five senses. It might be too dark to see, but maybe the creature smells like a tea house or you can faintly hear the sound of his teeth grinding. Remember: without knowing what they're up against the suspense will thicken as will their fear of the creature.

A more advance method of creating terror within your Actors is a bit more advanced and not recommend for everyone. Simply find out what bugs the Actors, what really gets under their skins. Don't be blatant about it, but bring up different subjects in conversation and see how the Actors react to the subjects. Mention spiders and see whose nose turns up in disgust, for example. Again, this isn't for everyone and should only be done in a group that you know and preferably have played with before. A good way of knowing what is off the table is to have your Actors make a list of subjects they don't want to bring up in a game. Communication is the key to any enjoyable Role-Playing experience. Remember, everyone is there to have fun. Sometimes being scared is part of being fun. Other times it only detracts from it. Once you get a few Episodes under your belt with your Actors you'll begin to realize what there is to expect from them and what they expect from you.

DIRECTOR ASSISTS

Have you ever tried to create a feeling of claustrophobia and dread in a well lit room? It might be possible, but there are easier ways of doing it. You can help immerse the Cast into the story you are all attempting to tell with a few simple things. Firstly, control the lighting if you can. Draw the curtains closed, get a couple of lamps with different colored light bulbs, or use candles. And while candles can add a lot to the ambience, it can make it very difficult to read. Also, fire can be dangerous, especially when you have it around papery things like books, Persona Record Sheets, and playing cards.

Music can be another key component in helping to set the mood. The rule of thumb with music, however, is to try to keep things as devoid of lyrics as possible. Nothing can ruin the mood quicker than having you players singing along "Undead! Undead! Undead! We have included a list of music we think is most suitable to the setting with a small description as to why. This is by no means a comprehensive list and we encourage you to search your own music collection for inspiration. Soundtracks to movies and television show work the best. But be aware that many of them have snippets of dialogue in-between the musical tracks.

Dead can dance. Aghast. Douglas Irvine's Ambient Egypt, Ali Jihad Racy's Ancient Egypt: A Tribute, Joel McNeely's The Day the Earth Stood Still (The original version...The good version), the Score from Batman Begins and the Dark Knight and of course, Jeff Beal's Score for the HBO Television Series; ROME.

And instead of telling your Cast what they read in a letter, why not hand them the letter directly? Props can be a great boon to a Director's arsenal of horror as it puts all the information in the Cast's hands. It can make a puzzle more challenging if they have to figure it out without making a Contest for it. With today's abundance of fine document editing software you can make any number of props for your Episodes. Remember, that even though it's tempting to bring your awesome replica Highlander sword to the game, don't. Weapons, replicas or not, do not have a place in the game. Especially in Live-Action games.

By taking control of the shared story-telling experience you'll be able to move and adjust the world. By being fair and just, listening to all sides of an argument, and emphasizing Story over System Mechanics you'll be able to make this experience as fun and memorable as possible.

PASSING THE TORCH

Inevitably it's going to happen. One of you Cast members will want to take a crack at running their own Season of Dark Aeons: The Atlantean Chronicles. Great. This gives you a chance to focus on only controlling one Persona, and it gives your Cast members a chance to stretch their creative muscles. At this point you should encourage them as much as possible. We advise that it is best to let your current Season finish before passing the torch to the next Cast member. In doing this, you will give the entire Cast a feeling of accomplishment in that they were able to finish the Season and there were no loose ends left waving in the end, at least in regards to the Season in question.

One problem that might come up is that by letting them take all the control you yourself previously held, you might find yourself becoming frustrated. It's a normal feeling. Don't correct your new Director in front of the rest of the Cast. For new Directors who have never run a game before, after each of the first few Episodes you should make a point to stay after with the Director and help them with any questions that they might have. Don't be forceful with them, remember, this is their Season. Treat the freshman Director with the same respect and dignity that you yourself wish to be treated with.

STUDY POINTS

In the **CENTER STAGE GAME SYSTEM**, like any other role-playing game, Actors can advance their Persona's Attributes and Skills through earning and expenditure of Study Points. Study Points are a record of just how much a Persona has learned and grown through the course of an Episode or over the course of an entire Season or Series.

Actors can gain Study Points from the Director by fulfilling the following guidelines listed below. It is suggested that no one Persona receive more than 5 Study Points per Episode completed. The reason for this is so that Personas will take time to rise in power rather than skyrocket into the heavens quickly and become the subject of legends within but a few Episodes.

GUIDELINES FOR END OF EPISODE STUDY POINT AWARDS

REASON FOR AWARD	DESCRIPTION	STUDY POINT AWARD
STAYING ACTIVE	The Actor through their Persona took an active role in the day or evenings events.	1 TO 3 POINTS
KEEPING IT FUN	The Actor through their persona at least attempted to make the Episode enjoyable for other Actors.	1 TO 3 POINTS
LEARNING CURVE	The Persona grew in some unexpected way or discovered something new that had a direct impact on the Episodes outcome.	1 TO 3 POINTS
HEROISM	The Persona risked life and limb to protect or save the life of another Persona that was involved with the Episode.	1 TO 3 POINTS
SUPERIOR ACTING	The Actor, through their Persona performed in a superior manner that helped to promote Acting on the part of their fellow Actors.	1 TO 3 POINTS
SUPERIOR COSTUMING	This award is meant for Casts that are running Dark Aeons: The Atlantean Chronicles as a Live-Action event; in any case, the actor came to the Day or Evenings Episode dressed as they think their Persona would look. This award tends to start a trend where some to most of the Company come to the Episode dressed as their Persona.	1 TO 3 POINTS
SUPERIOR LEADERSHIP	The Actor through their Persona has always been in the lead; he or she has proven themselves to be one of the Leaders within the Episode or Series.	1 TO 3 POINTS
ACHIEVEMENT OF GOALS	The Actor through their Persona was able to complete a list of goals that they have set out for themselves. These Goals should be something of a Major nature that affected more than just their Persona.	1 TO 3 POINTS

NEGATIVE STUDY POINT PENALTIES

There comes a time in every game session of Dark Aeons, or any role-playing game for that matter; when an Actor chooses to behavior in an inappropriate manner. Even the most experienced Gamer has the potential to becoming a problem child for their Director. And, to be honest, many Directors will nature feel reluctant to taking action because it is hard to identify when problems are first occurring; in most cases only when the problems between Actors are becoming obvious do most Directors feel obligated to step in and correct the problem. Below are some of the more common problems that do occur in role-playing games that can have negative effects on a Cast of Actors.

When you as a Director see a one of these problems occurring, don't hesitate to step forward and try to correct the situation. Generally speaking, the easiest way to correct a problem of negative behavior on the part of Actors is to have a conversation (make sure to keep a journal where all punishments are detailed in for future reference) with the Actor that is responsible for

the negative behavior, give them a Study Point penalty, and try to smooth the feathers of those Actors that were affected by the negative behavior. Past that; simply let the situation drop and try o get all of the Actors back into regular play as quickly as possible.

REASON FOR PENALTY	DESCRIPTION	STUDY POINT PENALTY
OVER RELIANCE	This is when an Actor or Actors constantly rely on Director Controlled Personas to make decisions for them or the Director Controlled Personas initiate events that spur the Actor's Personas to become involved in the events of an Episode or Storyline.	-1 POINT
PIGGY BACKING	This occurs when an Actor chooses to ride on the coat tails of another Actor constantly. An example; an Actor creates a member of the Faithful that specializes in the banishment of Demons, one of the other Actors notices this and begins imitating the Faithful in their Demonic Banishments and other aspects of the Faithful Persona. Generally speaking, an Actor will come to the Director about problems of this nature after they notice that it is becoming a problem for them and the actions of the imitating Actor are detracting from the enjoyment of the Actor of the Faithful Persona that is being imitated. Some will say that imitation is the highest form of flattery, but if it is robbing the enjoyment of the game from another Actor, then it is an action that needs to be discontinued immediately and a Punishment should be leveled on the offending Actor to discourage the Piggy Backing.	-2 POINTS
ACTOR USES CURSED KNOWLEDGE	Cursed Knowledge is <i>Information that an Actor may have obtained out of game that their Persona could not normally obtain through the course of regular role-playing; that could drastically affect the decisions that an Actor makes for their Persona within the confines of the Game Universe.</i> When this occurs, the Director should penalize the Actor or Actors involved in a way that will dissuade them from any future thoughts of using Cursed Knowledge. Generally speaking, those that use Cursed Knowledge are doing it to help benefit their Persona in some fashion. Please note; if an Actor accidentally uses Cursed Knowledge, please refrain from throwing the proverbial bookcase at them and simply warn them about future incidents.	-3 POINTS
ACTOR INDULGES IN THE MAGIC PENCIL	This is also known as Cheating. The Actor with forethought, changes the statistics on their Persona Record Sheet after Persona creation, without the Director giving them the okay to make the changes. Or the Actor adds Study Points to their Persona Record Sheet without the Director awarding it to them. There are many possible instances of cheating, so needless to say if an Actor chooses to Cheat, then do not feel guilty about throwing the aforementioned bookcase at them. Punish them harshly and quickly, and then move on.	-5 POINTS

FATE POINTS

WHAT ARE FATE POINTS AND HOW DO THEY WORK?

Fate Points allow an Actor to draw upon the powers that be to assist their Persona in some action that they are attempting to perform. In basics, when a Persona uses a Fate Point, they are calling upon Fate to intervene on their behalf. Example: Jim the street hustler is attempting to jump across the open between two buildings, if the bad guy catches Jim he is a dead man. Jim attempts to make the jump across the rooftops and fails. Jim's Actor decides that it is time for Fate to intervene on Jim's behalf. So Jim's Actor spends a Fate Point and now Jim's Actor can attempt to make a redraw from his Deck of Cards in an attempt to redo the jump. The second time Jim just barely makes it across to the other rooftop, now Jim is out of danger.

Each Actor begins with 5 Fate Points that they Persona can use during the course of a Season. Each time the Actor wants Fate to intervene on behalf of his Persona, he spends a Fate Point. But, just because an Actor spends a Fate Point on a redraw from their Deck, doesn't automatically mean they will succeed. Spending a Fate Point simply allows the Actor a second chance at making the Check or Contest that they were attempting to succeed at in the first place.

It is our advice that Directors award Fate Points to Actors only in situations where the Actor has truly earned the Fate point. If there is a situation where you are in debate with yourself over whether or not to award the Fate Point, simply stay your hand because doubt in this case means the situation doesn't truly call of Fate Point awards. In the end, use your best judgment.

WHAT FATE POINTS CAN BE USED FOR IN THE COURSE OF AN EPISODE?

* **Narrative Addition:** Through the expenditure of a Fate Point, the Actor can add some minor detail to the description of a Scene that they are currently part of. Example: The Persona is being chased down a darkened alleyway that is full of refuse and garbage, the Persona turns a turn only to find some of the Thugs that were chasing them have been able to get ahead of them and now they have thugs to the front and back of them. Through spending a Fate Point, the Actor can add to the description of the Scene by saying; "As I look around the alleyway, seeing the thugs to the front and back of me, I begin backing up towards a section of the alleyway wall only to find myself falling backwards into a hidden stairway into the wall behind me that was hidden by the some boxes"

* **Narrative Flashback:** Through the expenditure of a Fate Point, the Actor can help to bring a new Persona into the current Series continuity by creating a minor Flashback that involves the Actor's Persona and the new Persona that is being brought into the Episode/Season. Example: Edgar, a member of House Ramius is in the middle of a stressful meeting with the Patriarch of House Draconis and a new House Draconis member of the Cast, through spending a Fate Point the Actor can turn to the new actor and say, "I remember that time that I was sitting at a bar at the last Convocation in Boston that you came up and talked to me about remaining calm in stressful situations. How you told me that if you ever saw me getting in over my head, you would help me out of it by making up an excuse to get us both out of the room." This does require that both Actors that are part of the Flashback agree to the Flashback being brought into being. Do remember that Narrative Flashbacks are meant as a means to help get all players get involved in the action of a scene that is currently going on. Narrative Flashbacks are not meant as a means for an Actor to suddenly acquire an item that the current scene calls for; or, as a means for rewriting an event in their Persona Background that occurred over the course of role-playing their Persona, because that would be a form of cheating.

* Fate Points can be used to make a redraw in Checks and Contests where a Persona has failed to succeed. Only 2 Fate Points can be spent on any one Check or Contest redo.

* A Fate Point can be spent to add 5 Ranks to any single Check or Contest (This can only be done before in the beginning of a Check or Contest. It can not be spent after the Actor has drawn his Card from their Deck)

* Fate Points can be spent to negate the Wound Penalties of their current Wound Rank for 1 Round.

* When a Persona is reduced to Defenseless, an Actor can spend a Fate Point to bring them up to Critical Wounds. The most an Actor can spend is 2 Fate Points, which would allow them to raise their Persona from Critical Wounds -5 to -4.

WHAT CAN A DIRECTOR AWARD FATE POINTS FOR?

* Fate Points can be awarded for particularly heroic actions that save one or more Personas Generally one (1) Fate Point per action of this nature, no more than three (3) Fate Points.

* Fate Points can be awarded for Role-playing above and beyond the call of duty. In other words, if the Actor did a particularly good job Role-playing their Persona for the evenings Episode, then award them a Fate Point (1).

Fate Points should be awarded when an Actor, through their Persona effectively finishes some meaningful goal that they started in the beginning of the Episode or Series. The accomplishment of this meaningful goal should take time and should not be something easy to do, because Fate is fickle in giving back its Favors. If a Persona succeeds in such a task, then it is acceptable to give that Actor (1 to 2) Fate Points.





SECTION 1:

ALLIES & ANTAGONISTS

THE MUNDANE

The Mundane is the average person that isn't ultra rich or a total destitute, but simply trying to get by in the world. He or she goes to their job every day in an attempt to get a head. The Mundane doesn't know about the global game of chess that the Children of Atlantis play with the world's people, or the struggles of the Sorcerers to protect the world from the unholy demons and spirits that exist in the Mirror World, or even the Psychics struggle to deal with their amazing Psionic Talents in a world that seems to be destroying itself a little bit every day. These are the people that through no fault of their own, get caught up in the schemes of the players that seek to dominate the world. When these Mundanes finally come to the realization of "I can either become a player in the grand game or simply remain being controlled as a lowly pawn", some choose to step up to bat in an attempt to make the world better for themselves and their few Mundanes. In the end; without a few knowledgeable Mundanes in the grand game, their fellows would be doomed to live and die in ignorance.

Attributes: Agility 2, Appearance 2, Brawn 2 (Stun 2), Intellect 2, Psyche 2, Vitality 2

Derived Attributes: Charm 2, Mental Stability 70, Psionics 2, Toughness 1, Life Force 10

Combat Skills: Dodge 2 (+4), Firearms 2 (+4), Grapple 2 (+4), Strike 2 (+4)

Skills: Academics 4 (+6), First Aid 2 (+4), Investigation 3 (+5), Law 1 (+3), Persuasion 2 (+4), Subterfuge 2 (+4)

Advantages: Observation (1 Rank), Friends: Human Society (1 Rank), Religious Upbringing

Disadvantages: Curiosity, Financial Debt (1 Rank), Dependent

Initiative: 0

Actions: 2, **Movement:** Walk 4, Run 6, Short Sprint 16

Resist Fear & Madness: 2 (+2)

Resist Magic: 2 (+2)

Resist Psionics Attacks: 2 (+2)



THE BEAT COP

This is the average police officer that drives their police cruiser day in and day out looking for signs of civil disturbance. The average Beat Cop is not on the take, and they are simply trying to earn a living while protecting their fellow citizens from those that would prey on them. There are always a few Beat Cops that are on the take, but by and large, the majority of them are honest, hard working members of society.

Attributes: Agility 2, Appearance 2, Brawn 3 (Stun 3), Intellect 2, Psyche 3, Vitality 3

Derived Attributes: Charm 2, Mental Stability 70, Psionics 2, Toughness 1, Life Force 10

Combat Skills: Dodge 2 (+4), Firearms 3 (+5), Grapple 3 (+5), Melee Weapons 3 (+5), Strike 3 (+5)

Skills: Academics 4 (+6), First Aid 5 (+7), Intimidation 4 (+6), Investigation 4 (+6), Law 5 (+7)

Advantages: Endurance (1 Rank), Observation (1 Rank)

Disadvantages: Financial Debt (1 Rank), Dependent

Initiative: 0

Actions: 2, **Movement:** Walk 4, Run 6, Short Sprint 16

Resist Fear & Madness: 3 (+3)

Resist Magic: 3 (+3)

Resist Psionics Attacks: 3 (+3)



THE MOOK

These are the guys villains always turn to when in need of some muscle for their nefarious schemes. Mooks are of about average intelligence, but make no mistake; these guys were never truly cut out to be crime bosses or major villains themselves. The Mook's lot in life is being the muscle that gets things done for the villains.

Attributes: Agility 2, Appearance 2, Brawn 3 (Stun 3), Intellect 2, Psyche 2, Vitality 3

Derived Attributes: Charm 2, Mental Stability 70, Psionics 2, Toughness 2, Life Force 10

Combat Skills: Dodge 3 (+5), Firearms 6 (+8), Grapple 2 (+4), Melee Weapons 5 (+7), Strike 5 (+7)

Skills: Academics 4 (+6), Drive 3 (+5), Fast Talk 4 (+6), Intimidation 5 (+7), Larceny 5 (+7), Subterfuge 5 (+7)

Advantages: Endurance (1 Rank)

Disadvantages: Coarse Upbringing, Greed, Territorial

Initiative: 0

Actions: 2, **Movement:** Walk 4, Run 6, Short Sprint 16

Resist Fear & Madness: 2 (+2)

Resist Magic: 2 (+2)

Resist Psionics Attacks: 2 (+2)



THE MERCENARY OR SOLDIER

The Mercenary or Soldier fights because it has always been something they have been good at. These men and women fight for some cause or goal that gives meaning to their lives. For the average soldier; he or she is doing their duty to up hold the liberty and rights of their native country. Theirs is not to ask the reason why they are fighting, but to simply follow the orders they have been given. The Mercenary on the other hand fights for cold hard cash, they may still have a reason or cause that they generally fight for, but in most cases the cause or morality of what they are fighting for or who they are fighting is considered negotiable.

Attributes: Agility 3, Appearance 2, Brawn 3 (Stun 3), Intellect 2, Psyche 3, Vitality 3

Derived Attributes: Charm 2, Mental Stability 70, Psionics 2, Toughness 3, Life Force 10

Combat Skills: Block 5 (+8), Dodge 5 (+8), Firearms 5 (+8), Grapple 5 (+8), Heavy Weapons 5 (+8), Melee Weapons 5 (+8), Strike 6 (+9)

Skills: Academics 4 (+6), Athletics 5 (+8), Drive 4 (+7), First Aid 5 (+7), Intimidation 4 (+7), Investigation 4 (+6), Meditation 4 (+6)

Advantages: Endurance (1 Rank), Martial Arts: Karate (2 Ranks), Observation (1 Rank)

Disadvantages: Gambling Habit, Greed (Mercenaries Only)

Initiative: 0

Actions: 2, **Movement:** Walk 6, Run 9, Short Sprint 24

Resist Fear & Madness: 3 (+3)

Resist Magic: 3 (+3)

Resist Psionics Attacks: 3 (+3)



ANIMALS

BEARS (LARGE)

Please note that bears can use their front claws to rake their targets, when in combat bears prefer strike at their targets with the pad of their foot to either knock their target to the ground and to immobilize them. In the case of Grizzly, Kodiak and Polar Bears; these bears prefer to grapple large prey to the ground and then bite them with their teeth.

Attributes: Agility 3, Appearance 2, Brawn 5 (Stun 5), Intellect 2, Psyche 3, Vitality 4

Derived Attributes: Charm 1, Mental Stability 20, Psionics 2, Toughness 4, Life Force 13

Combat Skills: Bite 3 (+7), Dodge 3 (+7), Grapple 3 (+7), Strike 3 (+7) (Claw Attack)

Skills: Climb 2 (+7), Intimidation 1 (+2), Survival 3 (+5)

Advantages: Endurance (1 Rank)

Initiative: 0

Actions: 3, **Movement:** Walk 6, Run 9, Short Sprint 24

Resist Fear & Madness: 3 (+3)

Resist Magic: 3 (+3)

Resist Psionics Attacks: 3 (+3)

SPECIAL ABILITIES

Bite Attack: Bears gain a +4 Bonus to all Wound Damage when biting their targets.

Claw Attack: Black Bears gain a +2 Bonus to all Wound Damage when using their Claws to rake their targets.

Knock-down Attack: When possible bears attempt to knock down their prey, using their massive girth to knock their prey to the ground.

BLACK HOUSE CAT (SMALL)

Cats are small black-furred felines that many believe are omens of bad luck. Kept as pets by many and once worshipped as gods, these creatures brook no challenge to their domains.

Attributes:

Agility 4, Appearance 3, Brawn 1 (Stun 1), Intellect 2, Psyche 2, Vitality 2

Derived Attributes:

Charm 2, Mental Stability 50, Psionics 0, Toughness 1, Life Force 10

Combat Skills:

Strike (Bite) 2 (+6), Strike (Claw) 2 (+6), Dodge 4 (+8), Grapple 1 (+5)

Skills:

Acrobatics 3 (+7), Climb 4 (+5), Stealth 4 (+8), Survival 1 (+4)

Initiative: 3

Actions: 3, **Movement:** Walk 8, Run 16, Sprint 32

Resist Fear and Madness: 3 (+3)

Resist Magic: 3 (+3)

Resist Psionic Attacks: 3 (+3)

SPECIAL ABILITIES

Gift of the Nine Lives: All cats have one fate point that they can spend each episode. They may only use this to redraw a card and only if the cat would suffer injury or death from the initial result.

Familiar: Sorcerers often keep cats as pets. They serve as companions and eat the vermin that might otherwise feed on the grimoires and tools the sorcerer needs to work his craft. However, they can also serve another purpose. A cat can be the target of a *Sorcerers Stone* spell, becoming a familiar. While under the spell's effects the familiar adds the life force stored by the spell to it's own life force total. The sorcerer may withdraw this power from the familiar as normal for the spell, but can not draw upon the familiar's original life force, which means that if the familiar has lost life force, the amount the sorcerer can withdraw is reduced.

Shapechanged: Certain beings, such as a revenant, possess the power to transform into a black cat. While in this form they retain their Intellect, Psyche, mental Stability and Life force. Because of the nature of the cat senses and body, all other attributes are those of the cat. While transformed, such beings retain all their advantages and disadvantages. Shapechanged creatures cannot become familiars.

BLACK WOLF (MEDIUM)

The Black Wolf is a black-furred canine offshoot of the Timber Wolf, Black Wolves are predators that travel in packs.

Attributes:

Agility 5, Appearance 2, Brawn 2 (Stun 2), Intellect 2, Psyche 2, Vitality 2

Derived Attributes:

Charm 2, Mental Stability 50, Psionics 0, Toughness 1, Life Force 10

Combat Skills:

Strike (Bite) 4 (+9), Dodge 3 (+8), Grapple 2 (+7)

Skills:

Acrobatics 2 (+8), Stealth 3 (+8), Survival 3 (+5)

Initiative: 3

Actions: 3, Movement: Walk 10, Run 20, Sprint 40

Resist Fear and Madness: 3 (+3)

Resist Magic: 3 (+3)

Resist Psionic Attacks: 3 (+3)

SPECIAL ABILITIES

Pack Hunter: Wolves hunt in packs and learn to coordinate their efforts into well-timed ambushes. When two or more wolves are in the same scene, they gain a +1 to all checks. This bonus increases to +2 when there are at least five wolves working in unison.

Shapechanged: Certain beings, such as a revenant, possess the power to transform into a wolf. While in this form they retain their Intellect, Psyche, mental Stability and Life force. Because of the nature of the wolf's senses and body, all other attributes are those of the wolf. While Transformed such beings retain all their advantages and disadvantages.

RAVEN (SMALL)

Cousins to the crow, ravens are black-feathered birds with a grim reputation. These omnivores feed on nearly everything, from farmer's crops to the corpses of a battlefield. These stats can also be used for small birds such as; pigeons, sparrows, and Cardinals.

Attributes:

Agility 4, Appearance 1, Brawn 1 (Stun 1), Intellect 2, Psyche 2, Vitality 3

Derived Attributes:

Charm 0, Mental Stability 50, Psionics 0, Toughness 1, Life Force 9

Combat Skills:

Strike (Peck) 4 (+8), Strike (Talon) 2 (+6), Dodge 3 (+7), Grapple 2 (+6)

Skills:

Acrobatics (Flight) 3 (+4), Survival 3 (+4)

Initiative: 2

Actions: 3, Movement: Walk 8, Fly 40

Resist Fear and Madness: 3 (+3)

Resist Magic: 3 (+3)

Resist Psionic Attacks: 3 (+3)

SPECIAL ABILITIES

Vocalize: Ravens possess the power to mimic speech, along with many other sounds. They can recreate any sound they have heard by performing a subterfuge check, as if they had 6 ranks in the skill.

Shapechanged: Certain beings, such as a Revenant, possess the power to transform into a raven. While in this form they retain their Intellect, Psyche, mental Stability and Life force. Because of the nature of the raven's senses and body, all other attributes are those of the raven. While Transformed such beings retain all their advantages and disadvantages.

Because of the vocalization ability, the transformed creature also retains its ability to speak and can recreate their own voice without the need for a check. If the creature was a sorcerer, then the sorcerer can attempt to cast any spells that do not require the manipulation of objects at +5 to the difficulty of the spell. The sorcerer may not attempt to perform Rituals due to their complexity.

VAMPIRE BAT (SMALL)

Small nocturnal flying mammals, vampire bats feed on blood rather than fruit or insects.

Attributes:

Agility 4, Appearance 1, Brawn 1 (Stun 1), Intellect 1, Psyche 2, Vitality 1

Derived Attributes:

Charm 0, Mental Stability 50, Psionics 0, Toughness 1, Life Force 9

Combat Skills:

STRIKE (Bite) 4 (+8), DODGE 3 (+7), GRAPPLE 2 (+6)

Skills:

Acrobatics (Flight) 2 (+6), Stealth 3 (+7), Survival 3 (+4)

Initiative: 2

Actions: 3, **Movement:** Crawl 2, Run 16, Fly 40

Resist Fear and Madness: 3 (+3)

Resist Magic: 3 (+3)

Resist Psionic Attacks: 3 (+3)

SPECIAL ABILITIES

Echolocation: Bats rely primarily on their hearing to “see”. Effects that rely on concealment, such as invisibility have no effect on the bat’s ability to locate a target. However, high-pitched noises disorient the bat and it suffers a -1 to all contests while exposed to such a sound.

Blood Drain: Vampire Bats feed upon blood, typically drawn from sleeping mammals. Against an unawares victim a Vampire Bat can attach itself with a successful bite attack, instead of causing the normal effects. After CARD minutes, the Vampire Bat drains 1 wound from the victim before becoming full.

Shapechanged: Certain beings, such as a Revenant, possess the power to transform into a bat. While in this form they retain their Intellect, Psyche, mental Stability and Life force. Because of the nature of the bat’s senses and body, all other attributes are those of the vampire bat. While transformed, such beings retain all their advantages and disadvantages.



GHOSTS

Within the World of Dark Aeons, the restless dead do not always go quietly in to that long night. In some cases the passions of the dead man or woman were so strong that they left a psychic imprint on the places that they lived, loved, and sometimes hated. In other cases there are those that passed on for whatever reason and for reasons no one quite understands, these restless dead have not been able to transcend to the next life. Because of this, these dead souls are left to wander the Mirror World and the Physical World attempting to answer the question of why they did not go on to heaven or hell. And then there are the dead souls of those that met their ends because of violence, these dead souls can not move on to the next life because of the thirst of vengeance; to make those that killed them pain for the rest of their lives.

Ghosts can be broken up into three categories; *Psychic Imprints, Shades, and Spectres*.

PSYCHIC IMPRINTS: Many mistake this type of ghost as a sentient entity that is capable of communication with the living in the Physical World, this but can not be farther from the truth. Psychic Imprints are the stored memories of people and events that have been imprinted on a specific location. There is no actual thought processes connected to these apparitions, but rather they are more like a movie that is being played and replayed in the location of the manifestation, or in layman's terms, a haunting.

SHADES: This form of the restless dead are the spirits of the living that have passed on into the Mirror World, but for unknown reasons they have not yet transcended to the next life. The ghosts could very well be living people in regards to their ability to think, move, and communicate among them selves and the Living in the Physical World; if it were no for the fact that their bodies within the Physical World have long since ceased to live.

SPECTRES: This type of the restless dead is one of the most dangerous; Spectres are the result of an unnatural death, most commonly through violence. These ghosts can feel only hate and anger for the living. Many cases of paranormal phenomenon that are attributed to poltergeists and short term demon possessions are in fact the work of Spectres. These spirits tend to gravitate near the places that they died, or the people that were responsible for their deaths. Second only to Deaders in power level, Spectres are the real reason that people should fear haunted houses.

Spades and Spectres have the following Attributes, Derived Attributes, Strengths and Weaknesses;

ATTRIBUTES

Agility 2, Appearance 2 or higher, Brawn 2, Intellect 2 or higher, Psyche 3 or higher, Vitality 2

DERIVED ATTRIBUTES

Charm 2, Mental Stability 40, Psionics 2, Toughness 1, Life Force 11

SKILLS

Control 4 (+6)

STRENGTHS

ECTOPLASMIC FORM

The Ghost is able to take on a semi-physical form that is made out of the spiritual energy that is known as "ectoplasm". Through this form, the Ghost is able to be seen by the living and is able to interact with the Physical World as if they still had a physical body. It costs a Ghost 5 Life Force Points per Scene/Hour that they use this power. This *Ectoplasmic Form* has the same number of Health Ranks that any living Persona would have. A Ghost is capable of performing Sorcery Spells and Rituals that they may have known during their living days, but only those that require only a Scene/Hour to complete, anything beyond that would force the Ghost's *Ectoplasm Form* to disincorporate.

MANIFEST

A Ghost can manifest its presence to those in the Physical World, thereby allow the living to see and hear them. To manifest, the Ghost needs to spend 1 Life Force Point and make a Psionics + Control + Card Check against a Target Difficulty of: Difficult. Please note that the Ghost that is manifesting has no physical form and can only manipulate their environment through the use of Psychokinesis.

STEAL LIFE FORCE

A Ghost can attempt to drain the Life Force of living creatures within 20 feet of it. This requires that the Ghost uses it's Psionics + Control + Card versus the Target's Resist Psionics + Card. If successfully, the Ghost is able to drain 2 Life Force Points from its Target.

A Ghost can also attempt to drain the ambient Life Force of an area, requiring that the Ghost use their Psionics + Control + Card against a Target Difficulty of: Difficult. If successful, the Ghost is able to drain 2 Life Force Points from the environment around them, once per hour. Doing this tends to lower the temperature of the area by about 30 degrees.

PSYCHOKINESIS

PSYCHIC SKILLS: Control

TALENT CATEGORY: Rare

ACTIVATION COST: 1 Life Force Point

Psychokinesis is the Psionic Talent that allows the Ghost to move objects, deflect attacks, and strike at opponents with the power of the mind. Through Psychokinesis; a Ghost can do things from choking an opponent's throat, to crushing an opponent's heart to the point that it can kill them. A Ghost could use the power of the mind to pick up a sword and attack an opponent, to throwing a chair or desk at their opponent. Distance is not a factor as long as the Deader can clearly see the opponent they are trying to affect. Simple rule of thumb; if the Deader can see their intended target, they are far game.

Many in this day and age believe that Psychokinesis is all connected to the spirit world; or Mirror World for those in the know.

To use Psychokinesis; the Deader needs to spend 1 Life Force Point, then Ghost makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card, if they are attempting to crush an opponents heart or throat, or cause bodily harm with Psychokinesis allow. If the Ghost is using Psychokinesis to toss a desk or chair, or is trying to slice at their opponent with a sword, or even use a gun; the opponent must make an Agility + Dodge + Card Contest as normal. The Ghost will always use their Psionics + Control Skill + Card on all attempts to use this Psionic Talent; it is not possible to add the Ghost's Firearms Skill or Melee Weapons skill to this Contest because their Agility Attribute is not being used in conjunction with this Contest.

If the Contest is successful, the Ghost is able to use Psychokinesis. Whatever their target is, it takes a point of damage due to the effects of this Talent, against people, for every 2 points over their target number that Psychokinesis succeeds; the Ghost does an additional point of wound damage to their target. Obviously, when Psychokinetics become enraged or deranged, they can have horrifying effects on their environment around them and the people that inhabit that environment.

Should a Psychokinetic pull a Joker when attempting to use their Talent, they automatically take a point of wound damage, whatever they were attempting to do fails, and they lose the activating point of Life Force. Jokes in **CENTER STAGE GAME SYSTEM** are meant to have bad effects.

WEAKNESSES

FEAR OF THE HOLY

The spirits of the dead seem to have an instinctive fear of the holy; because of this Ghosts must make a Psychic Check against a Difficulty of: Difficult when dealing with representatives of the Faithful. If they fail this Psyche Check, the Ghost must flee the area that the Faithful is currently residing.

TRUE NAME

A Ghost's True Name holds immense power over it. In short, the Ghost's True Name is the name that was given to them by their parents on the day of their birth. In order to use a Ghost's True Name against them, a mortal must have a Fetish that the Ghost possessed during their living days; fetishes are incredibly personal items like a pocket watch, a pair of reading glasses or even the finger bone from the Ghost's remains. If a Ghost's True Name is used against them by a mortal that has a fetish that the Ghost possessed in life, the mortal is able to banish the Ghost from the Physical World until the evening of the next New Moon.

Additionally, a human armed with a fetish or the Ghost's True Name may force the Ghost to appear in their presence no matter how far away they Summoner is from the Ghost. Once the Ghost has been summoned into a manifested form it is no longer bound by any banishment that it may have been under and may freely use its powers to reenter the Physical World. Any further attempts to invoke the True Name of this Deader by the banishing mortal will fail.

THE UNDEAD

THE SLOW ZOMBIE

These are the type of zombies that one would see in films like "Night of the Living Dead", they are slow, they are stupid, and they utterly crave the flesh of the living. This type of zombie could be used to represent an undead servant that a evil Sorcerer has raised up to help guard their home or one of their properties, but the Slow Zombie is not much good for anything else.



Attributes: Agility 2, Appearance 1, Brawn 2 (Stun 2), Intellect 1, Psyche 2, Vitality 2

Derived Attributes: Charm 1, Mental Stability 0, Psionics 1, Toughness 2, Life Force 10

Combat Skills: Bite 3 (+5), Dodge 3 (+5), Grapple 3 (+5), Melee Weapons 1 (+3), Strike 2 (+4) (Claw Attack)

Advantages: Endurance (2 Ranks)

Disadvantages: Clumsiness (1 Rank)

Initiative: 0

Actions: 2, **Movement:** Walk 4 Run 6 Short Sprint 16

Resist Fear & Madness: 2 (+2)

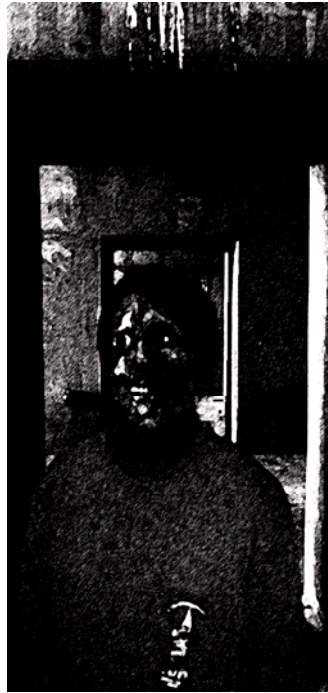
Resist Magic: 2 (+2)

Resist Psionics Attacks: 2 (+2)

SPECIAL ABILITIES

Stun Immunity: The Slow Zombie is immune to Stun Damage, only Wound Damage has the ability to hurt Zombies.

THE FAST ZOMBIE



These are the type of zombies that send chills up the spines of most people; the reason for this is because these zombies react very quickly to the presence of living creatures. These are the kind of zombies that one would see in films such as "Resident Evil, Dawn of the Dead, or Day of the Dead". This kind of zombie has a kind of devilish cunning that it uses to run down its prey to devour them, it has the ability to think its way through simple to complex obstacles in its quest to feast on the flesh of the living. Sorcerers that raise up this kind of Zombie do so with the intent of putting them in places that they want no one

to go into, in most cases, the Sorcerer has to kill the Zombie him or herself just to get back into the location that it was stationed.

Attributes: Agility 4, Appearance 1, Brawn 3 (Stun 3), Intellect 2, Psyche 2, Vitality 3

Derived Attributes: Charm 1, Mental Stability 0, Psionics 1, Toughness 4, Life Force 11

Combat Skills: Bite 3 (+7), Dodge 3 (+7), Grapple 3 (+7), Melee Weapons 1 (+5), Strike 3 (+7) (Claw Attack)

Advantages: Endurance (2 Ranks)

Initiative: 1

Actions: 3, **Movement:** Walk 8, Run 12, Short Sprint 32

Resist Fear & Madness: 2 (+2)

Resist Magic: 2 (+2)

Resist Psionics Attacks: 2 (+2)

SPECIAL ABILITIES

Stun Immunity: The Fast Zombie is immune to Stun Damage, only Wound Damage has the ability to hurt Zombies.

THE CURSED

THE REVENANT

Attributes: Agility 8, Appearance 6, Brawn 5 (Stun 5), Intellect 5, Psyche 6, Vitality 8

Derived Attributes: Charm 5, Mental Stability 50, Psionics 5, Toughness 7, Life Force 20

Combat Skills: Bite 5 (+13), Control 5 (+10), Dodge 4 (+12), Grapple 4 (+12), Strike 4 (+12)

Skills: Investigation 3 (+8), Intimidation 5 (+10), Persuasion 3 (+8), Mythos: Revenants 3 (+8), Seduction 5 (+11)

Advantages: Endurance (2 Ranks), Observation (1 Rank)

Initiative: 3

Actions: 4, **Movement:** Walk 16, Run 24, Short Sprint 64, Fly 80

Resist Fear & Madness: 6 (+6)

Resist Magic: 6 (+6)

Resist Psionics Attacks: 6 (+6)

SPECIAL ABILITIES

Revenant Powers: See Chapter 2 for Revenant Strengths and Weaknesses

THE THRALL

Attributes: Agility 6, Appearance 5, Brawn 6 (Stun 6), Intellect 5, Psyche 5, Vitality 6

Derived Attributes: Charm 5, Mental Stability 40, Psionics 5, Toughness 4, Life Force 17

Combat Skills: Bite 5 (+11), Control 3 (+8), Dodge 4 (+10), Grapple 4 (+10), Strike 4 (+10)

Skills: Investigation 3 (+8), Intimidation 5 (+10), Persuasion 3 (+8), Mythos: Revenants 1 (+6), Seduction 5 (+10)

Advantages: Endurance (2 Ranks), Observation (1 Rank)

Initiative: 2

Actions: 4, **Movement:** Walk 12, Run 18, Short Sprint 48, Fly 60

Resist Fear & Madness: 5 (+5)

Resist Magic: 5 (+5)

Resist Psionics Attacks: 5 (+5)

SPECIAL ABILITIES

Thrall Powers: See Chapter 2 for Thrall Strengths and Weaknesses



THE WEREWOLF

This is one of the most horrifying of curses that has ever been devised. Through this Curse, the Sorcerer is able to turn their victim into a half-man/half-wolf abomination that stalks the earth looking to feed its unceasing hunger for flesh and blood. During the times of the full moon, anyone that is under the effects of this Curse turns into a Werewolf and begins searching for ANYONE (Friends, Family, even Enemies) to stalk and kill. Under this Curse, everyone is in danger of becoming a victim to the poor soul that has this curse placed upon them. What is worse is that anyone that this Werewolf attacks, should they actually survive the attack; will become a Werewolf themselves. This is one of the few self-perpetuating Curses that exist even today. All victims of this Curse effectively become immortal, as their bodies regenerate any damage that is done to them at a horrifyingly spectacular rate, which is one of the reasons why those with the Curse of the Werewolf become immortal.

Many that contract this Curse, attempt to commit suicide, but evitably fail because of a lack of willpower to go through with the act, or in most cases they don't know what implements are required to permanently end their suffering.

Only Silver can kill these poor souls, as Silver is one of the few types of Wound Damages that they can not easily heal, Silver causes double Wound Damage to Werewolves. Wolf's Bane can be used to ward an area against entry by those under this Curse.

Those under this Curse almost never remember the horrific acts that they perform while in their Werewolf form (which for some is a blessing in disguise, because it helps them to halt their descent into madness at least for a short while).

This curse, like any other curse can only be undone by the Cursing Sorcerer, or a member of their bloodline. To kill the Sorcerer that casts this Ritual ensures that the Curse will never be removed. Any Sorcerer that casts this Curse will automatically gain 2 tallies in the Negative Aspect of Three-Fold Law. This Ritual requires that the Cursing Sorcerer has a token that is directly tied to the Persona that is to be Cursed. It should also be noted that any children that the Cursed Sorcerer sires will also be victims of the same Curse.



WEREWOLF STRENGTHS & WEAKNESS

WEREWOLF STRENGTHS

ENHANCE ATTRIBUTE: Werewolves can enhance an Attribute at the cost of 1 Life Force Point per Attribute increase; this only last for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

NIGHTVISION: Werewolves can see in darkness at up to 600 ft.

REGENERATION: Werewolves can regenerate physical damage at a pace that no other known creature can equal. Entire limbs, eyes, hair, skin, grow back in a matter of hours to days. To be able to regenerate Wound Damage, a Werewolf must be able to sleep for 8 hours. Body parts such as Eyes, Hair and Skin can regenerate over the period of a single night of rest (8 hours of undisturbed rest); at which point their body regenerates 1 Rank of Wound Damage per hour (up to 8 Wounds per night in this fashion). Should a limb be utterly destroyed, it takes 5 days for the limb to regenerate. Werewolves are immune to Stun Damage. Werewolves can regenerate Wound Damage at 1 Rank per Life Force point spent. Werewolves can only regenerate Fire & Silver Damage through expending 3 Life Force Points per Rank of Wound Damage, and only during the night cycle (up to 8 Wounds per night).

SHAPE CHANGING: Only during the phases of the Full and Partial Moon does a Werewolf change into its Man-Beast form. During the days of the New Moon, those with the Curse of the Werewolf are free of the near constant urgings of the beast within them.

WEREWOLF WEAKNESSES

ALLERGY TO WOLFS BANE: Those with the Curse of the Werewolf take 1 Rank of Stun damage each round they are exposed to Wolfs Bane.

FEAR OF FIRE: Fire to Werewolves automatically provokes a Fight or Flight response, because of this; Werewolves must make a Resist Fear & Madness Check at "Difficult" when they must deal with Fire. Failure means they flee from the Fire.

THE HUNGER: Those with the Curse of the Werewolf lose 8 Life Force points everytime that they change into their Man-Beast form. During the partial phases of the Moon, Werewolves must succeed in a Psyche Check at -2 (at a Difficulty of: Very Difficult) to resist the urgings of the beast within them for release. During the phases of the Full Moon, Werewolves that attempt to resist changing into their Man-Beast form must succeed in a Psyche Check at -6 (at a Difficulty of: Very Difficult) to avoid the transformation. For every five pounds of living flesh that a Werewolf consumes, they are able to regain 2 Life Force points; this is one of the reasons that Werewolves are so dangerous during the nights of the Full Moon.

SUSCEPTIBILITY TO FIRE & SILVER: Werewolves take 2 Wounds per Round that they are hit with fire damage, against Silver weapons and silver bullets, the Werewolf takes double the bullet or weapons listed damage.

MAN-BEAST FORM STATISTICS

Attributes: Agility 8, Appearance 1, Brawn 8, Intellect 3 (Primal), Psyche 5, Vitality 8

Derived Attributes: Charm 0, Mental Stability 0, Psionics 5, Toughness 6, Life Force 18

Initiative: 2

Actions: 4, **Movement:** Walk 16, Run 32, Short Sprint 64

Combat Skills: Dodge 6 (+14), Grapple 6 (+14), Strike 6 (+14)

Skills: Athletics 4 (+12) (jumping), Investigation 6 (+9), Survival 6 (+11)

Advantages: Endurance (2 Ranks)

Resist Fear & Madness: 5 (+5)

Resist Magic: 5 (+5)

Resist Psionics Attacks: 5 (+5)

DEMONS

There is no Hell, but something exists beyond this world. Something terrible. Cloaked in darkness it stays in the shadows, waiting for unwary travelers to step out of the rational world and onto its dark streets. This Mirror World runs along side us, like a wolf. Watching. Waiting. Looking for a misstep where it can charge forward and intercept our course. It exists as the sleeping consciousness of our world, a dark reflection, so familiar but so frightening at the same time. In this dark and forbidding realm is where the spirits of the dead gather, to repeat their memories again and again. But something else lives there. In the Mirror World, they're terrible things. Things that break human minds, things that promise us our hearts desire in exchange for something trivial; a month of your life, your eye's color, your first born child.

If there is any single group of entities that has existed since the very first days of the Earth, it must be the Demons. Demons are the personification of dark desires and emotions; their only needed source of sustenance is the Life Force of living creatures from the Physical World.

These Demons are neither fallen angels nor the spirits of the damned; they have existed in the Mirror World for unto millennia. Their impact on our world sending disease, and war, and strife into it, preventing utopia, preventing peace. Where the Mirror World crosses with ours, either by force or by coincidence, these demons have been able to get out and wreak havoc on the Physical World. While the simplest of their lot destroy without reason, the smarter manipulate Mankind to their aims.

The Mirror World is a constant battleground between forces so subtle and evil that mortal minds cannot comprehend their meaning. Demonic allies one moment will turn against each other and back again with apparently no provocation. The more learned (and maddest) of Atlantean Sorcerers believe that this constant struggle is where our stories of the war in heaven began. And that this battle was caused by Sorcerer's of the Physical World.

It is said, that with the discovery of Sorcery in our world, the lust for more power was born. Many have plunged into the depths of the Mirror World, hoping to snare Demons and use them to increase their own power. The most common ones caught were minor Demons; those too slow, too weak, or too stupid to escape the Mortal's summoning.

Some of the more intelligent of Demons have allowed themselves to be caught. Seventy-two of the Mirror World's most maleficent Demons allowed themselves to be summoned in to the Physical World in order to feed upon the desperation and misery of humanity.

These Demons feed upon the desperation of humanity, seemingly arriving at just the right moment to offer the Atlantean or Human what seems like the deal of a lifetime in exchange for something as seemingly intangible and meaningless as their immortal souls. These 72 Demon Lords; better known as Zorshar are the demonic host that rules over the Mirror World, and brought in to the Physical World, they left a power vacuum that left the demonic hordes of the Mirror World to fight for power and position.

They walk the earth, the 72, always with a plan. Their names are whispered through history.

No one deals with them without losing something.

Here are a few of their number.

Baal: The King of the East. The Most powerful of all recorded Demons

Agares: The Earth Shaker

Barba: The Truth Speaker. For a price he will tell you the most painful of truths.

Valefor: The Corruptor. He leads the honest into thievery.

Glasyalabolus: The Murderer. She allows the pre-mediation of murder.

Berith: The Liar. He never speaks the truth, except when it hurts the most.

Foras: the Searcher. He finds what is hidden, and hides what is not.

Halpas: The Burner. With flame can good be scorched from the earth.

Ratneote: The Blind. Cannot see what is obvious, finds the most complex answer for the simplest problems.

Raum: Destroyer of Leaders. The Crow-Demon watches empires build, and allows them to fall.

Shax: The Gibbered. Destroys human sight, hearing, and speech.

DEMONIC STRENGTHS & WEAKNESSES

All Demons have of common supernatural abilities that they all possess and common weaknesses as well. Rather be redundant throughout this section, we are going to like the demonic strengths and weaknesses here and their individual stats with their entries.

DEMONIC STRENGTHS

All Demons possess the Psychic Talents of Telepathy and Psychokinesis (See Psychic Template for Telepathy and Psychokinesis.) They also have the ability to steal the Life Force of living creatures.

STEAL LIFE FORCE: The Demon makes a Psionics + Control + Card versus the intended victims Resist Psionics + Card, if successful; the Succubus is able to drain the Life Force from her victim at a rate of 2 Life Force points per round.

NECROSITES

INFECT LIVING: The Necrosite makes a Psionics + Card versus the intended victims Resist Psionics + Card, failure on the part of the living victim means that the Necrosite has taken a foothold in the victim's body.

NIGHTMARE LORDS

INCITE FEAR: The Fear Demon makes a Psionics + Broadcasting + Card versus the intended victims Resist Psionics + Card, if successful the Fear Demon is able to determine the source of the target's greatest fear and then manifests it in same form that the target can perceive. A Resist Fear & Madness Check is necessary once this fear is forced upon the target.

RED SPECTRES

INFECT WITH PLAGUE: The Plague Demon makes a Psionics + Control + Card versus the intended victims Resist Psionics + Card, failure means that the Plague Demon has been able to infect its victim with a plague condition of the Plague Demon's choice.

REAPERS

REAP LIFE FORCE: The Fate Demon makes a Psionics + Card versus the intended victims Resist Psionics + Card, if successful; the Reaper is able to draw out all of the remaining Life Force left in the victims body into themselves, thereby allowing the victim's soul to move on to the next life.

SUCCUBUS

PERFECT WOMAN: The Succubus Demon makes a Psionics + Scanning + Card versus the intended victims Resist Psionics + Card to gain an image of the victims "dream woman". If successful, when the Succubus attempts to seduce the victim, she gains a +8 towards the Succubus' Charm + Seduction + Card Contest against the victim. In most cases, it is relatively easy for the Succubus to lure in her prey to the hotel room or place that she intends to show her "affection" for them at.

ZORSHAR & DAEMONUS PRIMINATE

SOUL PACT: The Demon is able to make Soul Pacts with mortal creatures; these Soul Pacts allow the Demon to warp reality in such a way as to allow the Demon to grant nearly any agreed wish that is made by the mortal what does not destroy the space-time continuum. Example: The Demon could grant a Sorcerer double to triple their normal Life Force permanently in return for the Sorcerer's Soul upon their eventual death. While another Demon could grant a mortal godlike strength; increasing the mortal's Brawn to 10 Ranks permanently. Another Demon could grant a mortal the Maximum Ranks possible in the Wealth Advantage. In all cases, when the mortal dies, the Demon gains the mortal's Soul upon their death. What is left of the mortal's personality and Life Force descends into the depths of the Neitherworld that is the Mirror World to become a Necrositic Demon.

LORD OF WAR

COMMAND THE MERCHANTS OF DEATH: The Lord of War has the ability to sway the hearts and minds of the death bringers of the world. Through this power, the Lord of War can convince all those with violence in their hearts to commit acts of violence against any and all that would oppose their blood-thirsty whims. The Lord of War makes a Psionics + Broadcasting + Card against the victim's Resist Psionics + Card to draw out their violent nature. If the Lord of War is successful, he is able to convince his victim into committing an act of violence that they may have been resisting the urge to commit because of common sense.

LORD OF HUNGER

TASTE OF ASH: The Lord of Hunger has the ability to dry up streams of water, to lay crop fields to dust. The Lord of Hunger makes a Psionics + Control + Card Check against a difficulty of: Very Difficult. Past that, it is the Director's responsibility to create the effects of the Lord of Hunger in such a way as it helps to drive the Episode in question.

LORD OF DISEASE

INFECT WITH PLAGUE: The Lord of Disease makes a Psionics + Card versus the intended victims Resist Psionics + Card, failure on the victim's part means that the Lord of Disease has been able to infect his victim with a plague condition of the his choice.

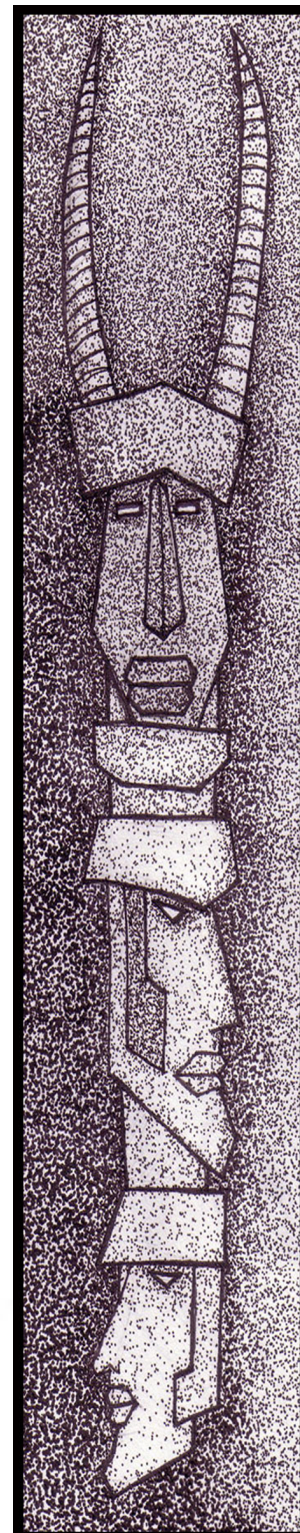
LADY OF DEATH

REAP LIFE FORCE: The Lady of Death makes a Psionics + Card versus the intended victims Resist Psionics + Card, if successful; the Lady of Death is able to draw out all of the remaining Life Force left in the victims body into themselves, thereby allowing the victim's soul to move on to the next life.

DEMONIC WEAKNESSES

The only true weakness that all Demons posses is their True Name, for a mortal creature to know their name is for that creature to have the ability to control the Demon to an extent; mostly in regards to summoning the Demon and Banishing them from the Physical World.

TRUE NAME: A Demon's True Name holds power of it, in many cases these True Names have been lost to history and the Demon is free to do as it pleases without fear of banishment. If a Demon's True Name is used against it, the one that has uttered the Demon's name has the ability to banish the Demon from the Physical World until the evening of the next New Moon. It is also possible to summon a Demon by using its True Name, only Sorcerers with the knowledge of how to Summon/Bind Demons has the ability to do this with any measure of safety.



NECROSITIC DEMONS

Necrositic Demons are perhaps the oldest and most visible demons known to the world of men. These entities are the lowest rung on the demonic ladder and are the end result of a life of depravity and evil, they come into being through two possible ways; the first being the most simple of them, these individuals have proceeded through life sowing death, destruction, and misery if for no other reason than they simply could. The second way is through making Soul Pacts with the dark powers of the Realm of Spirits; specifically the Netherworld. Once a Soul Pact has been completed and the mortal dies part of their soul, the greater portion that is pure energy is transferred to the dark power that owned it. What is left of the soul; its intellect, passions, personality and the darker emotions descends into the darkest regions of the Netherworld where they exist in eternal torment, awaiting the day that a mortal sorcerer will summon them back to Earth.

Necrositic Demons must be summoned back to Earth by sorcerers that know the extremely rare ritual "Summon/Bind the Hungry Dead". The demons are by far the most malevolent of demonkind, this is partly due to their time spent in the Netherworld, also partly because of the natures of the souls before they were damned to the Netherworld. Eight out of ten Necrositic Demons that are summoned back to Earth are permanently insane due to their exposure to the hellish Netherworld and because of the insane darkness of the other Necrositic Demons that were trapped in the Netherworld with them.

When a Necrositic Demon is summoned back to Earth, they infest a body that is recently dead. The body that will serve as host to the demon must have died of unnatural causes; as in murder or a violent death. Once summoned and bound by the sorcerer in question, the Necrositic Demon will serve its master until its current body is destroyed, once this host body is destroyed, the demon has a single breath to make it to the body of a dead of living creature. Once in a new body, all power that the sorcerer had to control the demon is gone and it becomes very unhealth for the sorcerer to remain in the demon's presence because most Necrositic Demons will kill their former master out of sheer spite.

Should a Necrositic Demon infect a living body, a Necrositic Infection occurs. In simplest terms a Necrositic Infection is when the demon forces its essence into the body of a living creature.

The demonic essence of a Necrositic Demon is lethal to all living beings. As the demon continues to infect the host body; that being begins to die. Once dead, the Necrositic Demon gains full use and possession of its new host body.

The life force of the living is like a narcotic to Necrositic Demons, which is why it is an incredibly difficult task in exercising a Necrositic Demon from a living host. Being that most Necrositic Demons come from human stock, which is the type of host they tend to gravitate towards.

A not so small contingent of the Necrositic Demon population of the Netherworld had been sorcerers in life before their descent into the Netherworld. Because of this, there is a 20% chance that any Necrositic Demon

summoned by a sorcerer will be a sorcerer itself. These are the most dangerous of all Necrositic Demons because through them, they can bring untold numbers of their own kind back into the world. Once a foothold is established, the demonic sorcerer begins increasing the numbers of their legions of demons until all life in an area is consumed by the Necrosites. Upon reaching critical mass and totally expending the living resources of the area they are in, they begin spreading out in all directions in an attempt to increase their sphere of influence and control. By this point though, there are at least three Demonic Sorcerers in the area of influence, so it becomes necessary for one of that number to move into another area and begin the cycle again.

Necrositic Demons crave and consume the flesh and blood of the living; allowing them to halt the decomposition of their undead bodies. Realistically speaking though, it is possible for a entire island to be taken over by Necrosites, but because of no new resources to consume for the entire population of demons to be sent back into the Netherworld when their undead bodies decompose; leaving the island in question totally dead, but the Necrositic Invasion is over because they had no room to expand.



NECROSITE

Attributes: Agility 3, Appearance 2, Brawn 7, Intellect 3, Psyche 3, Vitality 8

Derived Attributes: Charm 2, Mental Stability 0, Psionics 3, Toughness 5, Life Force 17

Initiative: 0

Actions: 2, **Movement:** Walk 6, Run 12, Short Sprint 24

Combat Skills: Dodge 6 (+14), Grapple 6 (+14), Strike 6 (+14)

Skills: Athletics 3 (+5), Broadcasting 3 (+6), Intimidation 3 (+5), Investigation 2 (+5), Scan 3 (+6),

Advantages: Endurance (1 Ranks), Psychic Talent: Telepathy

NIGHTMARE LORD

Attributes: Agility 3, Appearance 1, Brawn 3, Intellect 8, Psyche 8, Vitality 4

Derived Attributes: Charm 4, Mental Stability 0, Psionics 6, Toughness 3, Life Force 18

Initiative: 0

Actions: 2, **Movement:** Walk 6, Run 12, Short Sprint 24

Combat Skills: Dodge 4 (+7), Grapple 3 (+6), Strike 3 (+6)

Skills: Broadcasting 6 (+12), Control 6 (+12), Intimidation 8 (+12), Investigation 4 (+12), Scan 6 (+12)

Advantages: Endurance (1 Ranks), Psychic Talent: Phantasm, Psychic Talent:: Telepathy

NIGHTMARE LORDS (AKA FEAR DEMONS)

Fear Demons exist because of the subconscious fears of all sentient beings; they draw power by feeding on the fears of mortals. When a Nightmare Lord appears in an area, the overall fear level of that area increases by ten fold, the local population



becomes actively fearful of some unknown fear that they can not quite describe. A common tactic of Fear Demons is to look into the subconscious of their victims for the things they most fear and then they manifest them in some form that only the victim can perceive. In many cases, the suicide rate of the area that the Nightmare Lord has taken up residence increases by 20% as its victims attempt to escape their fears through the only way out that they can think of; death.

RED SPECTRES (AKA PLAGUE DEMONS)

Red Spectres are the bringers of plague and death, once they enter an area they choose a plague that has long since disappeared and unleash it upon the mortal population. During the Dark Ages and Middle Ages, these demons were more common because after the fall of



Roman, the advanced medicines that were previously available to stop outbreaks like this disappeared as the world was plunged into darkness. It wasn't until the renaissance that advanced medicine began reemerging back in Western Europe, and from that time forward the dominions of the plague demons began shrinking as the diseases and plagues that they unleashed became manageable by the Europeans.

Plague Demons now exist on the fringe of mortal society, preying on those that do not have the ability to fight the diseases and plagues that they inflict upon them, most commonly the homeless.

RED SPECTRE

Attributes: Agility 3, Appearance 1, Brawn 3, Intellect 4, Psyche 5, Vitality 5

Derived Attributes: Charm 2, Mental Stability 0, Psionics 4, Toughness 2, Life Force 13

Initiative: 0

Actions: 2, **Movement:** Walk 6, Run 12, Short Sprint 24

Combat Skills: Dodge 4 (+7), Grapple 3 (+6), Strike 3 (+6)

Skills: Broadcasting 5 (+9), Control 6 (+10), Intimidation 8 (+10), Investigation 3 (+7), Scan 5 (+10)

Advantages: Endurance (1 Ranks), Psychic Talent: Psychokinesis & Telepathy

REAPERS (AKA FATE DEMONS)

Fate may be seen as a fixed sequence of events that has an inevitable and unchangeable outcome. As such even the universe has a way to ensure that Fate is sated; in this case, it is in the form of Fate Demons, more commonly known as "Reapers". There is one unchangeable law in the universe "All things that are born must eventually die", and through the existence of Reapers, this universal law is maintained.



Reapers are one of the oldest types of demonkind; as they are tied to life and death itself. Reapers are drawn to that moment when a Life Force burns its brightest, that is the moments just before a creature's death, when the subconscious mind, the primal part of a creature or person rails against the end of its existence. It is at this point that the nearest Fate Demon to the creature in question begins feeling an irresistible pulling towards the creature or person that is heading to the last moments of its life.

The Reaper nearest to the creature or person, once drawn to their prey follows the intended victim of Fate until that inevitable moment comes.

Fate has a way of making sure that the moment comes; it could be the taxi cab that comes out of nowhere to hit the victim, it could be a piece of orbital space junk that finally comes to earth that ends their life. But in all instances, Reapers are waiting in the wings to take the Life Force of the victims of Fate.

Reapers do not take the soul, as Fate has deemed that it journeys on to the next life, but only the Life Force energy that was present in the receptacle that once held the soul, its body. Once the soul has passed on and the Reaper has sated itself on the remaining Life Force energy; the dictates of Fate have been fulfilled and the Fate Demon moves on to its next intended victim.

All of the old legends about the sightings of the Grim Reaper have been encounters with Fate Demons. Just as with Ghosts, Fate Demons live with one foot in the human world and one foot in the mirror world.

Souls that somehow escape the dictates of Fate are doomed to grow old and fester within their bodies, never knowing the full potential that they might have known if they had gone on to their next life. One of the greatest enemies and most prized victims for Fate Demons are the Lilan, the Lich, the Revenant, and the Thrall. Creatures that live, yet defy death. Reapers tend to get a great deal of false starts from these creatures, because even though they are a part of the universal tapestry, they defy its dictate about "...must eventually die".

So some Reapers find one of the above creatures and begin following them through the world, waiting for that moment when death finally comes for them and their Life Force can finally be reaped. Immortals tend to taste the sweetest because of all of the Life Force that is trapped within their bodies.

Attributes: Agility 4, Appearance 2, Brawn 3, Intellect 4, Psyche 4, Vitality 4

Derived Attributes: Charm 3, Mental Stability 0, Psionics 4, Toughness 3, Life Force 14

Initiative: 1

Actions: 2, **Movement:** Walk 8, Run 16, Short Sprint 32

Combat Skills: Dodge 4 (+8), Grapple 3 (+7), Strike 3 (+7)

Skills: Broadcasting 5 (+9), Control 6 (+10), Intimidation 5 (+8), Investigation 3 (+7), Scan 5 (+9)

Advantages: Endurance (1 Ranks), Psychic Talent: Psychokinesis & Telepathy

SUCCUBUS DEMONS

The Succubus is a female demon seductress that appears in the form of a beautiful woman that lures men into falling in love with her for the purpose of sleeping with them so that she can draw off of their Life Force. Most men are left lifeless husks from making love to these beautiful demons, so are left alive, but emotionless heartbroken being that are left feeling nothing but hate and despair for the world around them.

These demons; like these rest of Demonkind; have the ability to walk in both the Physical World and the Mirror World. Unlike most of their kin, Succubi have the ability to take on a physical form while in the Physical World, some chose to possess the bodies of female Psychics that have been cut loose from their spiritual tethers; because in doing so all the Succubus need worry about is losing their physical form if the body is killed. When Succubi take a physical form in this world, they are susceptible to being destroyed in both worlds; which means death for the Succubi.

In the modern age, with the advent of dance clubs and bars, it has become considerably easier for these demons to feed on mortal men, both Atlantean and Human. Most Succubi lead what would be considered normal lives by human standards, feeding when they choose and indulging themselves in all of the pleasures that the flesh and the modern age can provide.



Attributes: Agility 4, Appearance 8, Brawn 3, Intellect 4, Psyche 6, Vitality 4

Derived Attributes: Charm 6, Mental Stability 0, Psionics 5, Toughness 2, Life Force 16

Initiative: 0

Actions: 2, **Movement:** Walk 8, Run 16, Short Sprint 32

Combat Skills: Dodge 4 (+8), Grapple 3 (+7), Strike 3 (+7)

Skills: Broadcasting 5 (+10), Control 6 (+11), Investigation 7 (+11), Scanning 6 (+11), Seduction 6 (+11)

Advantages: Endurance (1 Ranks), Psychic Talent: Psychokinesis & Telepathy

GREATER DEMONS

ZHORSHAR (DEMON LORDS)

These demons are born in the darkest depths of the Netherworld; the Realm of Spirits or more commonly known among Sorcerers as the Mirror World. These demons are totally alien in their mentality, as they were never human; they have no concept of human compassion or morality. Zhorshars are the dark powers with the Netherworld that mortal sorcerers typically call out to when they are wishing to make Soul Pacts. These demons are more than willing to make these Soul Pacts because in the end; once made, there is no way out of the Soul Pact. The sorcerer making such a pact is damned for making a Soul Pact and when their time on the Physica; World also known as Earth, runs out their souls are sent screaming into the Netherworld to serve their demonic master for all eternity in the form of lesser demons; one of these kind obviously being the Necrositic Demon.



The Zorshar have come to be known under many names throughout the centuries, the most famous of them under the name of Lucifer. It is believe that from the earliest days of human history that the Zorshar have been praying on the hopes and fear of humanity. Many suspect that the tales of Lucifer's fall from Heaven might be partially true, in the reality being some kind of civil war that occurred within the Mirror World that its effects bled over in to the Physical World.

ZORSHAR

Attributes: Agility 5, Appearance 7, Brawn 7, Intellect 8, Psyche 8, Vitality 8

Derived Attributes: Charm 7, Mental Stability 0, Psionics 8, Toughness 5, Life Force 22

Initiative: 1, **Actions:** 3, **Movement:** Walk 10, Run 20, Short Sprint 40

Combat Skills: Dodge 4 (+9), Grapple 3 (+8), Strike 3 (+8)

Skills: Broadcasting 6 (+14), Control 6 (+14), Intimidation 8 (+15), Investigation 6 (+14), Scan 6 (+14), Shielding 8 (+16)

Advantages: Endurance (1 Ranks), Psychic Talent: Psychokinesis & Telepathy

DAEMONUS PRIMINATE

Attributes: Agility 6, Appearance 8, Brawn 9, Intellect 9, Psyche 9, Vitality 9

Derived Attributes: Charm 8, Mental Stability 0, Psionics 8, Toughness 6, Life Force 30

Initiative: 2, **Actions:** 3, **Movement:** Walk 12, Run 24, Short Sprint 48

Combat Skills: Dodge 4 (+9), Grapple 3 (+9), Strike 3 (+9)

Skills: Broadcasting 5 (+14), Control 8 (+16), Intimidation 8 (+16), Investigation 6 (+15), Scan 5 (+13), Seduction 6 (+14)

Advantages: Endurance (1 Ranks), Psychic Talent: Psychokinesis & Telepathy

DAEMONUS PRIMINATE

The Daemonus Priminate are the true rulers within the Mirror World, these Demons are by far the most malevolent and powerful of demonkind.



It is believed that these Demons were the first to come into existence within the dark realm of the Mirror World, and over the eons these super powers within the world of spirits have been moving their pawns with some plan of an end game in mind.

There are some that say that the Demons and the Fae are two sides of the same coin; that for one to exist, the other must exist, as in darkness and light.

These Demons are the most dangerous and least seen of all demonkind, a single whisper by one of the Daemonus Priminate is enough to send scores of demons running for cover or out into the Physical World in order to complete one of their inscrutable and nefarious plans.

Some Occult scholars in the world believe that these Demons in particular have been toying with mankind since the dawn of sentient thought. A handful of Occultists believe that these Demons have been masquerading as gods and goddesses in an attempt to draw even more power from their unknowing and unsuspecting worshippers.



THE FOUR HORSEMEN OF THE APOCALYPSE

Long ago, when the world was young; the Mirror World collided with the Physical World. It was during this time that four of the most powerful Zorshar (Demon Lords) were loosed upon the world. Each of these Zorshar was the embodiment one of the great fears of the ancient world; War, Hunger, Disease, and Death.

Of the Zorshar that entered the Physical World, only the Lady of Death seems to have stayed her hand and shown humanity any mercy, the other Horseman have bathed the world in misery and death since they entered.

THE LORD OF WAR

The Lord of War had a great thirst for carnage, he moved about humankind; promoting war in all of its bloody glory. At times, the Lord of War could be found leading armies; driving his men to greater and greater acts of barbarism for the sake of conquest itself. This hungers for violence, and this hunger is never satisfied. The Lord of War is able to change his appearance at will, into man or woman, but in all guises this demon pushes humankind into acts of violence for violence sake. For every man or woman that dies because of the intervention of this demon lord, the Lord of War gains the power that was their Life Force.



LORD OF WAR

Attributes: Agility 7, Appearance 5, Brawn 9, Intellect 6, Psyche 8, Vitality 8

Derived Attributes: Charm 5, Mental Stability 0, Psionics 7, Toughness 5, Life Force 22

Initiative: 2, **Actions:** 4, **Movement:** Walk 14, Run 28, Short Sprint 56

Combat Skills: Dodge 6 (+13), Firearms 4 (+11), Grapple 6 (+13), Melee Weapons 7 (+14), Strike 6 (+13)

Skills: Broadcasting 6 (+13), Control 7 (+14), Intimidation 8 (+13), Investigation 5 (+11), Persuasion 10 (+15), Scan 6 (+13)

Advantages: Endurance (1 Ranks), Psychic Talent: Telepathy

THE LORD OF HUNGER

The Lord of Hunger moved about humankind, laying waste to the very livestock and fields that fed the human race. When he could not destroy the fields or the livestock, he would take as much as he could so that no others had access to it. Thousands would starve to death because of this demon lord's hunger to control the very resources that allowed people to flourish. There are ancient tales of town wells that the community had relied on becoming poisoned by unknown entities so that no one could drink from them, this can easily be tracked back to this demon lord. As long as the common man hungers while the social elite are sated, the work of the Lord of Hunger can be found. For every man or woman that starves to death because of intervention of this demon lord; the Lord of Hunger gains the power that was their Life Force.



LORD OF HUNGER

Attributes: Agility 5, Appearance 2, Brawn 5, Intellect 8, Psyche 8, Vitality 8

Derived Attributes: Charm 5, Mental Stability 0, Psionics 7, Toughness 4, Life Force 22

Initiative: 1, **Actions:** 3, **Movement:** Walk 10, Run 20, Short Sprint 40

Combat Skills: Dodge 4 (+9), Grapple 3 (+8), Strike 3 (+8)

Skills: Broadcasting 5 (+13), Control 8 (+15), Intimidation 5 (+10), Investigation 5 (+12), Persuasion 5 (+10)

Advantages: Endurance (1 Ranks), Psychic Talent: Telepathy

LORD OF DISEASE

Attributes: Agility 6, Appearance 2, Brawn 5, Intellect 7, Psyche 9, Vitality 9

Derived Attributes: Charm 4, Mental Stability 0, Psionics 8, Toughness 4, Life Force 22

Initiative: 2, **Actions:** 3, **Movement:** Walk 12, Run 24, Short Sprint 48

Combat Skills: Dodge 4 (+10), Grapple 3 (+9), Strike 3 (+9)

Skills: Broadcasting 5 (+13), Intimidation 8 (+12), Investigation 3 (+10), Scan 5 (+13), Shielding 6 (+14)

Advantages: Endurance (1 Ranks), Psychic Talent: Telepathy

THE LORD OF DISEASE



The Lord of Disease moved about the ancient world as a carrier of disease and plagues, infecting all those that he came across to with pestilences that would wipe out entire villages, even cities. His appearance would generally be that of a man or woman of lowly stature, in most ancient texts as a beggar. Through this demon lord's contact with men and women that chose to help and even those that chose not to help

him or her, the Lord of Disease would infect them with a pestilence that would be passed on to all that they came into contact with. For everyman or woman that wasted away and died because of the diseases that this demon lord passed on to them, the Lord of Disease gains the power that was their Life Force.

THE LADY OF DEATH

The Lady of Death moved among humankind, choosing who would live and who would die. Out of all of the demon lords that were released into the physical world, the Lady of Death was the least destructive of her brethren. For the Lady of Death, she had a purpose in the universal scheme of things; she was the greatest of the Fate Demons. Through the Lady of Death, the greatest of souls would be reaped. This great mistress was not tied to the lives of the average mortal that lived and died; her attention was only draw to those that changed the world in some great way.

To her was given the responsibility to reap the souls of the great thinkers, the majestic rulers, the vile tyrants, the holiest of the holy men and women of the world. When the Lady of Death crossed the barrier between the mirror world and the physical world, it was something that the Fates had destined. When the Lords of War, Hunger, and Disease crossed into the physical world, it was out of out of a lust for power. Because of this, the Lady of Death actually works against the machinations of her brothers.



LADY OF DEATH

Attributes: Agility 6, Appearance 8, Brawn 5, Intellect 8, Psyche 9, Vitality 9

Derived Attributes: Charm 4, Mental Stability 0, Psionics 8, Toughness 4, Life Force 22

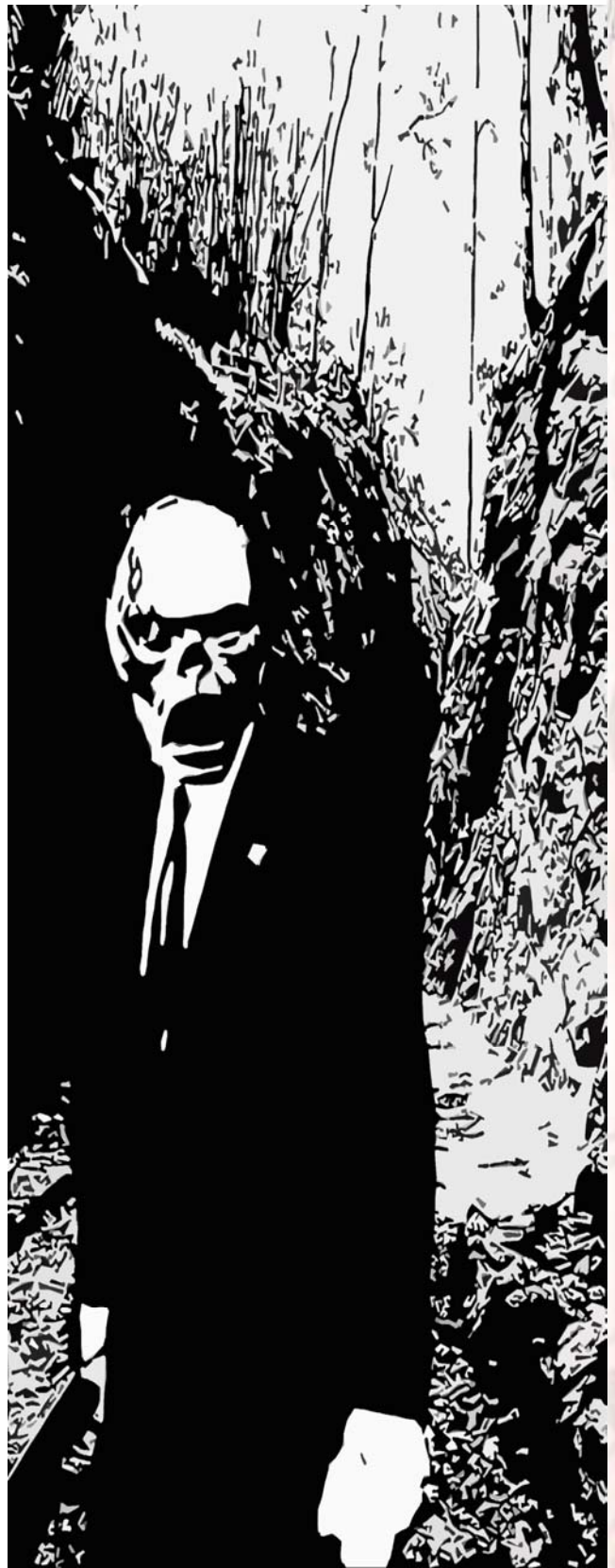
Initiative: 2

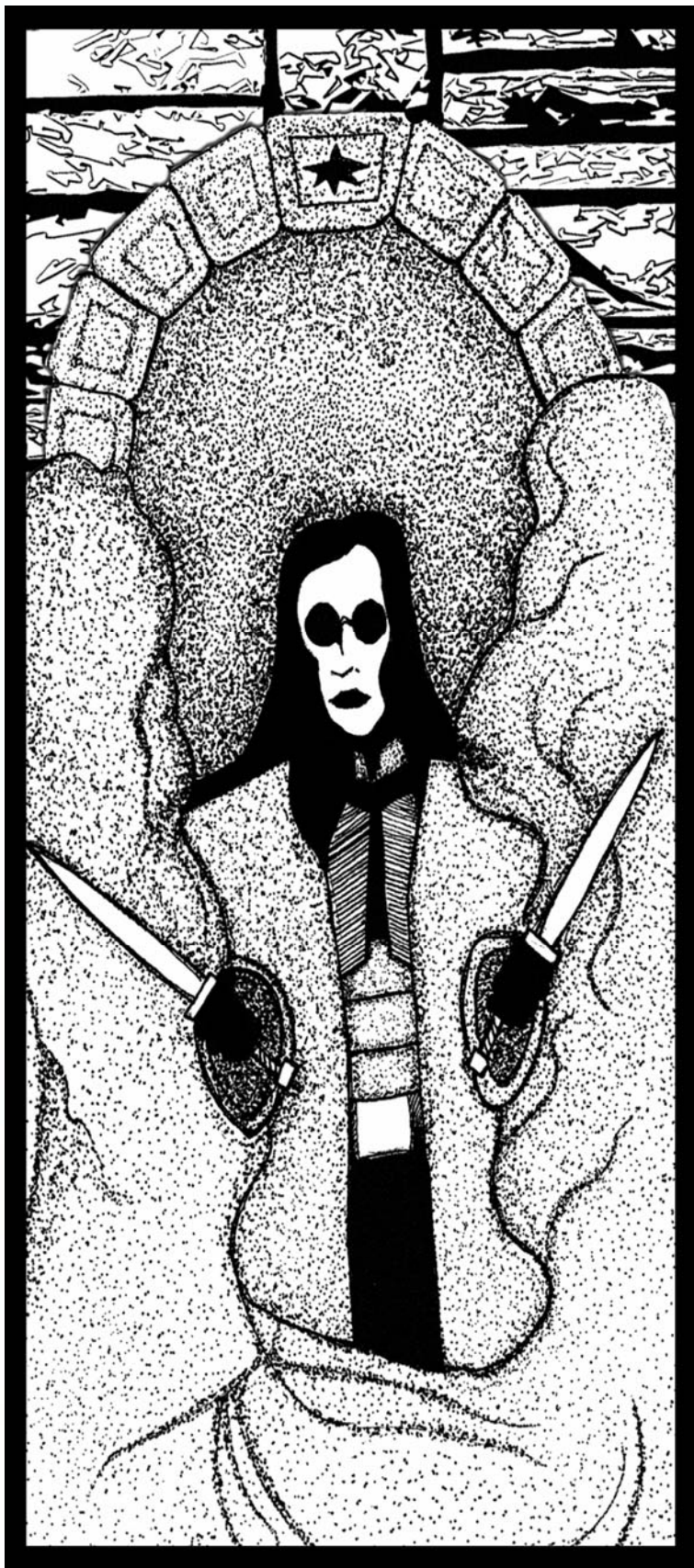
Actions: 3, **Movement:** Walk 12, Run 24, Short Sprint 48

Combat Skills: Dodge 4 (+10), Grapple 4 (+10), Strike 3 (+9)

Skills: Broadcasting 6 (+14), Control 8 (+16), Intimidation 6 (+10), Investigation 8 (+16), Scan 7 (+15), Seduction 6 (+14)

Advantages: Endurance (1 Ranks), Psychic Talent: Telepathy





SECTION II:

DARK CONSPIRACIES AND SECRET SOCIETIES

ATLANTEAN SECRET SOCIETIES

BROTHERHOOD OF THE GLADIUS

The Brotherhood of the Gladius is a secret society made up of Imperium Legionnaires, Centurions, and Praetorians that have served the Second Atlantean Empire in the past and present. This secret society exists outside of the command structure of both the Centurion Order and the Praetorian Order; much to the disdain of the Antiquarians Guild and the Atlantean Emperor.

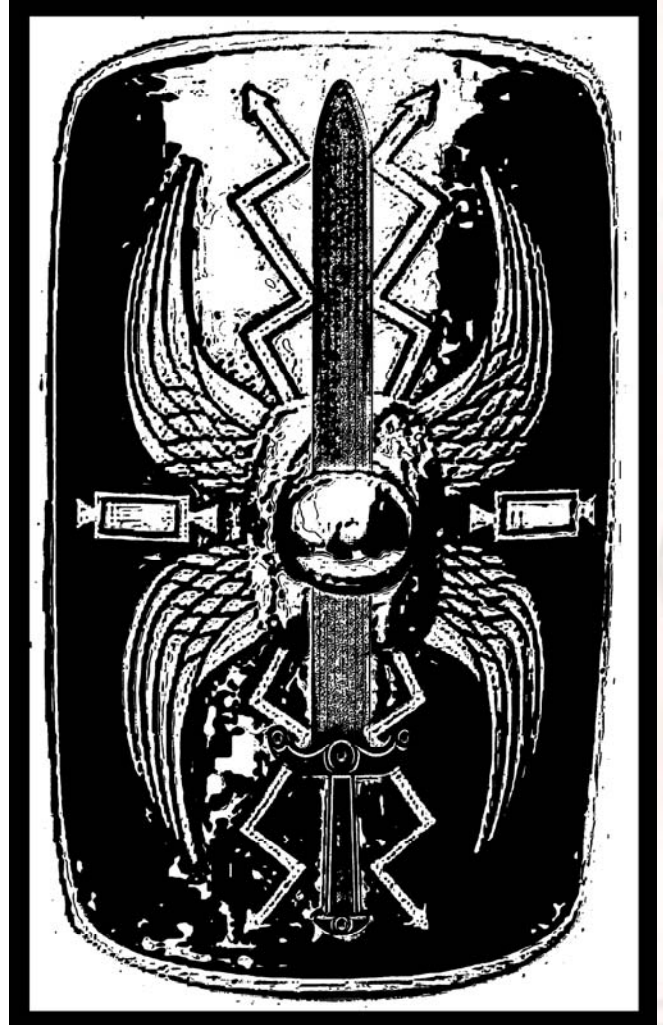
The Brotherhood was founded in the 1952 AD; years after the fall of the British Isles to the forces of the Renegade Houses. The members of the Brotherhood believe that through the bonds of their collective experiences, they can make the Second Atlantean Empire stronger in their respective cities and communities.

The founding members of the Brotherhood of the Gladius were members of the legion that fought in the Battle of London in 1939.

Members of the Brotherhood of the Gladius take an oath to protect and defend their brothers within the society, even at the cost of their own Imperium renown or House prestige.

Much like the Court of Roses, the Brotherhood of the Gladius has no formal ranks within it. All brothers have an equal voice in matters that concern the Brotherhood and its members.

In 1967 AD, the Scarlet Brotherhood infiltrated the Brotherhood of the Gladius in an attempt to gather information about the secret society. When they discovered the oath of fellowship that all members of the Brotherhood must swear to, the Grand Inquisitor of the Scarlet Brotherhood brought his Order's discoveries to the attention of the Antiquarians Guild. Citing the oath of fellowship that all members of the Brotherhood of the Gladius must swear to as conflicting with their oaths as Centurions and Praetorians, the Scarlet Brotherhood pushed for the disbanding of the secret society and trials to be held for all of its members for the crime of treason against the Second Atlantean Empire.



The Antiquarians Guild held a vote on the matter, but in the end ruled that the Brotherhood of the Gladius was a harmless secret society that was not in violation of the Codex Imperialis. To date, the Scarlet Brotherhood has continued to harass any and all those that they find to be members of this secret society even though the Antiquarians Guild cleared them of any wrong doing.

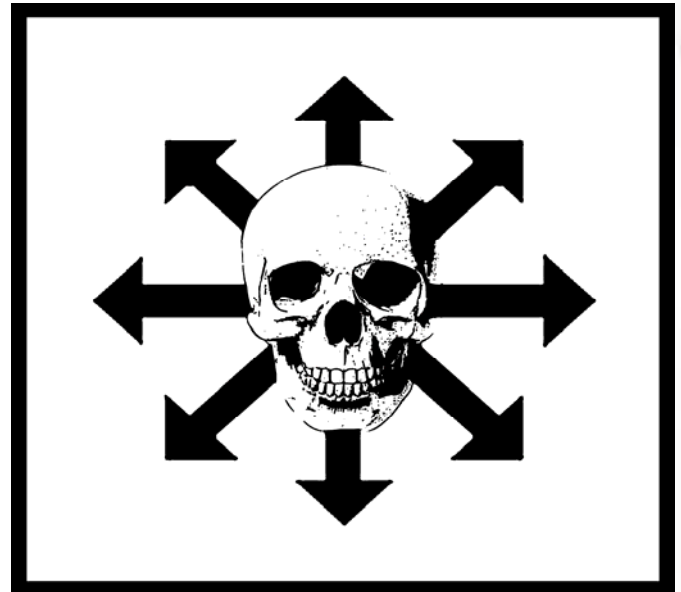
CHILDREN OF CHAOS

The Children of Chaos are one of the more recent Secret Societies of Atlanteans to emerge within Atlantean society, their founder is a Faux Blooded by the name of Dimitrius Saint John, and he is believed to originate from a bloodline within House Ramius that fell from grace during the chaos of World War 2. Some say that Dimitrius is a survivor of the Death Camps of Nazi Germany and that his time in the Death Camp broke him mentally. Simply put, Dimitrius believes that the time of the Second Atlantean Empire is over and that it is time to bring about its end by any means necessary.

Given the ever increasing number of Pariah that appears every year within Atlantean society; it is not hard to see why Dimitrius has gained a loyal following. Those hardliners within the Second Atlantean Empire tend to view any type of weakness or scandal as an attempt to bring their great society low, and because of that, they have no qualms against casting out those that would endanger their own positions within the empire or their home Dominions.

The Children of Chaos work in cells, similar to a terrorist organization; with each cell operating independently of each other. Due to their structure, it has been extremely difficult for the Imperium to find the Children of Chaos. In 1998, some of Dimitrius' followers went on a killing spree in Montreal in the Canadian Province of Quebec. By the time that they were finished and found by the Imperium population, no less than six families met their end. The cell itself was killed to its last member, but the Children of Chaos as a whole have continued on as if the deaths of those Children of Chaos were nothing more than a wooden splinter in the paw of the great beast itself.

The most concerning part of the Children of Chaos is that fact that they seem to draw new followers from all of the Houses of the Imperium, to the point to turning those that are simply dissatisfied citizens into terrorists themselves. The Scarlet Brotherhood has been attempting to infiltrate the Children of Chaos; their goal is to find and kill Dimitrius Saint John, and hopefully his death will deal a serious blow to their Children of Chaos as a secret society. There are others within the Second Atlantean Empire that fear that if the Scarlet Brotherhood were to ever find and kill Dimitrius, that his death would galvanize all of the cells of the secret society into even great acts of terrorism in the name of Dimitrius the martyr.



One of the greatest problems that the Imperium, and even the Renegade Houses have had in finding and stopping these terrorists is the fact that the Children of Chaos blend into the Reavers too easily at times, and to attack the Reaver Cadres indiscriminately would cause an escalation of the already violent relationship that the Imperium has with Reaver Cadres as a whole.

Some Imperium citizens are beginning fear that the Children of Chaos have infiltrated Atlantean society so well that much of the paranoia that is being spread about the destructive nature of the Renegade Houses is in fact being perpetrated by the Children of Chaos. As it stands, the standing order is to kill anyone the claims membership in this secret society and to notify the Scarlet Brotherhood immediately of the appearance of the Children of Chaos in the Dominion that they appeared in.

COURT OF ROSES

Sir Hugo...was a crusader during the time of Richard and Saladin. He was taken prisoner. He was released on parole to seek his ransom... and when he was not able to find it in the time due, he returned to Saladin's camp to die. Saladin was impressed...but bound by his own oath to kill the knight if the ransom was not paid. He challenged his chieftains, telling them of how Hugo had returned honorably...and they paid his ransom.. And Saladin asked Sir Hugo about his code... about the chivalry and knighthood. Sir Hugo explained the ceremony...he told him:

"From that day on I was bound to honor the Church, to obey my King, To speak the truth and disdain a lie, To practice courtesy to all ladies, To help the oppressed, To keep my word, To fear no man and nothing save dishonor. "

Saladin gave the gold to Sir Hugo. Sir Hugo thanked him...speaking as one knight to another, so to speak... And he asked if instead it could be used to ransom some of his comrades. And Saladin smiled at him and said *"Take them. No amount of gold is sufficient for such a man as thou art. Take them. They are all free."*

And they were given an escort of honor back to King Richard's camp.

WHAT IS THE COURT OF ROSES ?

The Court of Roses is an Elitist Society within the Imperium that has attempted to reintroduce the Codes and Ethics of Chivalry back into the Imperium. Its home city is that of Paris in France.

It was in 1785 when Camila DeLaRosa of House Lionnes founded the Society, since then it has grown over the centuries to take on Lords and Ladies of all of the Houses of the Imperium. One of its greatest supporters at the time of it's founding, and even now is Lady Andrea DeLyones, former Empress of the Imperium.

Most within the Imperium tend to believe that the members of the Court of Roses simply have their heads in the clouds, that they are fooling themselves with such idealistic beliefs that Atlanteans and Lilans are still of such virtues. But those within the Society see it quite differently; it's Lords and Ladies see the Society as necessary stabilizing element to keeping the peace among the Houses and the varied Families that make up the Imperium.

The Court of Roses has members all over the Imperium. To become a member of this Society, an Atlantean must find a member of the Society and prove to that Lord or Lady that they are worthy of joining its exalted ranks. They must prove without a shadow of a doubt that they can live up to the Code of Ethics that the Court of Roses espouses so highly. Once a prospective member has been found worth by a Lord or Lady, that Atlantean or Lilan is taken to Paris by the Lord or Lady and judged by the rest of the Court. Many attempt to join, but few have the courage and integrity to actually be admitted into the Court.

Once admitted into the Court of Roses, the new member is viewed as an equal, whose voice carries just as much sway as even the oldest Lords and Ladies of the Court.



NOTABLE FIGURES WITHIN THE COURT OF ROSES

Camila DelaRosa of House Lionnes - Antiquarian, High Lady of the Court of Roses

Lord Andre DelaRosa of House Lionnes - Lord of the Court of Roses

Alcuin of York, of House Lionnes - Prefect of France & Germany, Antiquarian, Lord of the Court of Roses

Lady Andrea DeLyones - Former Empress of the Second Atlantean Empire, Antiquarian, Lady of the Court of Roses

Lady Catherine D'Aquitaine, of House Lionnes - First Citizen of Paris, Lady of the Court of Roses

Lucian Fitzhugh of House Lionnes - Antiquarian, Lord of the Court of Roses

Chandler Ravenscroft of House Lionnes - Lord of the Court of Roses

Elizabeth Ravenscroft of House Lionnes - Lady of the Court of Roses

Countess Catherine DeLyones of House Lionnes - Lady of the Court of Roses

Conrad DuMont DeLyones of House Lionnes - High Magistrate, Antiquarian, Lord of the Court of Roses

Donovan Wyld Stromwell of House Ramius - Former Centurion and Hero of the Battle of London, First Citizen of Los Angeles, Lord of the Court of Roses

Kristina Prescott of House Ramius - Antiquarian, Lady of the Court of Roses

Harrison Graves of House Ramius - Antiquarian, First Citizen of New Orleans, Lord of the Court of Roses

Eva Drakul of House Dracul - Lady of the Court of Roses

Zsusanna Bathory of the Family Bathory - Lady of the Court of Roses

SEAT OF POWER: PARIS, FRANCE



THE REAVERS

What are the Reavers ? The Reavers are the down and out of Atlantean society. They are the dispossessed, the Pariah, those with no House to claim them. The Reavers come from all Houses and none, they have either been cast out for crimes against vampire society, whether they are actually guilty of them or not. Or they have turned their backs on "Civilized" Atlantean Society for any number of reasons.

The basic social unit within the Reaver subculture is known as the "Cadre". Some Cadres consist of only a few members (2-4), and some consist of great numbers (6-10). It is not unheard of for a single cadre to dominate the Reaver population of a city.

Within the Reaver subculture, the leaders of the cadres are typically either the most charismatic or the most physically imposing in their respective cadres.

The Reaver subculture is a constant battle for dominance, all cadres seeking to survive by undermining the stability and power of their peers. At times cadres ally with one another, but these alliances rarely if ever last for long.

THE CADRES

Within most Cadres, it is possible for a Atlantean to rise rather quickly in power. Should a member of a Cadre become dissatisfied with the leadership of the Cadre, it is their right to issue "The Challenge". When "The Challenge" is issued by a member of the Cadre against its current leader, that leader must recognize the challenge that has been issued, in doing so accepting the challenge. When this occurs, both the Contender and the Current Leader of the Cadre must fight one another in single combat until one or the other has been rendered unconscious, thereby unable to continue the fight. When the combat is over, the combatant left standing is the leader of the Cadre.

LIFE IN THE CADRES

Life among the Reavers is an endless series of days and nights filled with uncertainty, fear and rage. The greatest enemy of the Reavers is without a doubt themselves. Typically the Imperium could care less about what happens to these unfortunates, the only ones they even care about are those that have joined the Reavers simply to escape punishment for their crimes against the Imperium and its citizens.

JOINING THE CADRES

Entrance into a Cadre can happen in one of two ways. The first is through the ceremony known as "The Gauntlet". The ceremony of the Gauntlet consists of the Pariah wishing to join the Cadre, having to walk in between two rows of the members of the Cadre he/she wishes to join. As the Pariah walks through the Gauntlet, each member of the Cadre is allowed to attack the member-to-be once. The Pariah passing through the Gauntlet is allowed to attempt to defend themselves against attackers. Should the member-to-be pass through the Gauntlet and make it through still conscious and standing, he or she is allowed to join the Cadre. Should the member-to-be pass through the Gauntlet and be rendered unconscious by the members of the Cadre, the member-to-be is not allowed into the Cadre. If the member-to-be wishes to re-attempt the Gauntlet, they will be allowed to attempt it a second time once they have healed themselves sufficiently enough to re-attempt the Gauntlet.

The second way; is the "Trial By Fire". The member-to-be is given the name of a member of the Imperium or a Rival Cadre by the Leader of the Cadre. The member-to-be must kill the individual that they have been assigned to or not be allowed into the cadre. This way, should the member-to-be complete his or her assigned task it proves to the rest of the cadre that this individual is willing to kill for them, thereby allowing the member-to-be entrance into the Cadre.

Once a Pariah has either passed through the Gauntlet or completed their assigned task, and has joined the Cadre, they cease to be seen as a Pariah in the eyes of the Reavers and are now a proven member of the Reaver subculture. It is at this point that they gain their first renown as a Reaver, all further renown will be earned as the new Reaver makes a name for themselves among the Reavers.

JUSTICE AMONG THE LAWLESS ?

When a member of a Cadre is accused of wrong doing, he or she has the right to a "Trial By Ordeal". In this Trial, the Accused must perform some type of task that is chosen by the members of his/her Cadre. The Accuser has no say in what the Ordeal will be because it is their word that is on trial also along with that of the Accused.

The most typical Ordeal that is chosen in these times is that of the "Ordeal By Combat", in this Ordeal the Accused must fight their Accuser in single combat, rarely is it to the death. The Reaver that is still left standing at the end of the Ordeal is the one whose word is taken as truth.

The second option that a Reaver has when they are accused by another member of their Cadre of wrongdoing is "Trial By Gauntlet". This is similar to the Initiation Gauntlet that a new Cadre member must go through, the difference between this Gauntlet and the Initiation Gauntlet is that this one is being done to determine the Innocence or Guilt of the Accused Reaver. Should the Accused be able to pass through this Gauntlet and come out the over side still conscious enough to stand, he or she is cleared of any accusations that they have been charged with. It is tradition that the one who was the Accused challenge their Accuser to a duel after their innocence has been proven by the Trial By Gauntlet. This is done so that the Accused may regain any Renown that has been lost because of the Accusation that was leveled at them. The duel is almost always held two days after the Trial. This duel is always held in the presence of the rest of the Cadre to ensure that the lost Renown is regained in their eyes. Should the Accused lose this duel, they only regain half of the Renown that has been lost because of the Accusation.

HONOR AMONG THE DISHONORED

Eventually there comes a time when two members of rival Cadres come into conflict with one another, but don't wish to draw in the rest of their Cadres into the situation. It is at this point that both individuals determine that they will settle the issue in a duel.

Those looking in from the outside generally do not associate any honor to these duels and consider them completely barbaric, but within the Reaver subculture, these duels are a necessary evil to keep all out wars from occurring. It is tradition that the members of the rival Cadres be present to witness the outcome of these duels to ensure that honor and renown are preserved.

When these duels occur, tradition dictates that both parties agree on the terms of the duel, the weapons to be wielded if any, and if both wish to allow the use of their respective powers.

REAVERS IN NORTH AMERICA

Within North America; the United States to be specific, the largest and most well known of the Reaver Cadres is the Sons of Anarchy. The Sons of Anarchy were founded by Gordon Delacroix, formerly of House Lionnes. Most tend to believe that this Cadre of Reaver has about 100 members that are scattered across the United States and Canada. But what few understand is that Gordon Delacroix did not just found one Cadre, but in fact he was responsible for growing the membership of the Sons of Anarchy to over a 1,000 strong with chapters across the North American continent. There are other Reaver Cadres within North America for sure, but it is the Sons of Anarchy that are without a doubt the most dominant of the Cadres.



SECRET SOCIETIES OF HUMANITY

THE ORDER OF SAINT LAZARUS

Of all of the religious orders of the Roman Catholic Church, it is the Order of Saint Lazarus that has been spoken of in whispers across the sea of centuries as quite possibly the most dangerous threat that has ever existed to the Children of Atlantis. This Order has haunted human society for centuries protecting it from the ravages of the legions of the night.

The Order of Saint Lazarus was originally founded during the early years of the Holy Inquisition, by a French Priest, Nicholas Mercadier; who was supposedly given a vision by God of the evil of the legions of the night. Through this vision, Nicholas became aware of the true nature of the evil that stood to bring about the downfall of man.

Nicholas spent years traveling from one monastery to another, seeking out artifacts and relics from the time of Christ in order to use them to combat the evil tide that was even then threatening to undo the works of mankind. He was also seeking followers that were willing to heed his message, and that had the dedication to risk their very souls in order to protect humanity from the legions of the night.

Only the holiest and most dedicated of churchmen were would allowed to enter the Order of Saint Lazarus, and once they were members of this holy order, they were never allowed to speak of its private matters among those outside of the Order. To reveal the secret truths of the order was to be excommunicated by the Vatican, or worse yet, burned at the stake as a heretic to the Church. The Order of Saint Lazarus traveled Europe for centuries routing evil where ever they found it.

During the years of the Iconoclast Schism between the Holy Roman Emperor in Constantinople and the Pope in Rome, Nicholas and his followers sought out all of the artifacts and relics that were within the Byzantine Empire and under the guise of destroying them, Nicholas was able to hide many of the artifacts and relics so that they might be used in future years to combat those that sought to overthrow mankind.

The worst evil they found was a secret society that seemed to have connections across Europe. These men and women appeared to have the highest access within the kingdoms of mankind, and through these connections this secret society played a secret and hidden game of chess; moving their pawns across the board of Europe in an attempt to gain greater position and even greater power over them selves and humanity. These secret masters were the true enemy of mankind, they were an evil from the time before history, and the Order of Saint Lazarus determined that the only way mankind would ever be free to determine its own destiny would be to root out these hidden masters and to destroy them utterly.

And for centuries, the Order began keeping tabs on these secret masters, not engaging them, but simply watching how they moved and who they controlled. Eventually the time would come when the Order would have all of its own pawns positioned on the board, ready to strike out at the hidden master all at once. All throughout this period of quiet investigation, the Order stalked the night; destroying what seemed like legions of vampires with the power of Faith and the assistance and funding of the Holy Church.

In 1888, in the Whitechapel district of London, a team of its Slayers were sent in to deal with the Jack the Ripper slayings. It was believed within the Order that Jack the Ripper was in fact a vampire, and those in charge of the Order made the decision to end the seemingly endless sea of blood that London was being bathed in because of the slayings.

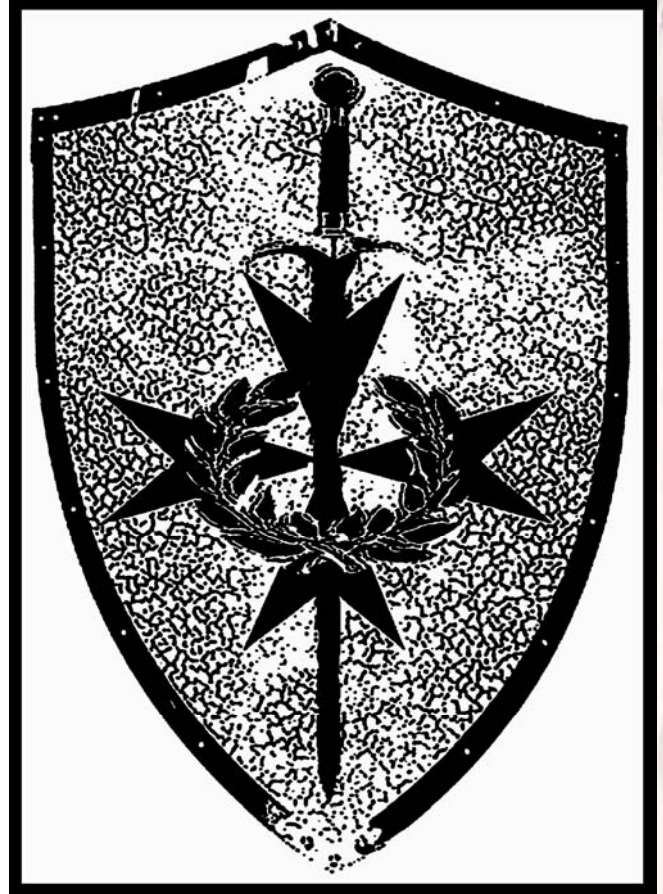
Eventually the Slayers caught up with a penniless artist that they believed was the Ripper, only when their weapons struck him did they realize that they had just murdered an innocent in their quest to save humanity from the creatures of the night. This was only the first of many missions that ended either in failure, or the deaths of the humans that they had been charged to protect. The Order was being set up by someone, and they knew it.

The mystery of Jack the Ripper was never solved, but in any case, the Church rescinded its backing and financing of the Order's activities. The majority of the clergy that was part of the order were broken up and sent abroad to the far corners of the world. The Order of Saint Lazarus had blackened the reputation of the Vatican, and that slight could not be left to fester. Many members of the order simply left the Church, vowing revenge upon those that engineered their downfall.

Only years later did the former Priests of the Order of Saint Lazarus realize that they had overstepped their boundaries, the secret masters that they had been watching so carefully and closely had been watching them as well, and it was determined by the former members of the Order that it was the secret masters that had engineered their fall from grace. The Roman Catholic Church did not stop hunting the legions of the night, but without the Order of Lazarus, their missions were rarely successful, and many of their Slayers perished during their missions.

Finally in the 1930s, when the agents of Germany were searching throughout Europe for religious artifacts and relics and items of power, German agents were able to penetrate the vaults deep below the Vatican. The Germans went into the sealed vaults that were once the property of the Order of Saint Lazarus and they stole boxes worth of relics from the time of Christ. Years later, when World War II was moving into full swing, stories began to circulate that Adolph Hitler had somehow gained possession of the legendary Spear of Destiny; the spear that was supposedly used to pierce the body of Christ. Within months of this horrifying story appearing, the Vatican moved quickly to re-establish the Order of Saint Lazarus; this time their enemy was the Third Reich, and their mission was to recover the stolen artifacts and relics that the Nazis had taken from the vaults beneath Vatican City. In the end, less than a quarter of the stolen artifacts and relics were recovered by the Order by the end of World War II.

Since those dark days, the Order has been fully backed by the Vatican in its quest to seek out and destroy the legions of the night and the secret masters that the Order once sought out so successfully. Because of their long period of inactivity, the Order has never truly been able to identify the differences between Lilans, Revenants and Thralls, as far as they know; all of them are vampires that need to be destroyed.



In recent years though, the Order has been able to make inroads into determining the nature of the secret masters, and through many sessions of torture, they have learned of the existence of the Atlanteans of the Second Atlantean Empire. Now that they have seen the face of the enemy, the Order has a thirst for blood that will not be quenched until the last remaining Atlantean in the world goes to their grave.

The Order of Saint Lazarus in modern times is highly organized and is very much a threat to all Atlanteans in the world, whether they are a part of the Second Atlantean Empire or not. They have the funding and the weapons to take their fight to the enemy and to not back off until the fight is done. As far as the rest of the world is concerned and knows of this order, the Order of Saint Lazarus is troubleshooters for the Church. Whenever there is a case of a church being desecrated, members of this order are sent in to investigate it and to look for any connections to the Atlantean or the legions of the night.

THE OBSIDIAN GROUP

The Obsidian Group was founded in 1970, by a group of former Intelligence Operatives and FBI Agents. Its goal was to hold back the night against the supernatural forces that prowled the world. The Obsidian Group is actually governmentally funded, through what is known as the "Black Budget"; funds seem to get lost in the bureaucracy of the government. Officially the Obsidian Group is a privately funded organization that researches the paranormal and psychic phenomenon. It also uses psychics to assist the regional law enforcement agencies in an attempt to find missing persons and to resolve unsolved crimes and murders.



Its main headquarters is located in Boston Massachusetts. The organization's offices are located in the old Monolith Hotel in downtown Boston. The building itself has been totally renovated, turning it into a modern office building, with the best security protection that money can buy.

At the head of the organization is the CEO; Julian Bishop. All that is known about the man is he is a former U.S. Navy commander, but many tend to disbelieve that story because of Bishop's apparent age, which is speculated at somewhere between 22 and 29 years old. There are other stories that say that Bishop was on the USS Eldridge in 1943 when the near-mythical Philadelphia Experiment occurred, and that somehow because of the experiment, Bishop has totally stopped aging. But then again, there are all stories that pass through the Obsidian GROUP's offices much like modern urban legends make their passing through the streets of any North American city.

ORGANIZATIONAL BREAKDOWN

The breakdown of the organization is as follows;

ALPHA SECTION

This is the Administrative Section of the Obsidian Group. This is the leadership of the Obsidian Group, and all orders come from this branch of the organization.

BETA SECTION

This is the Investigations Section of the Obsidian Group. Most of the organization's branch office personnel fall within this category. These are the Obsidian Group Investigators that actually go out and investigate the cases or the paranormal and psychic phenomenon.

TIMELINE

1928: Agents of the Treasury Dept. and the US Army raid the town of Innsmouth on the coast of Massachusetts. Much of the town is destroyed during the raid and many of the Esoteric Order of Dagon was taken into custody by the government.

1929: Office of Paranormal Research and Applications (OPRA) founded.

1935 to 1944: The Office of Paranormal Research and Applications is folded into the Department of War; the organization works against Nazi agents in a race to deny the Third Reich occult artifacts that could be used against the United States and its allies before and during World War 2.

1945 to 1950: OPRA agents work with Operation Paper Clip to capture Nazi scientists and occultists that have knowledge that the United States can use to gain an advantage against its Post-War rivals. All of the surviving Nazi eugenics scientists are brought into the United States and they form the core of Project Genesis; its goal is to expand upon the knowledge and data from the Third Reich's Eugenics Programs in order to create viable super-soldiers that the United States can one day deploy on future battlefields.

1945: OPRA institutes Operation Midas; its goal is to capture Nazi gold from the surviving Third Reich banks and mints. The captured gold will be re-minted and stored in case the need for off-the-books funding is needed for future OPRA operations.

1957: After learning that the Soviets have a double agent within OPRA that is feeding the KGB Top Secret American secrets; the Steering Committee of OPRA begins Operation Victor in an attempt to discover the identity of the Soviet spy.

1961: Operation Victor ends in the startling discovery that Nathaniel Richards, a member of OPRA's own Steering Committee has willingly betrayed the United States with his selling of American secrets. By November of 1961, Richards is dead; his body was found floating in the Potomac River on the morning of the 23rd. It is believed that the KGB, realizing that their operative had been found out, decided to terminate Richards rather than expose the rest of their network of spies. OPRA increases security within the organization and ends the internal witch hunt that began with Operation Victor.

EPSILON SECTION

This is the support section that the Obsidian Group turns to for the more mundane tasks that help keep the organization running. It is these personnel that make up the branch office staff, the secretaries, the couriers, and the janitorial aspects of operations.

GAMMA SECTION

This is the Medical Section that the Obsidian Group turns to when its members need medical assistance that they can not take to civilian physicians. These personnel range from simple Medics and EMTs to Physicians and Psychiatrists.

OMEGA SECTION

This is the internal security force that the Obsidian Group employs to keep an eye on its own personnel. These Operatives are only called upon if a member of the organization has either gone rogue and is threatening to leak Obsidian Group secrets, or if a member of the organization has gone insane and has become a liability to the organization as a whole. The short of it is Omega Section employs “wetworks” experts; trained killers to police the whole of the Obsidian Group; these Operatives help in damage control and clean up of potentially damaging situations to the organization. Because of the background of most Omega Section operatives, most members of the other sections of the organization tend to shy away from these people and only associate with them if it is absolutely necessary that they must.

SIGMA SECTION

This is the section that has been charged with maintaining security for Obsidian Group facilities in the United States and abroad. Most of the personnel that make up Sigma Section come from a military background, or at the very least have gone through basic training and have served in the U.S. Military Reserves. The members of this section are given the best technology that the organization can provide to assist them in maintaining the security of Obsidian Group facilities. There have also been cases where it was necessary for operatives for Beta Section to bring a Sigma Section security detail with them to maintain security for an investigation and its operatives. There is a saying that has been circulating throughout the organization “Call in Sigma when the shit has hit the fan”; the meaning being that Sigma Section operatives are very good to have when a potentially hostile situation is at hand.

THETA SECTION

This is the section responsible for cataloging, storing and studying of artifacts and tomes that come into the possession of the organization. The greater half of Theta Section is located at Gamma Point because that is where the Obsidian Group stores all of the artifacts that its Investigators recover.

1965: Operation Dead Light begins with the discovery of Old Ones ruins attributed to the Scarlet Queen in the deep jungles of Vietnam. OPRA agents are sent into the jungles to study the ruins with the 7th Air Cavalry acting as their security forces. Their mission was to study the ruins, to recover any artifacts that could be relocated back to the United States, and to destroy what can not be moved. By the end of the 4th week of their study of the ruins, two of the researchers have gone permanently insane and are air lifted back to an Aircraft Carrier that was anchored in the Gulf of Tonkin. By the end of the 5th week, the North Vietnamese Army attacks the dig site and the 7th Air Cavalry is forced in to a losing battle against superior enemy forces. In the end, the OPRA agents are forced to destroy the ruins. They end up returning to the United States with only a handful of artifacts from the dig site.

1968: Operation Notice begins with the discovery of Old Ones ruins on cliffs on the Central Coastline of Vietnam; these ruins appear to be dedicated to the Old One known as Cthulhu. An OPRA research team is sent to the ruins with a detachment of Green Berets. The OPRA agents and their Green Beret security come under sporadic fire from Viet Cong forces for the entire 6 weeks that the ruins are being studied. In the end, the North Vietnamese Air Force forces the OPRA agents to pull out and the ruins are bombed into the sea.

July 16th, 1970: The Office of Paranormal Research and Applications officially stops its operations and permanently closes its doors. All of its personnel are transferred into other agencies within the Federal government or are forced into retirement. All OPRA case files and equipment are relocated to a storage facility.

September 1st, 1970: The Office of the President authorizes the reformation of the Office of Paranormal Research and Applications as a civilian run operation that becomes known as the Obsidian Group. The reformation was mostly due to the President’s wish to remove Congressional oversight of OPRA’s operations and to place the organization out of the reach of those elements within the United States government that sought to permanently shut it down; namely those working with Project Genesis. Arkham Enterprises is established as the Obsidian Group’s first proprietary company.

ZETA SECTION

This is the Research & Development Section of the Obsidian Group. Zeta Section's personnel come from the cream of the crop when it comes to professionals in the Information Technology industry and the High Tech Industry as a whole. All of its personnel at least have a Master's Degree in their respective fields of study. Through Zeta Section, the Obsidian GROUP is able to better arm its operatives and it is able to turn their technological advances into assets for the organization as a whole.

STEERING COMMITTEE OF THE OBSIDIAN GROUP

JULIAN BISHOP, CEO/COMMANDER OF THE OBSIDIAN GROUP

Julian Bishop is the CEO of the Obsidian Group. Officially all of the paperwork connected to him says that he is 29 years old and that he is a Commander in the United States Navy, assigned to the ONI (Office of Naval Intelligence). Bishop, along with a handful of others are the founders of the Obsidian Group, but for some reason most people and especially the news media tend to attribute the founding of the Obsidian Group solely to Julian Bishop. Those that have met the man say that he is jovial with a wicked sense of humor when he wants to be, but he also has a very serious side that tends to scare those that have worked closely with him in the past.

Bishop is originally from Long Island, but where in Long Island is anyone's guess because he tends to be rather tight lipped about his personal life. Officially it is known that Bishop maintains a townhouse in Georgetown, just outside of Washington D.C., and that he also has a townhouse just off of Boston Commons. Past that, most of Julian Bishop's past is a mystery; because the whole of his military record has been classified as TOP SECRET.

And now for some of the truth; Julian Bishop was among the crew of the Philadelphia Experiment onboard the USS Eldridge. All he really remembers was the top secret stealth generators going active and then waking up on a beach off of North Carolina 3 weeks later. From that day forward Bishop ceased to age, something that the United States government is greatly interested in; at the very least finding out why it happened and if the same set of conditions can be made to happen again. From that day back in 1943 until now; 2007, Bishop has been considered a state secret. It was no surprise that when the Office of the President originally began looking for candidates to head the Obsidian Group; that Bishop's name was at the top of the list.

Because of his unnatural condition, the Steering Committee of Project Genesis has been greatly interested in capturing Julian Bishop and dissecting him to find out why he stopped aging, not to mention how that knowledge can be used to further the goals of Project Genesis.

1971: Using funding made available by the Nazi gold that was captured during Operation Midas in 1945; the Obsidian Group begins setting up branch offices in most major American cities along with international branch offices in London and in Paris. Its home office is set up in the newly acquired and renovated Monolith Hotel in downtown Boston. Through the Office of the President, the Obsidian Group is given access to a portion of the Black Budget in order for the fledgling organization to begin setting up underground research facilities in isolated communities across the United States.

1972: The Obsidian Group begins construction of the Prometheus Research Facility in up state New York, in the town of Rosston. When completed, the facility will be a 16 story underground bunker with limited access to the surface. The facility will be powered by an experimental nuclear power plant deep beneath the facility.

1973: The Obsidian Group begins construction of the Clement Hill Research Center on Clement Hill, north of Arkham in Massachusetts.

1974: The Obsidian Group completes its Prometheus Research Facility under Rosston New York; most of the Obsidian Group's most sensitive projects are relocated to Prometheus. The Obsidian Group completes its Clement Hill Research Center in Arkham.

1975: The Obsidian Group begins construction on the Gamma Point Research Facility deep under the deserts under White Sands in New Mexico. Most of the facility is set up in a cave system under White Sands.

1976: The Obsidian Group completes its Gamma Point Research Facility in New Mexico. Gamma Point is where most of the Obsidian Group's recovered artifacts and tomes will be studied and stored; it is also where their most advanced medical facilities will be located.

1977: The Obsidian Group begins construction of the Trinity Research Facility on an island off the coast of California near San Francisco, to be located under a decommissioned World War 2 radar station.

1978: The Obsidian Group completes the Trinity Research Facility.

1980: The Obsidian Group begins construction of the Delta Point Research Facility on the sea floor off of the east coast near the mouth of Boston Harbor.

A NOTE TO DIRECTORS

This Persona or any member of the Steering Committee of the Obsidian Group should only be used as a background element in the course of Episodes. Use them as a means to assist Personas that are working for the Obsidian Group, but it is advised that the Director simply create a lower level member of the organization to supervise the Cast or those members of the Cast that are part of the Obsidian Group.

DR. ALEXANDRA CASSEY,

DEPUTY-COMMANDER IN-CHARGE OF ALPHA SECTION

Dr. Alexandra Cassey had been an Analyst for the Central Intelligence Agency before she accepted the position as the Deputy-Commander In-Charge of Operations for the Obsidian Group. Long before her left the CIA, Alexandra had been growing bored with her work analyzing terrorist groups and writing up threat evaluations on each of the groups. Alexandra has always been the type of person that wanted to get her hands dirty, to actually make a difference by the time her work day ended. And to the truth of it was that none of the threat evaluations were being taken seriously; long before the destruction of the Twin Towers Alexandra knew the potential was there for an enemy of the United States to actually reach out and touch her homeland.

In March of 1981, Alexandra was approached by Solomon Vasini; a colleague of Julian Bishop in regards to her being recruited into the fledgling organization. All it really took was Solomon telling her that she would be able to take an active hand in the way the organization was run. From that day forward, Dr. Cassey has been working with the rest of her fellow Deputy-Commanders to keep the organization running on an even keel.

In basics, Alexandra is the right hand of Julian Bishop. She is the one that handles the day to day operations of Alpha Section, and makes sure that all of the branch offices are reporting in on time. She makes sure that if there is a Blue Team in the field; that is it given all of the support it needs to make sure the operation is successful.

ROBERT DRAKE,

DEPUTY COMMANDER-IN-CHARGE OF BETA SECTION

Robert Drake was never known as a man with an excessive imagination. He wasn't a brilliant tactician, nor was he a technical genius. But he always knew how to calm others down, to inspire confidence in his contacts and cut-outs, and keep himself one step removed from the office power struggles in his department. His reputation as a reliable workhorse followed him throughout his career, to the point where agents would confide personal problems to him without prompting. His office was dubbed "The Couch," because he was so good at keeping personal secrets. When in such a position, you hear things... Sometimes very strange things.

1981: Arkham Enterprises buys the Arthur Thompson Zeppelin Corporation, a Dirigible manufacturing firm, in a leverage buyout. Once under the control of the Obsidian Group, ATZ Corp. begins its rise to become one of the most popular airlines in the United States. By 1993, ATZ Corp has become the 6th largest airline in the United States. What few ever release is that ATZ Corp. is being used to transport arms and personnel across the world for the Obsidian Group. The Obsidian Group completes its Delta Point Research Facility.

1986: The Obsidian Group sets up the first of the Olympian Clubs in Boston MA. By 1999, there are Olympian Clubs located all over the world in most major cities.

1991: Miskatonic University and Georgetown University sponsor a Joint Expedition to study the Pyramids of Mexico. The Obsidian Group sends one of their agents with the Joint Expedition just in case the students find artifacts related to the Old Ones.

1997: Byron Northland heading a research team for the Obsidian Group begins research on the flying helifortress code named: POINT ZERO. Shortly after its maiden flight, Commander Bishop relocates the Steering Committee of the Obsidian Group to POINT ZERO to put them out of the reach of assassins from Project Genesis.

December 26th, 1999: Army of the Black Talon attacks the United World Religions Council gathering at the Sedgewick Hotel in New York City, detonating a bomb that kills at least 15 FEMA Agents and 10 members of the UWRC. Obsidian Group's Beta Team BlueSix infiltrates the UWRC gathering as agents for FEMA in an attempt to stop the terrorist attack, they are able to stop the killing of most of the delegates, but a bomb explodes killing 5 delegates of the UWRC along with multiple members of the FEMA Taskforce that was stationed at the Sedgewick Hotel.

December 27th, 1999: The Obsidian Group begins its official investigation of the Army of the Black Talon.

June 5th, 2000: The Helifortress code named: POINT ZERO undertakes its maiden flight. Shortly after its maiden flight, Commander Bishop relocates the Steering Committee of the Obsidian Group to POINT ZERO to put them out of the reach of assassins from Project Genesis.

Drake was approached by Soloman Vasini not long after had turned in his request to be reassigned from the field back to a desk job at CIA HQ. Vasini filled in some of the blank spots about rumors Drake had been hearing, rumors about immortal beings pulling strings behind historical events, and alien gods intent on tearing their way into the human world. Robert decided to take Vasini up on his offer to join the Obsidian Group.

Since Robert took over as the Deputy Commander of Beta Section, his teams have had a significantly greater survival rate out in the field. Agents credit Drake's instincts for knowing how to build competent teams, and his quiet but firm hand in leadership.

**DR. THADIUS DAYSFIELD,
DEPUTY COMMANDER-IN-CHARGE OF GAMMA SECTION**

Since joining the Obsidian Group, Dr. Daysfield has seen just about every type of mental and physical aberrancy directly linked to encounters with the Old Ones and their Abyssal taint. He is surprisingly unphased by these phenomena, something Obsidian Agents have noticed and speculate about. What they don't know is that Daysfield's flashes of genius and inspiration are the product of visions received in his sleep. He's been known to take power naps before particularly troubling cases, and keeps his sleep schedule using a strict regimen of customized pharmaceuticals and cutting edge psychiatric therapies. It was Daysfield's published papers about memory palaces and the collective human unconscious that brought him to the attention of Julian Bishop, who knew that he could harness Thadius's talents to the service of the Obsidian Group.

In game terms, Dr. Daysfield is something of a latent sorcerer, who sometimes has visions of the Nexus and interprets it as a manifestation of the collective human Unconscious.

Whatever the source of Daysfield's inspirations; what Agents know is that he is the one most likely to be able to cure any "unusual" condition brought about by investigating the otherworldly forces of the universe. He's managed to bring the recovery rate of victims brought to his section from 50% to 80%, which in itself is something the entire Obsidian Group is proud of.

September 20th, 2001 AD: President George W. Bush announces the appointment of Pennsylvania Governor Tom Ridge as the new Director of the United States Police Force in his Address to a Joint Session of Congress and the American People.

September 26th, 2001 AD: Corporate interests within the United States begin lobbying Congress to allow for the formation and expansion of corporate paramilitary security forces to protect their corporate holdings from terror attacks.

September 29th, 2001 AD: The Obsidian Group openly begins accepting corporate security contracts as a means of acquiring more capital for the organization and as a means to openly begin fielding their own paramilitary equipment and security forces.



**ENID HALLIWELL,
DEPUTY COMMANDER-IN-CHARGE OF
EPSILON SECTION**

Enid Halliwell might look like a ordinary redhaired office manager from rural Minnesota. Who decorates her office with printed out cats and peppers her conversation with plenty of “ya sures” and “you betchas.” She might seem a little out of place among the severe Agents and bureaucratic warriors of the Obsidian Group. But her colleagues underestimate her strength at their own peril, as many have found out the hard way.

As Deputy Commander of Epsilon Section, Enid is the person most likely to be encountered by both the public and Obsidian Group employees—she’s the beating heart of the Monolith Hotel. Any Agent abusing precious equipment or checking out arcane tomes without permission might find themselves ambushed by Halliwell, who has an uncanny ability to catch people by surprise: during lunch, on bathroom breaks, or simply sitting at their breakfast table in the morning.

Keep your paperwork in order, respect the chain of command, don’t make any messes that aren’t easily contained, and you stay on her good side. Do otherwise, and find your self facing an escalating campaign of ear-bending and reprimands.

**COLLIN SCHIMDT,
DEPUTY COMMANDER-IN-CHARGE OF
OMEGA SECTION**

A Wetworks Professional by trade, Collin was the perfect choice as the person to head Omega Section. Collin has been in the business since the 1970s, lead multiple wetworks teams into numerous nations across the planet to eliminate targets deemed dangerous, politically or otherwise to the interests of the United States government. A consummate hunter; Collin’s targets often never know what hit them: he specializes in infiltration and disguise, and is master of clean kills and keeping his tracks hidden. For years, as much as is possible in the trade, life fell into a dark and shadowy routine.

Until failed a mission in the Middle East. Unbeknownst to Collin, his target was a sorcerer transformed into an inhuman monster by his Abyssal master. He barely escaped his encounter with what he refers to only as a “tattered swarm” to any who ask. Collin returned to America and a wetworks team that was sent to liquidate him to tie up all the lose ends of the botched operation.

After a harrowing rescue by Agents of Sigma Section, Collin was brought to Boston where Julian Bishop offered him a chance at a new life, while still using the skills that he was trained for.

Once he accepted Bishop's offer, he was immediately rushed to an operating theatre where his appearance was surgically altered and he was given a new face. To this date, no target that Deputy Commander Schimdt has sent a Omega Team after has survived the encounter.



**LUCAS BECKETT,
DEPUTY COMMANDER-IN-CHARGE OF
SIGMA SECTION**

Lt. Colonel Lucas Beckett USMC never believed in the paranormal until one night in the lowlands of Columbia he sighted a triangular shaped aircraft flying overhead. When he asked the locals about it, they told him breathless stories of cattle mutilations, nocturnal abductions, and mysterious “Men In Black” knocking on doors at the middle of the night giving mysterious warnings. Upon further investigation, Beckett exposed what turned out to be a demon; a Nightmare Lord who’d taken up residence in the village, using the fear whipped up by few kids watching X-Files DVD’s.

After his experiences in Columbia, his superior officers order that he be placed on administrative leave pending a full psychological examination. In the end, the Marine Copr forced Beckett to retire; they gave him his full pension in an attempt to suck him up about what he had experience in Columbia.

About a year into his forced retirement, Beckett received a visit at his home; Julian Bishop, the CEO of the Obsidian Group. Apparently Julian had been given access to the classified reports that Beckett made about his experiences in Columbia. Bishop admired the way that Beckett had stuck to his guns about his experiences in the field, and how he handled the investigation that led up to his forced retirement. What Bishop wanted to do was hire Beckett to take over the Security Arm of the Obsidian Group.

With only the choice of boredom in his Chicago home to await him for the rest of his life, Beckett willingly accepted the job.

Since joining the Obsidian Group, Beckett has turned Sigma Section into a finely tuned machine, whose soldiers are some of the best on the planet. Many an operation has been brought back from the brink of disaster by the competence of Sigma Section, although many other departments find that Beckett’s by-the-book style chafes with more freewheeling, “cowboy” teams.

**DR. SHERMAN NASIC,
DEPUTY COMMANDER-IN-CHARGE OF
THETA SECTION**

Dr. Sherman Nasic was a UC Berkeley researcher investigating the possibility that psychic abilities were at the root of historical claims of sorcery and witchcraft. In the process of interviewing many members of New Age churches, Wiccan covens, and various other self-described “cults,” he attracted the attention of a Revenant. This predator enjoyed tormenting Dr. Nasic over a period of months, by leaving menacing phone messages, depositing bloody animal corpses at his doorstep, and stalking his family. This culminated in a near-fatal nighttime attack on Nasic’s wife near campus. Luckily for Nasic, an Obsidian Group Beta Operative had been investigating the Lilan for some time, and saved Sherman’s life.

Jillian, Sherman’s wife, survived the attack, but was left permanently deranged because of her experience with the Revenant.

After this tragedy, Julian Bishop recruited Dr. Nasic into Obsidian Group, where he rose through the ranks of the organization. As Deputy Commander of Theta Section, Nasic has made certain that his section works overtime and that all evidence brought into his section remains in the safe keeping of Gamma Point.

Nasic makes very little distinction between Atlanteans, Revenants, demons, cultists, or Old Ones: to him, all of them are menaces to be driven out of existence by the swiftest means possible. He is willing to go to almost any extreme to destroy anything that he perceives as a supernatural menace.

**DR. BYRON NORTHLAND,
DEPUTY COMMANDER-IN-CHARGE OF
ZETA SECTION**

Byron was once the head of the U.S. Army Research Lab in White Sands New Mexico, specializing in stealth aircraft design. For unknown reasons he was dismissed from his duties and given a dishonorable discharge. Rumor has it that Northland was conducting research into the occult lore explored in the 1940's by Jack Parsons, the rocket scientist, Satanist, and one time friend of L. Ron Hubbard, who once claimed to have sired a "Moonchild" as a result of a summoning ritual. Northland is something of an oddball in an organization filled to the brim with oddballs, a quiet, intense man who hardly ever speaks when a text message or pointing finger can communicate his orders just as effectively. Julian recruited Northland under mysterious circumstances several years ago, and even Enid Halliwell doesn't know exactly why he was hired or anything else about him.

But no one can argue with results, and many field operative has used gear built by Northland's team of researcher to great effect. He is currently working on a future Obsidian Group mobile flying fortress, code named POINT ZERO.



PROJECT GENESIS

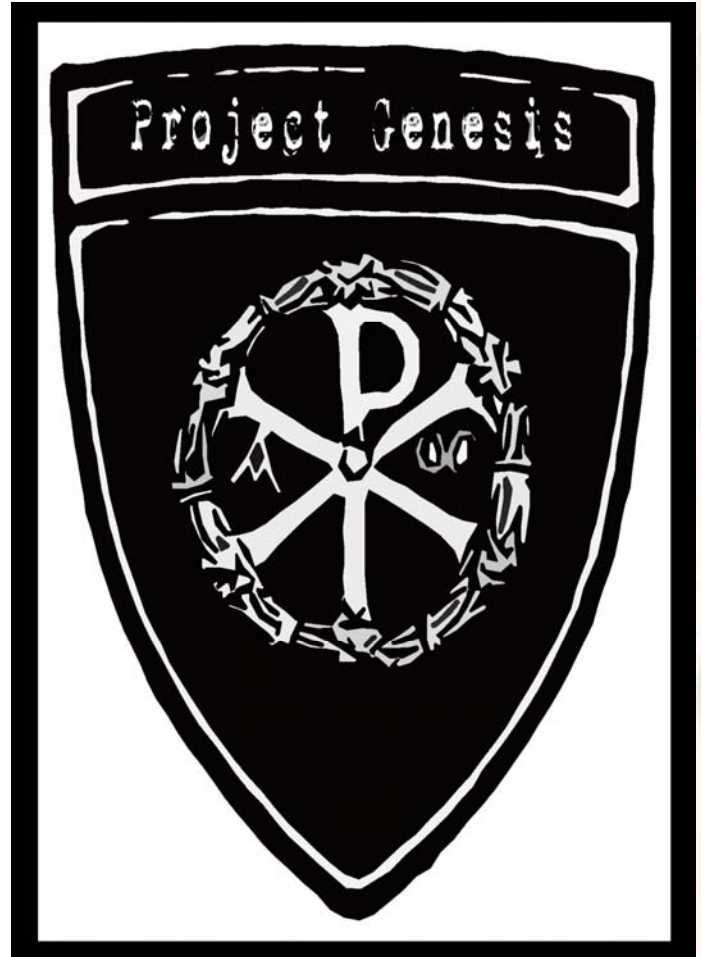
Project Genesis was founded in 1948, in the wake of World War II. Its goal from the start was to use the Nazi sciences of eugenics and genetic manipulation in an attempt to create America's own super soldiers. Many of Project Genesis' founding officers came from the Office of Paranormal Research and Applications (OPRA). The technical knowledge and know how came from the Nazi scientists that the United States was able to extract from Europe in the final days of the war through Operation Paper Clip.

Throughout much of Operation Paper Clip, most of OPRA's personnel were tied up gathering Nazi rocket scientists and secretly relocating them back to the United States for its own emergent rocket program. Also during this time, OPRA had other agents out in the European theater gathering together Nazi occultists, artifacts and relics that the Thule Society had gathered during the war, a handful of these agents had been assigned to gather together as many Nazi Eugenics scientists as possible when the knowledge came to light of Adolph Hitler's eugenics program to create Germany's own super soldiers during the war.

When Project Genesis was first formed, it was established by President Truman as an attempt to gain an edge against the Soviet Union in the post World War II; Cold War Era. Many of the scientists that were rescued from Germany through Operation Paper Clip went on to work on the Space Program of the United States, however a select handful of the scientists were secreted away to a remote Air Force Base under the deserts of Nevada, code named: Dreamland, to begin work on what would become the core of Project Genesis.

In the early days of the project, many of its test subjects did not survive the experiments that they were being subjected to do to a poor working knowledge of genetics. It would not be until 1957 that the project would finally start seeing some respectable results. This was in part due to the discovery of a crystalline computer that the United States Navy discovered on the ocean floor about 100 miles north of the coast of Bermuda.

Once the scientists of Project Genesis had a working interface created in order to tap into the vast stores of knowledge that was contained within the ancient device, the scientists discovered that they were not the first ones to experiment with eugenics and genetic manipulation, in fact the legendary empire of Atlantis was the first to successfully create its own super soldiers. With the secrets gained from the Atlantean crystalline computer, Project Genesis would go on to begin actively creating its own army of genetically enhanced super soldiers.



Through the technical knowledge that was gained from the ancient Atlantean computer, Project Genesis expanded its scope in its experiments to attempting to recreate the ancient flying ships that were mentioned within the crystalline computer. If anything, most, if not all of the UFO sightings that have occurred since 1960 over the United States can be attributed to the US Air Force experimenting with the Atlantean technology that they have been able to blend into their own sub-orbital to orbit aircraft.

By the time that 1978 rolled around, the Project Genesis had the best scientists in the world working on the project; it had more than 500 genetically enhanced super soldiers in the field conducting operations in an attempt to find more of the lost secrets of Atlantis. The only problem was that none of their super soldiers were as powerful as the Atlantean super soldiers of legend, there was some vital key component missing from their experiments.

As of 1990, through the study of the ancient computer, the scientists of Project Genesis were finally able to unlock the secret of the Atlantean super soldiers. The Atlanteans had blended their own super science with the secrets of Sorcery in order to create their super soldiers; this was the component that had been missing from all of Project Genesis experiments from the very beginning.

Unfortunately there was now a problem, through its interference and double dealing with its Office of Paranormal Research and Applications founders from 1950 until 1969, OPRA had been closed down by the Joint Chiefs and the President due to its expensive budget and its research into fields of study that were deemed inappropriate by the Senate Oversight Appropriations Committee. Even with OPRA closed down, Project Genesis sent its operatives out in an attempt to find all of their archives and all of the captured artifacts and relics from OPRA's years in operation. In the end, Project Genesis was able to find nothing. It was as if OPRA had never existed.

For years, Project Genesis devoted a sizeable portion of its near unlimited resources in an attempt to find any and all artifacts and relics that could be dated back to the time of Atlantis. And during this time, the Steering Committee of Project Genesis also spent incredible resources in an attempt to track down all of the missing files, artifacts, and relics that had been in the possession of OPRA.

In 1995, Project Genesis operatives were finally able to discover where all of the resources of OPRA had disappeared to. Apparently after the closure of OPRA by the Office of the President, a civilian run organization was formed by former members of the Office of Paranormal Research and Applications, this new civilian organization was called the Obsidian Group. Its goal was to investigate the paranormal, just as OPRA from 1929 to 1969, but this organization seemed to be totally disconnected from any type of governmental oversight. These had to be the people that had taken possession of all of OPRA's materials. The very materials that Project Genesis now needed access to.

The only problem was that Project Genesis through its interference with OPRA's operations had forced the Office of the President to close the doors on OPRA and when operatives of Project Genesis went searching for the archives, the captured artifacts and relics from OPRA's years in operation, they found nothing. Either the Office of the President had ordered the destruction of all materials connected to the now defunct organization, or the organization had been reorganized into a civilian run operation.

Similar to the FBI, the Obsidian Group has office towers in most major cities across America, and a handful in other countries. They were highly organized and in many cases, had already been investigating into missing persons reports that had ties directly back to Project Genesis. Any type of interference by this civilian organization could not be allowed. From 1995 to 1997, Project Genesis had its operatives out across America attempting to create hoaxes to throw off the Agents of the Obsidian Group. For the most part, this particular operation was successful.

In March of 1997, it was determined by the Steering Committee of Project Genesis that an example needed to be made to once and for all dissuade the investigators of the Obsidian Group from snooping into their affairs. This was when Project Genesis sent one of its Section 99 wetworks crews to the home of the CEO of the Obsidian Group, Julian Bishop, in Boston to make an example out of him.

The incident turned into a nightmare as for Project Genesis, as the entire Section 99 hit team was killed by Bishop. Two members of the Section 99 team survived the incident only because they were waiting on the escape vehicle farther down the street. Within minutes of the attack on Bishop's home, a jet black Hummer pulled up in front of the home and a squad of 6 men in black uniforms began cleaning up the mess, by the end of 30 minutes, all of the remains of the Section 99 team were gone.

From that day forward, Project Genesis knew that the Obsidian Group was going to be a thorn in their side. But even today, it has not stopped Project Genesis from fulfilling its original purpose. Its operatives are still out there today gathering occult and Atlantean artifacts and relics in an attempt to perfect their super soldiers. These are the men in black from all of the stories, anyone that is stupid enough to cross them either ends up dead or worse...

THE THULE SOCIETY & AKTION EISSCHLOSS

The Thule Society originally started out as a group study by Walter Nauhaus into the origins of the German peoples throughout Europe and to inspire the Germans into a heightened sense of Nationalism within Germany in 1912. Originally the *Thule-Gesellschaft*, or Thule Society was but a small part of the Germanenorden which was a society that was started by Theodor Fritsch and several prominent German occultists which included Philipp Stauff, who once held office in the List Society and the High Armanen Order along with Hermann Pohl, who would become the Germanenorden's first leader.

In 1918 Sebottendorff, who was a member of the Germanenorden, adopted Nauhaus' original Thule Society name as a cover-name for Sebottendorff's Munich lodge of the Germanenorden Walvater when it was formally dedicated on August 18th of 1918. Both Sebottendorff and Nauhaus would jointly run the lodge. The Thule Society was dedicated to the triune god Walvater; that was identified with Wotan in triple form. The Thule Society's emblem that Sebottendorff selected was the oak leaves, dagger and Swastika.

It was believed that the island of Thule, which Greek geographers attributed to be at the northernmost extremity of the world, was also known as Hyperborea; a legendary country that was believed to be settled by the survivors of Atlantis. The members of the Thule Society came to the belief that the Aryan race were a part of this lost Hyperborean civilization and that it was their mission in this world to seek out all of the artifacts and relics of that lost world in an attempt to turn Germany into a global super power the likes of which had not been seen in the world since the time of great and noble Thule (Atlantis). It was once said by Friedrich Nietzsche, "Let us see ourselves for what we are. We are Hyperboreans." This comment was in reference to the greatness of the Aryan peoples of Germany in comparison to all of the other peoples in the world.

Once the Nazi Party took control of Germany, through Adolph Hitler, the Thule Society rose in power and prestige. Hitler being a man educated and enthusiastic about the occult, but in particular the origins of the Aryan race in reference to lost Thule, gave the Thule Society a card blanche to search the world for artifacts and relics that were tied to Thule, but more importantly they were on a quest to find the super sciences and sorcery that had made Thule (Atlantis) into the global super power of its era.



From 1938 to 1939, the Adolph Hitler commissioned an Expedition to Antarctica in an attempt to establish his own territories within the frozen continent, New Swabia. The true reason that the expedition was sent to Antarctica was because of a discovery that the Thule Society made into their research into Thule itself. Through their studies they found references to the Thulians themselves commissioning their own expedition to Antarctica in an attempt to study an ancient Elder Thing city that was found within the Mountains of Madness.

After massive casualties due to accidents and exposure to the frozen continent, the Nazi expedition finally found the lost city. Within months of finding the lost Elder Thing city, the Adolph Hitler established a permanent colony there to study the lost secrets of the city. The hidden colony was given the code name; Aktion Eisschloss, in English meaning Operation ICE PALACE.



The ICE PALACE Facility was built deep into the glacial ice and rock of Antarctica. Even when the Hitler first approved the founding of the colony in Antarctica, he knew that some day the facility might need to operate on its own. Because of that philosophy, the colonists that made to long arduous journey to the South Pole were sent prepared for whatever they might need. Some of the best scientists of the Third Reich were detached and assigned to the facility. As it was being set up to be a colony, both men and women were chosen to colonize Antarctica.

Long before the Americans or even the Soviets had begun using nuclear energy to power their nations, the ICE PALACE Facility had it in use to keep the place active and viable as a colony. Part of the reason that the Third Reich failed to create their own Atomic bomb during the war was because Hitler had already assigned the most competent scientists to ICE PALACE.

All throughout the beginning of the Third Reich, Nazi scientists had been experimenting with new aircraft designs and even the use of jet engines. Just as the Atomic Physicists were assigned to ICE PALACE, so were some of the top experimental aircraft designers from Nazi Germany to continue working on their new designs and refine older ones in the secrecy of Antarctica.

One of the greatest breakthroughs that came of the research that was being conducted at the ICE PALACE Facility was in the field of Eugenics. The creation of a pure Aryan super-being was the ultimate goal of all the scientists that took part in this research. Because of ICE PALACE and that fact that its personnel were also considered colonists of the Third Reich to the land of Antarctica, each of the colonists were paired so that offspring would be possible and encouraged.

Heading the research team at ICE PALACE was Doctor Hans Mueller, a brilliant genetist and one of the leading authorities in the Third Reich in the field of hereditary genetics research. It was through his efforts and those of Doctor Rudolph Wessellman, reviled throughout Europe as a traitor to his race for the experimentation that he performed on Jews in the various concentration camps, that the genetics research team of ICE PALACE was finally able to begin creating the super-beings that the Third Reich wanted to populated the world with.

Both Doctors Mueller and Wessellman arrived at ICE PALACE late in the Second World War because the experiments that were necessary for their research needed live human test subjects, and by no means would the Fuhrer allow Pure-Blooded Aryans to be used for the initial tests. So those tests fell to the use of the captives of the concentration camps. After that phase of testing was over, both Mueller and Wessellman were transported, via U-Boat, to the ICE PALACE Facility to continue their tests.

To this day, the Israeli Mossad are still looking for Dr. Wessellman to be tried for his crimes against humanity.

After the Third Reich fell and contact with the ICE PALACE facility was lost, the high ranking Nazi officials that were stationed at the ICE PALACE Complex in Antarctica determined that the only course of action to establish the Fourth Reich would be to have ICE PALACE remain hidden from the world until such a time that it had forgotten about the Third Reich's activities, expedition and colonization of Antarctica.

In 1952, Juan Peron's Nazi-friendly Argentine dictatorship provided men and material in exchange for the Nazi promises to find the rumored Antarctic base located at Point 103, which Peron believed to be a super-weapon research station. The Nazis that were helping him believed that whatever was at Point 103 was most likely simply an abandoned expedition base camp and hardly worth their effort. The Nazi Occultists were more interested in finding the Elder Thing city that was reputed to lie within the Mountains of Madness and its supposedly ancient advanced technologies. The Nazi Occultists believed that through the technology of the Elder Things that they would ultimately gain the power to place them selves beyond the reach of Americans of the Office of Paranormal Research and Applications (OPRA) forever.

Before the Elder Thing city could be located, U.S. Army paratroopers under OPRA command assaulted the Argentine Antarctic expedition, killing all the Argentines and three Nazi SS researchers. It was because of this attack on the Argentine Expedition that the leaders of the Reich Command held off on contacting the outside world. If a small South American nation had the ability to come to Antarctica, and the American's were willing to follow them to stop their expedition, then obviously some time still needed to go by before they re-established contact with the outside world.

Once a suitable amount of time had gone by, in 1967 the Reich Command of ICE PALACE sent out one of its newly refitted U-Boats to begin scouting the outside world, namely the coastline of South America. For years Radio Operators at ICE PALACE had been listening in on the communications, radio and television signals that had been broadcast across the world. So the Reich Command had a very good idea of what all was currently going on in the world. The Americans were at war with the North Vietnamese, the Soviets and the Chinese of Red China were supplying the North Vietnamese with the weapons that they were using to wage their war against the South Vietnamese, American backed government. The Cold War between the United States and the Soviets was well under way, and the Reich Command of ICE PALACE knew that with the Americans and Soviets aiming their missiles and satellites at each other, they would have no reason to point them south into the frozen wastes of Antarctica.

It would be in 1968 that Reich Captain Dietrich Wilhem of the Kreigmarine U-Boat - U-507 began making contacts within South America, and after about six month of probing, Capt. Wilhem was able to make contact with an Agent of the Nazi Occultists of the Thule Society who was operating under the guise of ODESSA. It wasn't long before the Reich Command gave the go ahead for the ODESSA to begin sending its agents into North America and the USSR to perform espionage on the weapons programs that both nations had well under way, and to steal those secrets and bring them back to ICE PALACE for implementation into the Fourth Reich's own weapons systems and advanced technologies program. The greatest success that the ODESSA agents were able to succeed at was to infiltration of Silicon Valley and the theft of its computer secrets that the ICE PALACE facility has fully integrated into its own weapons and tracking systems.

By the time Reich Capt. Wilhem made contact with ODESSA in South America, the aircraft designers of ICE PALACE were already at least 25 years ahead of the rest of the world in jet aircraft designs. Because of the Atomic Physicists of ICE PALACE, the U-Boat "U-507" had been refitted with an experimental atomic power source to eliminate the need for conventional fuel sources. The only area that the Fourth Reich lagged behind in was computer technology, and that was easily corrected through the espionage of ODESSA in Silicon Valley.

By 1980, the Fourth Reich under the direction of its leaders at the ICE PALACE Facility had created a network of interconnected Aryan Supremacist groups across Western and Eastern Europe and especially into North America. Its technological level was on par with that of the Americans and the Russians. ICE PALACE had even launched its own satellites into orbit, considering that most modern nations had satellites in orbit by the time 1980 rolled around; neither the Americans nor the Russians would really care if some small South American nation had its own launch facilities to send its own satellites up. This in part gave the Fourth Reich its edge when it came to information gathering, because now its own computer specialists could use the ICE PALACE Satellite to hack into the information nets of the other nations of the world.

In 1986, things for Fourth Reich changed. Before then, ODESSA had not informed their ICE PALACE superiors of the American intelligence group that was now known as the Obsidian Group; they had considered them simply a bunch of cowboys that would eventually get themselves killed. But in 1986, after several successful operations to eliminate 3 former SS members that had relocated to Argentina, ODESSA began taking the Obsidian Group as a serious threat to its existence. More importantly, it was the current membership of the Nazi SS that were gravely concerned with the Obsidian Group or any organization that could damage its operations across the world. After consulting with the Reich Command, it was decided that ODESSA would begin locating all of the known members of the Obsidian Group, namely its leadership and to begin slowly leaking that information to, Project Genesis.

In 1997, the Reich Command's patience paid off when a Project Genesis kill team was sent to delete Julian Bishop, the founder of the Obsidian Group at his home in Boston. That attack ended with all members of the Project Genesis kill team being killed.

No police responded to the fire in the residence, but an armored Hummer with a security team arrived within minutes of the attack on Bishop. From nearby, a Reich Command operative was watching to slaughter unfold and that is when the Reich Command began taking the Obsidian Group seriously. Obviously this organization had deep connections to the United States government. It was decided at this time to simply leave the Obsidian Group alone and to observe them from afar. Only that policy was enacted, the Reich Command continued on with their plans of world domination as if business was usual.

It wasn't until 1997 that the Reich Command began seeing a pattern that they previously had not noticed. Its agents across the world were attempting to gain influence in the various nations of the world, and more times than not they were meeting extreme resistance from shadowy groups within those nations.

In November of 1998, Reich Command Agents were able to capture one of the individuals that had been leading the resistance against their plans. After hours of torture and interrogation, the only thing the man gave them was a name for their pain, "Imperium", within seconds of him divulging that single bit of information; he fell to the floor dead.

Since then, ODESSA, but more specifically the Nazi Occultists of the Thule Society have been attempting to track down these shadowy individuals and groups for capture under the orders of the Reich Command of ICE PALACE.

In 1999 ODESSA would once again go up against the Americans, but this time it was different. This obviously wasn't the OPRA organization that had persisted in coming after their agents so many years before; these were not ill-prepared cowboys that could be killed off easily. This time they were going up against a force that had the manpower and firepower to go head to head with them and not flinch. The curious part of the confrontation that occurred in July of 1999 was that this group of Americans was quick to disappear when the combat was over; almost like the Project Genesis organization that the Reich Command knew was active within the United States government.

After the initial confrontation in July of 1999, the Reich Command formulated a plan to draw out this new threat to them. But the key to this plan required its agents find the headquarters of this mysterious antagonist. This plan is still under way to this day, but as of this time no fruit have come from their efforts to locate this hidden American base.

Now, in the 21st Century, the Reich Command has had its experimental aircraft performing reconnaissance all over the world. One of the greatest breakthroughs that the Reich Scientists were able to make was the creation of an anti-gravity lift system that would allow its aircraft to hover in mid-air. Most of the time that Reich aircraft are sighted these days people across the world assume them to be UFOs, or some secret aircraft designed by their own national governments.

Because of the Eugenics of the ICE PALACE Research Facility/Colony, the Fourth Reich has benefited by the addition of those first colonists children to continue on their cause. One of the unexpected benefits of the research was into life extension. This was done by the scientist and by the few members of the secretive organization known as the Thule Society.

Many of the inhabitants of ICE PALACE still wonder and fear the motives of those Nazi Occultists of the Thule Society that were stationed at the colony. One of the most disconcerting elements of that research was how those Nazi scientists became ageless through their research, even today after 40 years those scientists still remain as they were shortly after the end of the war.

SAMHAIN

The town of Samhain is singular in that it exists in the Mirror World and not our own. Its physical location is at the exact spot where the old Roanoke Colony formerly resided.

In 1795, Lucien LeFleur and Sebastian Morganstein; of the Starlight Coven was exploring the ruins of Roanoke when he decided to look into the Mirror World to see what he could see of it there. What Lucien & Sebastian found amazed them; they could see a colonial town that looked as if there could be people still living in it. To make the situation even more bizarre, Lucien and Sebastian could see color on the other side; which for the Mirror World is something unknown to it because of whatever reason the Mirror World appears as a black and white image to those seeing it.

Being intrepid explorers, Lucien and Sebastian cast a ritual that would allow them to enter the Mirror World at that location. Once on the other side, Lucien and Sebastian found a colonial town that was just as vibrant as the world that he had just left. Lucien could feel the spectral sun shining down upon him; he could feel its warmth.

As he explored the town, he eventually found the towns Church. That is where he found the proof that this was indeed the fabled lost colony of Roanoke. After exploring the town he found that the dome that was protecting it from the rest of the Mirror World went out for 1000 feet in all directions from the center of the town.

Immediately Lucien and Sebastian realized that they had found a refuge for those like him, namely Sorcerers. Through this one place those that were allowed to know of its existence would be able to find a place that they could live in peace in, a place where they could explore their craft without fear of persecution from the mundanes.

Within 6 months, Lucien and Sebastian had gathered together the Starlight Coven and together they all made the journey into the Mirror World to re-settle the town of Roanoke. As their first act as its new inhabitants, Lucien, Sebastian, and their followers changed the town's name from Roanoke to Samhain; in honor of the dead world in which their town resided.

Over the last few centuries, Samhain has grown and prospered through the united strength of its community. At first, Samhain was dominated by the members of the Starlight Coven, but as the years passed, other Covens would make Samhain their home as well; the Black Rose Society, the Children of the Twilight Dawn, and others.



At present, Samhain has a population of approximately 600 to 800 inhabitants. Around the town on its perimeter are fields of corn and wheat, and vegetables, all in an attempt to make the town self-sufficient.

The currently Master of Covens in Samhain is a woman named Morganne LeFleur, the direct descendent of Lucien LeFleur who founded the town of Samhain.

THE OLD ONES

The Old Ones is the name that has been collectively given to a group of Abyssinians that entered the universe from a realm that is known as the Abyss. These powerful entities once ruled over the world in prehistoric times; the Old Ones were far more powerful than the Empires of Atlantis and Lemuria, but aeons ago these entities disappeared from history leaving only their dread monuments as a testament of their time in this world. Since their disappearance from history, there have been isolated cults that have worshipped these entities and in doing so have become Servitors of the Old Ones or of the Abyss itself; taking on terrible and horrifying manifestations of the Abyss and its alien laws of nature.

One thing that you may note is that we have not give standardize stats to the Old Ones them selves, and only a Resist Fear & Madness Check Difficulty. The reason behind this is if any Cast of Personsa is ever pitted against the terrible and alien power of the Old Ones them selves, the cast will end up losing. In just about every Lovecraft story that deals with the Old Ones, the Personas are dealing with an Avatar of the Old Ones. Avatars are a physical Abyssal manifestation of the Old Ones in the Physical World. Each avatar should be tailor made to the Episodes that they appear in, hence, no stats.

ARTHATH: THE LORD OF THE SEA

One of the most horrific of the Old Ones, Arthath is also one of the least often encountered. This Old One has chosen the oceans of the world as his domain, one in which he is relatively uncontested. With the limitations Atlanteans have in regards to water and the difficulties in breathing in it, Arthath has not had a major influence on their history. Even with the use of some of the most powerful sorcery, Arthath's domain has remained a mystery for centuries. Now, however, with the combination of modern technologies and ancient sorcery, the boundaries between the world above and the world below are becoming less distinct. The continued exploration of the oceans is leading to the discovery and inevitable conflict with Arthath, where the ultimate result will be the control of the seas.

Arthath seems mostly content to remain in his marine home, wandering the oceans of the world. On the rare occasions his travels are interrupted, he has been known to become incredibly hostile. This Old One never initiates contact on its own, but when under the effects of a Summon/Bind Ritual, Arthath has communicated with its Summoners through maddening visions from the unknown depths. Attempts to commune with him have been;

attempts to commune with him have been made, and succeeded. However, the communication is never in the form of words. Instead, all interaction is in the form of vague imagery and prophetic visions. In fact, it is theorized that Arthath is incapable of communication in the standard sense of the word. He is unnaturally silent, even making no sound when moving or attacking.

Arthath seems to be content to remain in the oceans of the world, though he is capable of leaving the ocean and surviving on land if he so desires. All conflicts with the Old One seem to be when his perceived territory is invaded. It seems that staying away from the seas and oceans of the world will keep Arthath away. However, with the desire to fully understand the planet, exploration of the oceans is inevitable. When these explorations make too much progress, the real battle with Arthath is likely to begin.

The Cult of Arthath is a relatively simple one. Mostly made up of those poor unfortunates who have witnessed the horror that is the King of the Sea, such as fishermen and deep sea explorers, the cult merely exists to serve their Old One master in his ultimate control of the seas. To this end, they have been behind organizing attempts to restrict ventures that would encroach on the ocean home of Arthath. Events like the protests over dolphin hunts in Japan, whale hunts in the American Pacific Northwest, and increased regulation over where and when scientific exploits of the deeper ocean trenches can all be attributed to this cult. Arthath himself has taken a small amount of control over the movements of his worshipers, guiding them toward certain regions of the Earth to better protect can conceal him.

The monstrous Arthath is best described as an unholy abomination. More specifically, he appears as a gargantuan scorpion with no stinger, or crab lobster hybrid, with a carapace ringed with tentacles (with a concentration of tentacles around the mouth region). The carapace itself is seemingly made of a crystalline substance that emits a dim glow, alternately yellow and blue. The light from within Arthath has an unsettling effect on those viewing him, making them feel nauseous and experience a strong feeling of vertigo. His claws are as large as a small car, and are razor sharp. Ultimately the appearance of Arthath is enough to shock and frighten the hardiest of men at best, and to drive the most weak-minded to madness and insanity at worst.

Resist Fear & Madness Check to see Arthath: Very Difficult

AZATHOTH; THE DAEMON SULTAN OF THE ABYSS

Within the Abyss, the mortar that binds this fragment of a universe together, while at the same time being the ever beating heart and the center that binds the Abyss itself together is the Daemon-Sultan; Azathoth.

This entity is without a doubt the most powerful of the Old Ones, yet great and terrible Azathoth is the idiot god the sits sleeping at the center of the Abyss, dreaming dreams and nightmares that would easily shatter the minds of mortal man and Atlantean alike.

Over the aeons, many Sorcerers have sought to tap into the power of this Old One; attempting to use its raw Abyssal energies for their dark and sinister purposes in the Physical World. All those that dare to touch the idiot god of the Abyss come away tainted by their exposure to its raw and terrible power.

It was through the power of Azathoth that Tiamat and the rest of the Old Ones shattered the barrier between the Abyss and the Physical World, and through the Daemon Sultan's power they were able to enter our world.

When Sorcerers attempt to draw upon the power of the Abyss, they are in fact drawing power from Azathoth. They are becoming conduits of the idiot god, and through its power these Sorcerers are able to warp the laws of physics and reality that govern our own universe; overwriting our own universe's laws of physics with those of the Abyss for a brief time.

It is said that when the stars become right, great and terrible Azathoth will enter the Physical World and take its position at the center of our universe to await the end of days when our own universe dies and we become as powerful and as mad as the Old Ones themselves.

Azathoth is mentioned multiple times within the dreaded Necronomicon, but to date there are no actual Cults known to exist, that give worship to this Old One.

Resist Fear & Madness Check to see Azathoth: Next to Impossible

CTHULHU; THE LORD OF R'LYEH

The Old One known as Cthulhu is without a doubt the most widely revered of the Abyssinian Entities that are collectively known as the Old Ones. Cthulhu and his kin tore through the membrane that separates the Abyss from the Physical World in 350,000,000 BC, they came from the Abyssinian World of Xoth. Shortly before Cthulhu's arrive on the Earth, there was a cataclysm that raised numerous new land masses to the

surface from the floor of the Pacific Ocean, one of which Cthulhu and his kin would settle on; R'lyeh.



For 50 million years Cthulhu and his kin would fight for dominance of the surface world against the Elder Things in their undersea cities; throughout that

period the earth became a battle ground. Eventually Cthulhu and the Elder Things came to the realization that both sides were too equally matched for either to have a meaningful victory over the other, and they finally made peace. Cthulhu, his kin and their children were permitted to keep their surface holdings.

In the end, it was the Old Ones them selves that brought about an end to the reign of Great Cthulhu and his kin. Great and terrible wars were fought as Cthulhu and his kin fought the other Old Ones that sought to dominant the prehistoric world. Cthulhu and the rest of the Old Ones war escalated to the point that eventually the dark and mysterious island of R'lyeh sank beneath the waves somewhere in the south Pacific Ocean.

It is said that Great Cthulhu and his kin were imprisoned in the great city of R'lyeh and they entered into a epic torpor to await the time when the stars would once again be right and the island of R'lyeh would once again rise up to the surface and Cthulhu and his kin would awaken to take their places as the rulers of the world in it twilight age.

Resist Fear & Madness Check to see Cthulhu: Very Difficult

THE ELDER THINGS

What name they save for themselves may never be revealed, but we know them only as the Elder Things.

A billion years ago, sailing through the æther on solar winds, this mighty race came to the newly created Earth and adopted the world as their own; unaffected by water or extreme conditions they came and built colossal cities both underwater and in the frozen wastes of Antarctica.

The Elder Things, brilliant beyond even Atlantean understanding, changed the Earth around them to suit their needs. Where there was nothing, great plants grew. The Elder Things brought life to the previously barren planet. Great Races sprung up due to the Elder Things experiments and so did great horrors. The amorphous Shoggoths were created as slave labor for the Elder Things. For time untold the Elder Things watched over the fledgling world from their cities infinite in their knowledge. Earth, which had been a desolate rock, had been transformed into a verdant paradise.

Things were not to last, however. Earth, previously passed over by other species and races, was now very tempting. Great Cthulhu came to Earth and claimed it as his own. The Elder Things fought back against this extra-dimensional threat. For centuries the war raged on. The Elder Things' advanced technology was a close match for Cthulhu. The battle could have continued for eons, until the Shoggoths rebelled against their Masters. The former slaves attacked the Elder Things with savage furor. The Elder Things had not conceived a scenario where this might have happened. The war turned and though Cthulhu was sent beneath the sea to dream, the Elder Things abandoned Earth, sailing back to the stars. Some stayed on earth, destroying the remains of their great cities, and then traveling underground to wait for a time where they could reestablish their dominion over the Earth.

In recent years there have been more and more sightings of creatures resembling Elder Things from across the world. Their return can mean nothing but doom for society.

Elder Things stand about as tall as a full-grown human male. They are barrel shaped, roughly four feet around their middle and narrow near their bottoms and tops. Wide ridges run their lengths and in the furrows between their ridges they keep their wings. Their wings can expand to a nearly seven-foot wingspan. Their wings are work as solar sails that propel them through space. If these wings are organic, or just a product of their super science is unknown. Their 'heads', which resembles a starfish, is adorned with five eyes, five eating tubes, and a set of cilia they use to sense without light.

There are rumors that one of their once great cities still stands in the Antarctic wastes within the Mountains of Madness, luring mortals with its promises of unmatched weapons and alien treasure.

The city is not empty.

Resist Fear & Madness Check to see an Elder Thing:
Difficult

LILITH; THE DARK LADY OF ATLANTIS

Lilith is one of the most benevolent of all of the Old Ones and the most human in overall appearance. The first recorded appearance of this Old One was in the lands controlled by the First Atlantean Empire; there are tales that it was Lilith that brought the secrets of sorcery to the Atlantean people.

It was through Lilith that the first experiments in to life extension occurred in Atlantis; one such experiment resulted in the creation of the Revenant known as Menchor the Nightbringer. Her creation descended into insanity and led a host of undead followers into the lands of ancient Egypt, conquering its peoples and installing Menchor as its Pharaoh. Lilith, with the assistance of the mighty Atlantean legions invaded Egypt and destroyed almost all of Menchor followers and entombed Menchor in a crystal tomb that is said to be sealed away under the sands of the Egyptian deserts in the Black Pyramid of Menchor in an underground city that has no remembered name.

Lilith continued her experiments in life extension with the creation of the first Liches and then the ritual that created the Lilans. Because of her contribution to the continuance of the Atlantean people, Lilith is worshipped as a Goddess and the savior of the Atlantean race.

There are tales that speak of Lilith being the one that brought the secrets of sorcery to humanity as well when she taught the mortal man; Marduk the secrets of sorcery. It is said that Lilith took an indirect hand in Marduk's battle with the Old One known as Tiamatt and his vanquishing of her mortal avatar that ruled the lands of Mesopotamia during the final years of the First Atlantean Empire.

The last sightings of Lilith were in the city of Alexandria in Egypt shortly before the destruction of Atlantis. Because of her benevolent stance towards the Atlantean and human races, it is thought that Lilith is still active in the world. The Atlantean scholars firmly believe that Lilith was Atlantean in origin, even though her epic history clearly denotes her as something other than Atlantean, Lemurian, or human.

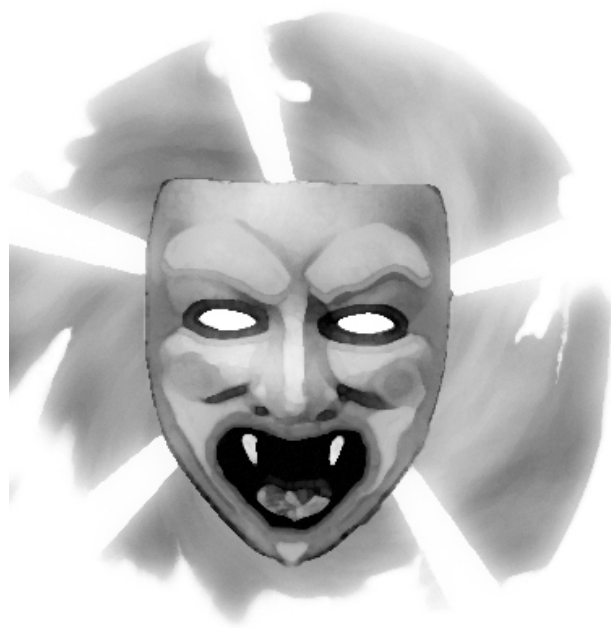
Resist Fear & Madness Check to see Lilith: Simple

NERGAL: THE RAGING KING

Among the most feared of the Old Ones is Nergal, first worshipped by humans in ancient Babylon as a lion-headed solar deity with a cavernous mouth, wielding a club and sickle. Nergal is the scorching noonday sun that withers and destroys. His song is the buzzing of corpse-flies in the desert, his voice the whisper of shifting sands. Thirst is His sacrament, and wildfire His gospel. He is the corruption of heat, the union of fire and earth without wind or water. He is the midwife of entropy, and only when the universe is at last completely cool, and dark, and everything dead will his thirst for fire be slaked. Abstractly, Nergal represents the negative aspect of thermodynamic time, viz. aging, decay, disease, and combustion. Order itself does not offend Him, no more than a virgin forest offends a logging company. Rather, it inspires Him to burn, and the burning itself is holy.

He is known, like all Old Ones, by many names: The Burner, The Raging King, The Furious One, and The Lord of the Great Dwelling are just a few. This last reflects Nergal's mythical status as ruler of the dead. Whether or not He truly controls the fates of souls in the afterlife is unknown to the living; what is certain is that He knows the minds of the dead, completely, possessing all the knowledge and memories of all sentient creatures whom have died since the universe began, and in this sense He may be said to "rule" them. He may exploit their knowledge. He may cause their shades or voices to manifest in the physical world. He may whisper their long-buried secrets into living ears.

There are rumored to be secret sorceries whereby the mind of a wise man may be hidden from Nergal upon his death, but the cost is high. The process, which amounts to a mystical lobotomy, completely destroys the subject's mind and must be performed while he or she is yet alive. The necessary rites were said to have been developed by a Babylonian priest-king named Ashuraplaiddina in and around 700 BC, and are protected, to this day, by a mystical order which he himself founded, known as the Children of Ashur. The order believes that Nergal truly consumes the souls of men when they die, and that this fate constitutes a kind of damnation, and therefore that their secret doctrine represents the only hope of sentient creatures to escape a hellish afterlife.



However, the incantations themselves must be kept from Nergal's knowledge, else He could surely defeat them. What this means to the cult is that no human being must ever be allowed to die with knowledge of the Ashurian rites intact in his or her mind. Therefore the rituals are protected with the utmost imaginable secrecy: they are not known to ever have been written down, and are only transmitted orally, from master to pupil, and only within the confines of the order's monastery in the ancient city of Kutha. Health and safety are vigilantly maintained, and any monk who begins to show signs of failing health is given the special "last rites" and humanely euthanized. The trade-off, from their perspective, is that after death the monk's identity will escape consumption in Nergal's ravenous soul-maw. Whether or not they're right is something only the dead can know.

Diametrically opposed to the Children of Ashur are a group calling themselves "The Everlasting," whose doctrine posits that a person's soul may achieve a kind of immortality after death in the mind of Nergal, but that the quality of this experience will vary depending on the conduct that the person has displayed during their life time. This is not, however, a conventional picture of "sin" and "virtue;" rather, attainment of a pleasurable afterlife requires a mortal life dedicated to the abasement of oneself to, and appeasement of, Nergal Himself. And His ways are decidedly ungodly.

Nergal's limitation is that He cannot see very far into our universe but through the memories of the dead, and whatever His reasons may be, he sometimes needs more up-to-date information about the activities of the living. He may then require of His cult that they find and kill a person who knows what Nergal wants to know, so that Nergal may consume that person's mind in the afterworld and thus obtain the information He requires. Alternately, if it is more convenient, the Everlasting may simply brief a "volunteer" on the information Nergal requires and dispatch him or her solely as a kind of astral messenger. Generally, the cultists themselves are not killed in this way, unless it is a matter of grave importance or of voluntary euthanasia. Rather, the group will locate an unnoticeable person such as a transient or a prostitute, brief him or her with the required message; then dispatch him or her by whatever methods are convenient. The rites by which the Everlasting appeases Nergal often require human sacrifice, and a "messenger" will often serve a dual purpose both as a conduit for information and as an offering in these rites.

Besides keeping Nergal "up-to-date" in this grisly way, the Everlasting are perpetually engaged in other activities designed to curry His favor. Most fundamentally, Nergal is a being of fire, and appeasement of His wrath is best achieved through deliberate, destructive burning. Acts of arson, human and animal immolation, and explosive combustion are performed in His name. Among the boons He may confer upon his most loyal supplicants is the psychic talent of pyrokinesis, imperviousness from heat, and the ability to draw bodily and psychic nourishment from smoke. There is rumored to be a rite whereby Nergal can be invoked to create a massively powerful explosion, hundreds of megatons in power. The Everlasting believe that the Tunguska blast was a kind of mystical "test-firing" of this ritual, and that there may be an occult group that still holds its secrets and intends to use them, to far bloodier effect, when the stars come right again.

Resist Fear & Madness Check to see Nergal: Very Difficult

NYARLATHOTEP; THE CRAWLING CHAOS

Nyarlahotep; also known as the Crawling Chaos is one of the more malevolent of the Old Ones that crossed into this universe aeons ago. This Old One is the keeper of forbidden lore; delighting in preying upon all those that would seek the secrets of the Old Ones and the Abyss. In aeons past, this Old One walked among mortal men in the ancient lands of Egypt. It is said for a time Nyarlathotep's mortal avatar; Nephren-Ka ruled over Egypt as a Pharaoh for a time; only to be deposed by the Egyptian people and to have all of his Cult and monuments destroyed in an attempt to remove his legacy from the history of mankind.

It is said that this Old One has walked the lands of the world under many guises; one of Nyarlathotep's more disturbing of avatars is that of the Raggedy Man, an entity that is said to rule the world in the distant future and has been seen through out the ages manipulating history to ensure that its domain in the future remains assured. Another avatar of Nyarlathotep is that of the Haunter of the Dark, a winged being of scaled darkness with a three-lobed eye that gazes out at all who attempt to use the Atlantean artifact know as the Shining Trapezohedron. This avatar seems to be closely connected to the coven of Sorcerers known as the Church of Starry Wisdom, and it was last sighted in the possession of a renowned 1920s occultist named Dr. Ambrose Dexter; who supposedly disposed of the artifact by dropping it into the deepest channel of Narragansett Bay.

This Old One can appear in any multitude of forms and faces. The most common avatar that is spoke of; is that of a tall and swarthy man dressed in the archaic garb of an Egyptian Pharaoh. Nyarlathotep delights in giving the seekers of forbidden lore the very secrets that they are seeking; knowing full well that these very same secrets will inevitably destroy them.

The are legends that Nyarlathotep is the messenger of a group of Old Ones known collectively as that Outer Gods, and that Nyarlathotep have the ability to summon any number of Abyssinian horrors to assist him in his unfathomable schemes to prepare the world for the coming of the Old Ones when the stars finally come right.

Resist Fear & Madness Check to see Nyarlathotep: Very Difficult



SAMAEI; THE ANGEL OF DEATH

The Jews were the earliest known human culture to venerate, as an angel, the Old One today known as Samael, to whom they gave the name. In the Hebrew tongue, "Samael" is a portmanteau of "sam" (meaning "poison" or "taint") and "el" (meaning "God.") Thus "Samael" is, etymologically, "the taint of God." He is associated in Talmudic and Christian mythology with the Angel of Death, and in this role He has appeared many times in human history. It was a failed summoning of Samael that brought the young pharaoh Tutankhamun to an early grave, and that tainted all those things laid down with him in his tomb, and that cursed his memory among his people. It was Samael whom Moses summoned to stalk the land of Egypt by night, slaying the firstborn male in every house but those painted with lamb's blood upon the lintel. It was Samael whose power was locked up in the Ark of the Covenant and used to lay waste the armies of the Canaanites, and that struck down its bearer Oza in the time of King David.

A manifestation of Samael, no matter what its size or strength, is *toxic* to some degree, but not in the chemical/biological sense of the modern science of toxicology. Rather, Samael's presence imbues matter with a kind of *mystical toxicity*, which is a dark magical force inimical to life itself, but without any apparent physical cause. Most of the world's "cursed" objects, i.e. those which are known to bring death and misfortune to anyone exposed to them (the Hope diamond, e.g.), are in fact afflicted by the so-called "Mark of Samael," which means that, at some point in their existences, they were exposed to a physical manifestation of Samael, and so acquired His taint.

To manifest on our plane, Samael must be invoked by a powerful sorcerer, and the process is inordinately dangerous. Even the smallest and weakest of Samael's avatars must be properly bound in a circle of consecrated blood, or everything in the area will instantly die. Depending on the strength of the manifestation and on the location of the ritual, this effect may be as small as a "bolt from the blue" that strikes only the summoner, killing him or her with a sudden aneurysm, or a heart attack, or an apparent freak accident. Or it may be as large as a neutron bomb, leaving an entire city full of corpses. Among the Atlanteans there are stories of an entire world destroyed in this way, called "Slyph," in the vicinity of the star we know as Betelgeuse.

It is said that even today, after hundreds of thousands of years, the corpses of the Slyphs remain in the lifeless streets and houses of their cities, much as they were at the moment of His consummation, preserved for eons because even the micro-organisms that might cause them to rot were eradicated in the ancient cataclysm. A complete manifestation of Samael in our plane would be an apocalyptic event on a galactic scale, like the collision of two black holes, leaving entire star systems suddenly and instantaneously sterile.

Even if a manifestation of Samael is properly contained, everything within the binding circle will for millennia afterwards bear the Mark of Samael, bringing death and misery to anyone nearby, unless it is deliberately cleansed by skilful blood-magicks. This can be done intentionally, to "curse" objects, but more often than not such objects are simply the result of accidental mystical contamination during an invocation to Samael for some other purpose. These rites are inextricably linked to the vitality of blood, and any magick to invoke or dispel Him or His Mark requires a significant quantity of consecrated blood. Depending on the magnitude of the ritual, the blood may be animal or human in origin, but it must always be taken unwillingly; and always blessed before use in a complicated ritual that is known only amongst the most esoteric elites of the magickal arts.



As difficult as it is to produce the magic to summon Samael, it is probably not as difficult as acquiring the weapons-grade plutonium or highly-enriched uranium needed to make a nuclear bomb. This fact has not escaped the notice of terrorist organizations around the world, and several are actively engaged in researches directed toward the invocation of Samael. Generally, these tend to be radical leftist secular groups rather than hard-line religious types, as the latter are often leery of the potential spiritual consequences of communion with an Old One, particularly one as reviled as Samael. Fortunately, the circles of those with access to the preserved knowledge of Samael's rites and the circles of those with the inclination to use them as weapons of mass destruction do not overlap appreciably. A few sects of Samael-worshippers do survive in various parts of the world to this day, but they are, by and large, *not* death-cults. Their dogmas often posit Samael as a misunderstood entity, a kind of fallen angel whose inherent toxicity to organic life is uncontrollable, unintended, and indeed undesired. Cosmologies vary, but many accounts hold that Samael is benevolent by nature, but long ago punished with "the Taint" because He had grown too powerful through the adoration of organic creatures, who He loves with great devotion. Other claim that His toxicity is simply an irrevocable fact of His nature: As animals inhale air and exhale poison, so does Samael inhale life and exhale death. Malevolence is not a factor.

Whether they're correct or not, a consequence of these doctrines is that those few Samael cults that actually possess the special knowledge of His summoning rites tend to consider deliberately misusing them as weapons to be blasphemous in the extreme. Occasional invocations are performed to make sacramental offerings, but they are always carefully controlled, are always well guarded, and the site and any exposed objects always carefully cleansed afterwards. Naturally, the secrets of the rites themselves are held by only the most senior elders, but there is of course a process whereby they are handed down from one generation to the next, and is conceivable that a double agent, if he or she dedicated a good portion of his or her life to the project, could infiltrate a cult, posing as a true believer, and eventually be entrusted with the deadly summoning magicks. It is also possible, albeit less likely, that an established acolyte, who received the secrets in good faith, might suffer a moral crisis or some kind of psychological breakdown and betray the rites to the wrong people, or even use them destructively him- or herself.

Probably the oldest and most powerful Samael cult is based among the Hasidic Jewish community in New York City, to which it relocated from Prague in the early 1930s to escape Hitler's rise to power in Europe. Calling themselves *שְׂמֵרַשׁ לִשְׁ לִאֲמֵל* ("The Servants of Samael"), the group traces its lineage back to Aaron himself, and claims it is in possession of the original rites used to produce the tenth plague. For this penultimate act of deliverance from bondage, the Servants still pay homage to Samael through regular (weekly) symbolic rites and invocatory offerings (annually). They believe, perhaps erroneously, that if Samael is not continually appeased in this way, He will begin to manifest in our reality directly, causing untold death and suffering. The annual summoning is performed on Passover at a remote, secure facility in upstate New York, to minimize the potential collateral damage of an accident. The group's elders rotate administration of this rite each year, and a firm rule holds that no more than one-third of the membership may be present at a particular summoning, again as a damage-control measure in the event of an accident.

The possibility of a catastrophic event in the New York area wiping the Servants out entirely began to weigh heavily in the minds of their leadership in the late 1980s, and so they were amenable when approached by highly-placed agents of the Israeli government seeking to relocate and maintain several families in Jerusalem in order to start a branch of the Servants in the homeland. The *quid pro quo* called for the new branch to be on-call to perform the Aaronic rites as a last-ditch measure to defend Jerusalem herself against takeover by hostile foreign forces.

This plan, known only among the most elite circles of the Israeli defense establishment, is referred to as "Operation Yod." "Yod" is simply the Hebrew numeral "10." Operation Yod is planned in stages which correspond roughly to the degree of penetration of invading ground forces into the holy city. Violation of the border of East Jerusalem established by the Six-Day War calls for the withdrawal of the Israeli Servants of Samael to a secret, secure location near the Mount of Olives, where the materials for the invocation are always kept ready. The ritual is prepared at this stage, and performed if hostile forces should breach the Old City wall. Once summoned, the Avatar is kept bound in a circle of blood and the sorcerers and other high-ranking defenders withdraw, if time permits, to specially-prepared shelters protected with the old magic—lamb's blood upon the lintel. A water pump is positioned to wash away part of the binding circle on activation by remote control. If the Temple Mount is taken, the binding circle will be broken and the Avatar released. The plan calls for eradication of all life within a three-kilometer radius, but it's important to note that the Servants have no actual experience with the deliberate destructive application of their magic and may over- or underestimate its power.

It is also important to note that the “cursing” of items with the Mark of Samael only occurs when objects are bound up with a summoned Avatar inside the circle of blood. If the ritual goes as planned, with the Avatar summoned, appeased, and exorcised, then the Taint will be channeled into those objects that were within the circle as the Mark of Samael. However, if the circle is deliberately or accidentally broken, the magickal energy of the Taint is dispelled in one tremendous blast that will kill everything in the area, but will not leave the Mark on nearby objects. Thus the “explosive” invocation has a tactical effect analogous to a neutron bomb, albeit much more powerful and fast-acting: Organic life in the area is destroyed, but buildings and property are left undamaged and, importantly, uncursed.

As mentioned above, it is possible to dispel the Mark of Samael and at this operation the Servants are quite skilled, as it is typical “clean-up” procedure following their annual summoning to cleanse the ground and any other matter exposed within the binding circle to the Taint. The magick requires the use of a literal scapegoat, or other sacrificial animal, onto which the Taint can be mystically transferred. The unfortunate creature dies in agony, and with its death, the Taint is dispelled. Depending on the strength of the Mark, many such sacrifices may be required to remove it.

Resist Fear & Madness Check to see Samael: Very Difficult

THE SCARLET QUEEN: MISTRESS OF PLAGUES

The Scarlet Queen is one of the most enigmatic, mysterious and reviled of the Old Ones. She has appeared time and time again throughout history, but tends to have very little direct contact with mortals. The Scarlet Queen is disease and plague incarnate; spreading virulent death wherever she treads.

Peculiar among Old Ones, the Scarlet Queen seems to make a habit of staying out of the affairs of mortals; at least openly... Her goals and ultimate plan seem to lie beyond the realm of understanding to all but herself. This Old One tends to be fickle in whom she makes alliances with; where once she sides with her fellow Old Ones in their eternal conflict with the immortals known as the Guardians, days later she may withdraw her support and covertly side with the Guardians.

Some Atlantean historians believe that the Scarlet Queen was one of the Old Ones that ultimately led to the downfall of Lost Atlantis. Every time this Old One has made an appearance in the world, it has led to an epidemic of some sort. The Black Plague, Small Pox, Ebola; all can be traced back to the Scarlet Queen on some level. While she has been responsible for these plagues, and more, she has never taken a direct hand in global events. Plagues are her method, via covert means, of furthering her unknowable agenda.

The Scarlet Queen, as her name implies, traditionally takes the form of a beautiful female clad in red. She generally appears in a traditional Chinese dress, with her hair up in buns held in place with long skewers made of bone. Her fingers are inhumanly long, and tipped with crimson colored talen-like nails. She has made at least one known appearance that differed from this standard; opting for a male form. In the male form, the Scarlet Queen appeared much like the more well-known female form, but was instead a man armed with crimson swords in a red silk kimono. This appearance initiated the legends of the Japanese god of smallpox named Housou; a god that was as much feared as he was revered by the people of Japan.

The most famous of her many avatars was that of the Red Death, a plague-ridden corpse wrapped in decaying bandages. The appearance of the Red Death heralded a terrifying period in European history, during this time the Red Death roamed city and countryside alike; serving as the harbinger of the Black Plague epidemic. Her appearance at this time was androgynous, having qualities attributed to both men and women, making identification of this avatar of doom difficult to ascertain since the bandages obscured much of her appearance. What could be seen under the bandages was obviously plague-ridden and bloody.



Even among the Old Ones, the Scarlet Queen is very much an enigma. Her plots and intrigues do not sit well with the Old Ones, Nyarlathotep in particular seems to have an ongoing rivalry with the Scarlet Queen. Hidden away safely in the distant future, Nyarlathotep has been waging his own private war with the Scarlet Queen to insure that his future comes to pass. The conflicts of these two Old Ones often affect global events and have many times given the Ephors of the Second Atlantean Empire reason to be concerned about the eventual rise of the Old Ones as a whole. This contest of wills has on more than one occasion enlisted the aid of the mortal world, sometimes without the knowledge of said mortals.

Despite her relative anonymity, the Scarlet Queen does have a small cult of worshippers in the modern world. This cult, known as the Crimson Sisterhood, is not nearly as secretive as their mistress. The Crimson Sisterhood, in fact, is one of the more overtly active cults in the world today. With the secretive and mysterious nature of the Scarlet Queen, it is often difficult for her cult to define their own goals in a manner that all can agree upon. As such, the Crimson Sisterhood tends to be rather fractious, with different individuals performing tasks independently of each other; some times multiple cultists performing the same task with no fore knowledge of the others. The Crimson Sisterhood's only real similarity is their devotion to their dark mistress, and their modus operandi. They tend to use biological and chemical attacks, attempting to create as much chaos and suffering from the sicknesses that they impart to their victims. It is likely that the Crimson Sisterhood has well established connections to the scientific community. What better way could there be to further what they believe to be the goals of their mistress than to create a terrible new disease that defies all attempts to cure its victims?

Resist Fear & Madness Check to see the Scarlet Queen:
Very Difficult

SHUB-NIGGURATH; THE BLACK GOAT OF THE WOODS WITH A THOUSAND YOUNG

One of the most horrific and widely worshipped of the Old Ones; Shub-Niggurath, the Black Goat of the Woods with a Thousand Young is seen as a fertility goddess to many that worship her. Even during prehistoric times, the peoples of the ancient world gave worship to this Old One through blood sacrifice and frenzied ceremonies in return for bountiful crops, immortality through sacrifices to her, and protection for their peoples through her children; the Thousand Young that wander to dark wooded places of the world.



Throughout the ages, the worship of this Old One has waxed and waned just as the phases of the moon; mostly due to the rise and fall of her cults. It is believed that the greatest concentration of cults to Shub-Niggurath that existed in ancient times were in Germania, Gaul and Britannia.

With the modern resurgence of Neo-Paganism, the dark rituals to summon Shub-Niggurath have begun resurfacing within the pagan and occult world. Many in this age seek out Shub-Niggurath due to the tales that have been written in ancient and blasphemous tomes of rituals that allow a Sorcerer to become immortal through drinking the alien life's blood of this Old One. Others have sought to worship Shub-Niggurath in an attempt to summon the Thousand Young to aide them in their dark and sinister purposes.

Many cults that give worship to Shub-Niggurath can be identified through their use of a Black Rams head as one of their religious symbols.

There are some Sorcerers in the world that whisper of the existence of dark underground pools of still water that are consummated as holy places to those that give worship to this Old One. A handful that have been able to escape the clutches of these Cults of Shub-Niggurath has whispered in terrified tones of dark and horrible abominations that are born out of these still pools of water through rituals to Shub-Niggurath.

Resist Fear & Madness Check to see Shub-Niggurath: Very Difficult

TIAMAT: THE DRAGON QUEEN OF MESOPOTAMIA

In the legends that surround this Old One, it is believed that Tiamat was the first of the Old Ones to break through from the Abyss into the Physical World of Earth. She is said to have crossed over into the Physical World with her consort, Apsu. These two Old Ones somehow discovered how to breach the membrane that divides the Physical World from that of the Abyss. Once they were



on the Earth, they began to make plans to take it as their own and to shape it into a place like the dark world that they came from in the Abyss.

It was in the lands that are now known as Mesopotamia that Tiamat and Apsu came to reside, in what has become known as the cradle of civilization. And for a time, they ruled the lands of Mesopotamia unchallenged; but then the other Old Ones came into the Physical World, and from that moment forward all the prehistoric lands of the Earth knew war.

The Old Ones, even in all of their variety and powers had one singular thing in common with one another; none of them were willing to share the Earth with the others. And so Tiamat and Apsu waged war upon the rest of the Old Ones. These wars lasted for over millions of years, destroying each others Servitors and any race of creature that was unlucky enough to get in the way of the Old Ones and their apocalyptic thirst for domination of the Earth.

In the end, Tiamat and Apsu were able to out last the rest of the Old Ones, and while the remaining Old Ones went into their ages long slumber; Tiamat and Apsu were left with the spoils of the war. They were left in control of the lands of the Earth.

At first Tiamat was able to rule over the lands that have become known as Africa, Europe and Asia while Apsu ruled over the lands of North and South America. As with the rest of the Old Ones, even Apsu felt the undeniable urge to sleep for there were no more lands to conquer. And with Apsu now asleep with the rest of the Old Ones, that left Tiamat alone as the most powerful entity in on the Earth.

Eventually a relatively small tribe of human-like creatures gained dominance in the world of mortals; the Atlanteans with their Sorcery and advanced technologies slowly but surely began stripping away the lands that the Old Ones once walked, even taking the lands that Apsu once controlled. Then the Atlantean race was split asunder and the Atlantean and Lemurian Empires ruled the world for a time, and eventually fell to warring with one another. Even as the Atlantean and Lemurian Empire waged their millennial wars, both sides knew well enough to stay out of the lands of Mesopotamia because the wrath of Tiamat was powerful enough to destroy any army that was foolhardy enough to invade her dark lands.

In the declining years of the First Atlantean Empire, the Old One; Lilith came to a mortal man in the lands of Mesopotamia. His name was Marduk, Lilith took Marduk to the island-continent of Atlantis and began teaching him the ways of Sorcery and imparting to him the full truth about the Old Ones that once walked the Earth and the one Old One that still did walk the Earth; Tiamat: The Dragon Queen of Mesopotamia. After years of study, Marduk returned to the lands of his birth to destroy Tiamat.

Even with the Lilith shielding Marduk's presence, Tiamat knew of his coming. Tiamat set the worst of demonkind to confront and hopefully kill the young Sorcerer before he found his way to her Temple in the City of Ur. Marduk confronted and defeated each demon that was sent against him, much to the anger of the Dragon Queen.

When finally Marduk and Lilith reached the steps of the Temple of Ur, they found Tiamat waiting for them. Tiamat in the form of a beautiful dark haired woman faced off with Marduk and an epic battle of sorcery against sorcery was fought on the temple steps. The battle with Marduk greatly weakened Tiamat and when it appeared that he might vanquish her, she withdrew a powerful artifact known as the Eye of Tiamat and used it to drain the Life Force from her attacker.

Tiamat was about to finish Marduk off when Lilith revealed a small portion of her power and cast Tiamat back with bolts of unearthly lightning and fire. Lilith's assault on Tiamat was enough to distract Tiamat long enough for a dying Marduk to knock the Eye of Tiamat out of the Dragon Queen's hands and for him to slash her throat with his kris blade. Molten fire exploded from Tiamat's dying avatar in the form of a terrifying cloud that appeared as a shifting draconic form. In her final words before she was banished back to the Abyss, she told Marduk "You have only defeated my physical form. I will return when the stars are right from the void between the stars to engulf the world."

How much is truth and fiction is hard to determine, especially after the dark ages that followed the fall of Atlantis and humanity's quest to destroy anything the told of those dark times. What all scholars of the occult and the Old Ones can say is that Tiamat appears to be one of the most powerful Old Ones to have ever walked to Earth. It is believed that Marduk began teaching humanity the Arcane Arts of Sorcery in an attempt to prepare humanity for the day that the stars finally came right and Tiamat and the rest of the Old Ones finally awaken from their millennial torpor.

It is known that before the cataclysm that destroyed Atlantis, with Tiamat no longer in the world that Atlanteans were free to dominate and terrorize the ancient world as they saw fit. Some say that Atlantis sank into the ocean as Tiamat's revenge upon Lilith for her destroying her dominion in Mesopotamia.

Tiamat is known as the Dragon Queen because of her monstrous inhuman form; that of a hooded serpent of apocalyptic size, her head easily as large as a modern day metro-bus and with great fangs as long as spears. It is said that her venom alone was powerful enough to dissolve anything that mortal hands had the power to create. In her human guise; Tiamat is known to appear as a beautiful woman of Middle Eastern descent, with long black hair cascading down her back and eyes as brilliant as polished emeralds. Most tales that speak of Tiamat, the ruler of prehistoric Mesopotamia seem to only mention her human guise rather than her monstrous true form. Most tales that mention the human woman Tiamat, speak of a woman so beautiful that she had the power to steal the hearts and souls of all those that she looked upon.

Since her defeat at the Temple steps in Ur, Tiamat has not been seen on the Earth. Many modern day occultists tend to believe that it so much power to tear her way into the Physical World of Earth the first time; that it will take Tiamat a million more years before she has the power to reenter the Physical World. There are others in the occult community; that believe she has already returned, but is waiting for the stars to become right and the rise of her fellow Old Ones.

There are tales that have been found in almost every civilization that has existed in the world of a race of inhuman dragon-like spawn that seem to wander through history sewing the seeds of doom to every civilization that has risen to greatness. Some say these are the Spawn of Tiamat, and that they are preparing the world for her eventual return. Others say that these Spawn were once men that worshiped Tiamat and became like her in some small inhuman and monstrous way.

There is a cult known to exist; the Fangs of Tiamat, which is also known as the Fangs of the Dragon, which actively, if secretly still worships the Dragon Queen even in the modern era. It is believed that through this cult the Dragon Queen is once again gaining power to rule over the world; or at the very least prepare it for her return.

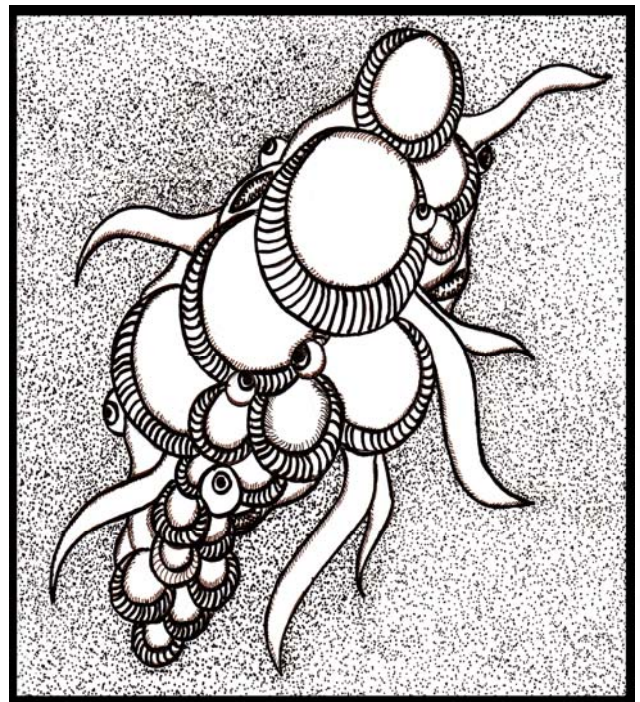
Resist Fear & Madness Check to see Tiamat: Very Difficult

YOG-SOOTHOTH; THE GATE KEEPER OF THE ABYSS

"Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and where They shall break through again. He knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread."

--H. P. Lovecraft, "The Dunwich Horror"

When the Old Ones created a gateway between the Abyss and the Physical World, all of the keys to that gate were left in the possession of the Old One known as Yog-Sothoth. In many ways, Yog-Sothoth is both the gate keeper and the key by which the Old Ones and their Cultists are able to summon forth the dark and terrible power of the Abyss itself.



Many over the aeons have said that if Azathoth is the ever beating heart of the Abyss, then it is Yog-Sothoth that is the mind that governs the Abyss and those that dwell within it. But that comparison is nothing close to the terrible truth; the truth is that when the Old Ones breached the barrier between the Abyss and the Physical World, Yog-Sothoth was left to join with the breach between the universes. Yog-Sothoth became the membrane by which all of the Old Ones must pass through in order to enter the Physical World.

Yog-Sothoth is the alpha and the omega, existing beyond space and time, while at the same time existing within all points of known space and time. It is said that those seeking to unlock the terrible secrets of the universe and the Abyss can do so through sacrifices to this Old One.

He is described as being composed of congeries of iridescent globes, both majestic and horrifying to behold; spinning in an unfathomable orbit around the Abyss itself. To witness great Yog-Sothoth in this form is to see all of the secret and terrible truths of the universe and it is said that any who witness Yog-Sothoth in this truest form are doomed to madness.

Throughout Atlantean and human history, it has been said that there have been those that have sought the terrible secrets of the universe; and in their search they have pierced the barrier that is Yog-Sothoth to view the strange and alien vistas of the Abyss itself. Those with the courage and some believe; lack of good sense, give homage to Yog-Sothoth in the hopes that this Old One will impart unto them some of the hidden truths of the universe that is and the universe that was; the Abyss.

Almost all those that seek to draw upon the dark and terrible power of the Abyss must give worship and praise to Great Yog-Sothoth in order to pierce the membrane between the Physical World and the Abyss. The Cults that do regularly give worship to Yog-Sothoth make sacrifices to the Gate Keeper in order to continue drawing their power and hidden truths from the Abyss. Given the sheer amount of knowledge that this Old One possesses and its ability to impart this knowledge to those that give worship to it, one would believe it to be as dark and malevolent as Nyarlathotep. But what has been hypothesized is that given the unrestrained chaos that is Azathoth, it is Yog-Sothoth that gives order to the Abyss and its wholly alien laws of reality.

Resist Fear & Madness Check to see Yog-Sothoth: Very Difficult



DARK CULTS & SERVITORS OF THE OLD ONES

Those that regularly draw their sorcerous power from the Abyss or the Old Ones begin taking on Abyssal manifestations that are tied to the Abyss itself or the Old Ones that the Sorcerer or Persona is giving worship to. Since the disappearance of the Old Ones, entire races of Servitors have come into existence because of interbreeding among those that have been touched by the Abyss or the Old Ones. Generally speaking, the Abyss is chaotic and terrifying in how it affects those that draw upon its power; with that in mind, those that are not tied directly to the Old Ones tend to have a myriad of terrifying Abyssal manifestations.

FATHER DAGON & MOTHER HYDRA

During the First Atlantean Empire, a notable Sorcerer named Dagon came into power. Details about his life are sketchy at best, as the Atlanteans went great lengths to erase his name and memory. What little is known about him is uttered only behind closed doors by those seeking True Power.

Dagon looked upon all he saw with disdain. He saw the most advanced civilization this stupid little world had seen but only the gods themselves lived forever. In his research into immortality (and some say Lilith) he did whatever he could to elongate his already extended life. He began to murder innocent citizens in callous, inhuman ways. Through each evil act Dagon's body morphed and changed, revealing a horribly mutated form. Though no one could prove he had committed these acts, his physical appearance proved that he was guilty of something. Atlantean law being what it was Dagon was exiled.

For the next few decades he traveled the world of man, trying to find a way to revenge his shame. His distorted form marked him as an outsider to all those who saw him. Dagon found neither comfort nor aid in his travels. How long he traveled the world is still a matter of debate.

Near the end of his life he became aware of rumors of a fabled city beneath the now Pacific Ocean. A place where death could be circumvented. He struck out, trying to reach the shore before his horrible body failed him. He didn't quite make it. Still miles from the shore he collapsed, feeling his life drain out of him when a voice spoke. What those words said are lost to time, but Dagon found himself in the presence of Mother Hydra, with a form as disturbing as his own. The two of them embraced. The next morning Mother Hydra gave birth to what would be the first of the Deep Ones.



With his own army of children, and Mother Hydra at his side, Dagon descended into the deeps of the ocean and found the cyclopean ruins of R'lyeh. No one is sure what he found there. Some say dread Cthulhu empowered him. Some say he found the secrets of immortality, others say he found an empty city. Regardless of what he found, Dagon found true immortality. Dagon went about creating a legion of followers that dwelled beneath the sea. He and Mother Hydra became gods in their own right.

Dagon is worshipped primarily by the Esoteric Order of Dagon, a society of mortals who procreate with his Deep Ones in exchange for the treasures of the deep. He despises the Atlantean people and constantly acts out against their interests. He sends his descendants, the Deep Ones have been given the mission to destroy and intimidate the descendants of Lost Atlantis and all of their works. He is at least marginally aligned with Cthulhu. And his Deep Ones have been seen notably in the services of Nyarlathotep and the mysterious Yellow King.

Nothing pleases him more than corrupting an Atlantean with his cursed lore and turning them against their own kin. And he sees humanity as his greatest weapon to use against them.

He shares power with this consort, Mother Hydra, who is a bit rasher in her plans than Dagon. Avatars of the two are seldom seen without the other.

Rumor has it that his children have built a new city off the coast of Florida.

CHILDREN OF DAGON & THE DEEP ONES

The spawn of Father Dagon and Mother Hydra, the Deep Ones serve their Dark Masters with ferocity and unwavering loyalty. The vast majority of Deep Ones currently in existence are the descendants of Human and Deep One parents. These children grow up and live their lives as humans for majority of their lives. Though they appear human at birth their form begins to change as they advance in age, gaining "The Innsmouth Look". Then, usually around 25 years or after a sudden trauma, they begin feeling a call back to the sea. Their bodies fully change to resemble their dark parentage. At this point their human lives are over and they give themselves fully over to Dagon. There are some in which the change starts, and for reasons no one is quite certain of, it abruptly ends, leaving them a horrifying and degenerate human with large unblinking eyes and sometimes with fine scales all over their bodies. Sometimes the change goes much farther, leaving these sad creatures to dwell in the shadows for the rest of their lives.



A typical deep one stands as tall as a full grown man, though some are substantially larger. They most resemble a mixture between a fish and a frog with cold black eyes and a scaly neck. Their stomachs are extended and white, and underwater they glow with an eerie luminescence.

While they can still speak any language they knew before the change, their words are stunted and croaky. While on land some walk on all fours, others walk on two legs. Regardless both hands and feet have razor sharp talons growing from each extremity. They are most at home underwater, and can breathe and swim with no problem. On land though they take to leaping about like frogs, or shuffling along, sometimes in disguise.

Rumor talks about a far more powerful version of a Deep One, one who is untainted by human touch. Thankfully no one has ever run into them.

As far as we know.

Attributes: Agility 2, Appearance 1, Brawn 3 (Stun 3), Intellect 2, Psyche 6, Vitality 3

Derived Attributes: Charm 1, Mental Stability 70, Psionics 4, Toughness 4, Life Force 15

Skills: Athletics 3, Dodge 3, Firearms 1, Grapple 3, Melee Weapons 2, Mythos: Old Ones 2, Ritualcraft 5, Spellcraft 5, Strike 2 (Claw Attack – 3 Wounds), Swimming 5, Throw 2

Advantages: Endurance (2 Ranks)

Disadvantages: The Innsmouth Look

Movement: Walk 4, Run 6, Short Sprint 16, Swimming 16

Resist Fear & Madness: 6 (+6)

Resist Magic: 6 (+6)

Resist Psionics Attacks: 6 (+6)

Spells: Aura of Fear (Rank 3), Blindness: Lesser (Rank 2), Breath of Skadi (Rank 2), Create Portal: Greater (Rank 4), Cross-Rip (Rank 3), Empower Weapon: Lesser (Rank 2), Glowing Orb (Rank 1), Grip of the Damned (Rank 2), Impose Will: Lesser (Rank 2), Inflict Wounds (Rank 3), Key of Pluto (Rank 1), Touch of Morpheus (Rank 1), True Sight: Greater (Rank 3), True Sight: Lesser (Rank 2), Veiled Eyes: Lesser (Rank 2)

Rituals: Boon of Set (Rank 2), Eye of Anubis (Rank 2), Eye of Marduk (Rank 3), Eye of Thoth (Rank 2), Circle of Protection: Magic (Rank 1), Death of the Soul (Rank 4), Sorcerers Stone (Rank 1), Summon/Bind Servitor of the Abyss(Rank 4)

Abyssal Manifestations: Scales of the Deep

Resist Fear & Madness Check to see the Children of Dagon: Simple

Resist Fear & Madness Check to see a Deep One: Difficult

CHURCH OF STARRY WISDOM

This cult dedicated to the worship of Nyarlathotep was founded in Providence, Rhode Island in 1844 CE by Professor Enoch Bowen; whom was a renowned archeologist and occult scholar. This cult acquired the ancient Atlantean artifact; the Shining Trapezohedron from a long forgotten tomb that was long in the burning sands of Egypt. It is said that the artifact has the ability to summon the Haunter of the Dark; a powerful and horrific avatar of Nyarlathotep that demands outrageous sacrifices of flesh and blood in return for the limitless knowledge of the universe.

During its time in Rhode Island, the Church of Starry Wisdom was publicly denounced by all of the local churches; but for reasons that no one in Providence could fathom, the Church of Starry Wisdom's membership grew to around 200 members at its high point. During this period, over a half dozen mysterious disappearances occurred in the Providence area that brought the cult under the scrutiny of the public. The public of Providence made a point of getting in the way of the cults activities and even the local municipal government began investigating the Church of Starry Wisdom to the point that its Providence church was closed and 181 members of the cult left Providence for points unknown for rather mysterious reasons. The simple fact is, because of public scrutiny, the Providence sect of the Church of Starry Wisdom was forced to disband, if only to protect its other sects in other cities and towns in the New England area. The locals viewed the departure of the cultists as a victory and quietly considered the sect's departure as a form of banishment from the city of Providence without the citizens being forced to dirty their hands by forcefully removing the cultists themselves.

It is known that the Providence sect of the Church of Starry Wisdom held an extensive collection of occult literature and sorcery tomes. The sorcery tomes disappeared when the cultists left Providence, but for reasons unknown to the locals and to Doctor Dexter; the occult literature was left behind. Doctor Dexter took the major of the occult literature shortly after the locals of Providence raided the old church following the mysterious death of the writer; Robert Blake.

Even with the disbanding of the Providence sect in 1877, the Church of Starry Wisdom appeared in other places that included; Yorkshire in England (1880 to 1890), Chicago in Illinios (where it took the name of the Celestial Providence sect, but was disbanded by the Great Chicago Fire of 1871), Arkham in Massachusetts (during the 1920s), and more recently in the cities of Los Angeles and San Francisco in California (although the San Francisco sect was reputedly destroyed by an obvious case of arson when locals learned of the cult and its collection to mysterious disappearances in the San Francisco area).

As of the 1990s, the Church of Starry Wisdom has three major sects; the Los Angeles sect, a new one that was founded in New York City, and the re-founding the Celestial Providence sect in the Chicago area. Among Sorcery Circles, all of these sects are a topic of concern and all Covens that know of the dark history of the Church of Starry Wisdom sect from Providence are looking for a way to remove these cultist from their cities, but more importantly these Sorcerer Covens are looking to finally put and end to the Church of Starry Wisdom as a whole.

Since its disappearance after the police raid of the Providence sect of the Church of Starry Wisdom, the Shining Trapezohedron has not resurfaced.

ESOTERIC ORDER OF DAGON

The Esoteric Order of Dagon was the primary religion in Innsmouth founded by Captain Obed Marsh returned from the South Seas with promises of fish and gold in the Summer of 1838. The town, whose primary industry was fishing, eventually converted over. The treasures of the deep were not without their cost.

The Order primarily worshiped Dagon and Mother Hydra as their chief deities. A smaller minority saw Great Cthulhu himself as part of a trinity. Whomever these treasures came from sent Deep Ones to the City.

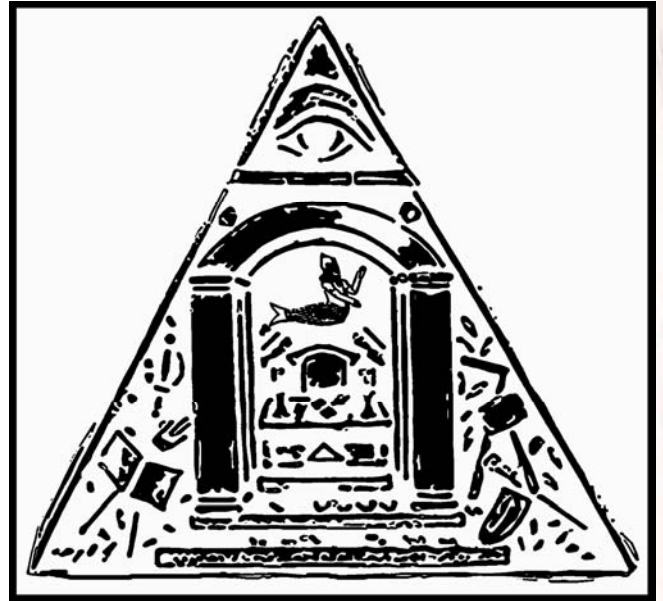
Based out of an old Masonic Temple. Each inductee had to make three oaths. The first was an oath of secrecy, the second, an oath of loyalty, and the third, an oath to marry a Deep One and bear or sire its child. Those who couldn't abide by these were killed out right in Dagon's name.

The Esoteric Order of Dagon was seemingly destroyed when a descendant of Marsh alerted the U.S. Government to evil happening in the town in 1928. When Government agents met with resistance they engaged the people in combat. As a result, the town was more or less destroyed, and the Order was thought disbanded.

Supposedly the U.S. Government torpedoed Devil Reef in 1928 as part of a raid on the town of Innsmouth; destroying the Deep One city of Y'ha-nthlei. But, to date no evidence has been found as to whether the Deep One city ever existed there to begin with and, no one within the U.S. government has been unwilling to comment on the operation that depopulated the city of Innsmouth.

The Order of Dagon was tipped of by an insider working within the Treasury department. Knowing that a direct confrontation with the United States government would lead to the destruction of their Order, the leaders of the group escaped. One group escaped to the sea while the others traveled inland and settled in Pennsylvania where they indoctrinated themselves in a splinter Amish community.

The City of Innsmouth remained mostly silent for the next forty years. The talk of strange sounds and lights coming from the seaside town were attributed to superstition. In 1971, a business man named Joshua Harwood and Robert Lovely, a descendent of the hierarchy of the Order of the Dagon entered a business relationship to rebuild Innsmouth.



Because Lovely owned deeds to every piece of property in the abandoned city, renovations started right away. Knowing the history of the town, the U.S. Government was initially uneasy at the new construction. Various agents sent in to gather info returned with nothing. All the documents checked out. The Government could do nothing but watch. The renovation ended in the Spring of 1973 with all buildings deemed 'unsafe' rebuilt. In the center of the town lays the most curious of all the new construction: a factory. Not entirely strange, but the high fences topped with concertina wire and the constant squads of patrolling guards have worried the government.

The disappearances started again in 1994. In the surrounding countryside the number of missing people increased by nearly 25%. The Government could find no connection to Innsmouth however, as all agents they sent in returned with no evidence of anything out of the ordinary.

The truth is a bit more unsettling.

After the reconstruction of the main town finished new construction, under the guidance of Lovely began the factory as a cover for his true plan. Beneath the shell of the factory is a series of winding tunnels leading straight down and out towards the ocean. There the Servants of the Old Ones can enter and leave the city by the sea as easily as possible without being seen.

The new Innsmouth is built like a labyrinth, which each street eventually leading to the center factory. Inside the workings of the factory, Lovely meets with a board of advisors. Lovely is sent prophetic visions from, so he says, Dagon himself. He tells only the closest of his advisors what he sees and what it means to them. His purposes are deeply debated by people in the know.

The Dagon Group, as Lovely's corporation is now called, is one of the largest importers and exporters of ancient artifacts. In the modern world. They have research teams of archeologists scouring the globe for items of power. All of this is funded the same way as Innsmouth was funded a century ago; human sacrifice for gold.

The Esoteric Order of Dagon is mostly unchanged in its religious practices. There no longer is main meeting temple, in lieu of the factory. But religious services are held within personnel homes within the city. The Deep Ones still come to the town to procreate with the residents. An army of these depraved offspring patrols the shores of Innsmouth, waiting for... something.

While Innsmouth is within driving distance of both Boston and Arkham, few venture up to this strange city. Those that do return to report an air of dread and a universal rudeness from the residents.

The Esoteric Order of Dagon is not restricted to Innsmouth. Identical churches have sprung up in Spain, Africa and parts of Alaska. Their connection to Lovely's group is currently unknown.



THE HELLFIRE CLUB

The secret society known as the Hellfire Club was founded by an English Nobleman by the name of Sir Francis Dashwood in 1719 AD; its public purpose was as a social gathering for the aristocracy and wealthy of England, but the hidden agenda of the Hellfire Club was to gain as much temporal power for its members as could be acquired through the generous use of Sorcery and Pacts with the Demons of the Mirror World.

Throughout its existence, the names of the membership of the Hellfire Club have always remained a closely guarded secret by the Master of the secret society, and its members. To betray the Hellfire Club is to call down the wrath of all of its members. It is said that the members of this secret society take an oath of loyalty to the Hellfire Club; and to King and Country second, in a long and drawn out ritual. All those that have ever attempted to betray the Hellfire Club have met with gruesome and bloody ends.

In 1774, the British government was able to force the Hellfire Club to officially disband. What few ever realized was the Monarchy of Great Britain saw the potential for too many members of the Royal family to be implicated in the dark and sinister activities of the secret society, and because of this a representative of the House of Lords was sent to request that the Hellfire Club take its activities underground and out of the public eye. The irony is that the Hellfire Club was never in the public eye to begin with, and all the official disbandment did was to give them more of a chance to gain power behind the scenes across Great Britain.

From 1775 to 1896, the Hellfire Club limped along as its founding members grew old and eventually succumbed to their own mortality. Because of the agreement with the House of Lords, the Hellfire Club was forbidden to recruit new members from the aristocracy, which made keeping the club alive and vibrant a difficult situation indeed. Finally in 1896, the Master of the Hellfire Club, Sir Richard Kimble decided it was necessary to disregard the agreement that was made over 100 years before.

Sir Richard began recruiting new members from the most hedonistic and depraved of the ruling class, an act that would have gotten him burn alive by the old guard of the Hellfire Club during the time of Sir Francis Dashwood; but Dashwood was long dead and it was time for him to help the Hellfire Club enter the modern era. All of the old ideals were gone; the age of revolutions had stolen the respect that the new generation had for the old ways.



With the help of the new members of the Hellfire Club, Sir Richard Kimble summoned up the dark powers of Abyss that even the founding members of the secret society refused to call to. They made pacts with Nyarlathotep through the Raggedy Man and Shub-Niggathoth, all to gain immortality for its new members and to reap the dark secrets that even its founders were afraid of. What few of these new members realized was the cost that this power would have on their souls and sanity. The dark powers of the Abyss warped the minds and bodies of the membership of the Hellfire Club, and in the end has turned them into willing harbingers of the end times and fanatical servitors of the Old Ones that they have called forth into the Physical World.

In the modern age, the Hellfire Club has drawn its members back into itself. The Hellfire Club now works in the hidden and dark places of the world to help bring about the end times. All of the current members of the Hellfire Club are Sorcerers of horrifying power, and all of them have been touched by the Abyss through its manifestations in their immortal flesh. There are whispers that the Hellfire Club has a meeting place deep under London, but no one has ever returned to confirm or disprove this rumor.

GHOULS; SERVITORS OF THE ABYSS

The Ghouls are a degenerate subterranean Servitor race. Most Ghouls that live and breathe today have come about through surviving the bite attack of a Ghoul. But it is believed that the first Ghouls came about because of an accidental miscasting of the Resurrection ritual, in doing so it created what has become known as *Ye Liveliest Awfulness*. Most Occultists tend to believe that the ritual in question was cast during the final days of the First Atlantean Empire, and those first Ghouls may still be living and breathing to this day. But to be perfectly honest, no one has ever been willing to stake their reputation on that statement.

What is known of the first Ghouls is that they were no better than a zombie, thirsting for the flesh and blood of the living and sometimes even the dead. For reasons that no one has ever been able to figure out, those first Ghouls were able to regain much of their consciousness and intellect that is almost always lost when a zombie is created.

Since their first appearance in ancient times, Ghouls have always seemed to gravitate towards the charnel yards of the world, in common vinacular, burial grounds. What every Occultist knows for certain is that these loathsome creatures have been growing in numbers for well over 3,000 years, and today, no one is quite sure how many of these creatures exist in the world.

As has been said before, Ghouls tend to make their homes in the graveyards of the world, or more specifically under them in underground tunnels and caverns that they seem quite adept at fashioning. Most in Europe and in New England have taken to using the catacombs that were built centuries ago as their preferred places of habitation. Because of their horrific appearance, none of them are able to move about on the surface world without going to extreme lengths to hide their appearances. But even then, the stink of death permeates these creatures and those that know what to look for, would be able to easily pick them out in a crowded city or subway.

Over the centuries, Occultists throughout Europe have been able to identify that there are many Ghouls that have turned to the worship of the Old Ones; the Scarlet Queen and Samael. Some have even attempted to practice a loathsome form of Christianity were they eat the bodies of the living as an offering to Christ in an attempt to protect their immortal souls from the damnation that awaits them in Hell.

All Ghouls are diseased and inhuman looking, appearing to be a mixture of human and canine traits, with a zombie-like appearance. They feed upon the flesh of the living and the dead in order to sate their inhuman hunger for flesh.

All those that are bitten by a Ghoul will eventually become one of these degenerate creatures. Most the feel and see the change coming tend to commit suicide rather than be turned into an inhuman monster.

Attributes: Agility 3, Appearance 1(monstrous), Brawn 3 (Stun 3), Intellect 2, Psyche 4, Vitality 3

Derived Attributes: Charm 1, Mental Stability 50, Psionics 2, Toughness 2, Life Force 12

Combat Skills: Dodge 3 (+6), Grapple 3 (+6), Strike 3 (+6),

Skills: Climb 3, Mythos: Occult 3 (+5), Mythos: Old Ones 2, Survival 3 (+5)

Advantages: Endurance (1 Rank1)

Movement: Walk 6, Run 9, Short Sprint 12

Resist Fear & Madness: 4 (+4)

Resist Magic: 4 (+4)

Resist Psionics Attacks: 4 (+4)

Special Abilities

Bite Attack: The Ghoul does their Brawn +2 in Wound Damage whenever they bite a victim. If a Ghoul is able to successfully bite someone, that bite transmits the disease that will turn the victim into a Ghoul within 1 to 2 weeks of the initial attack

THE SERPENT MEN OF TIAMAT



In the time before time, or so the legend goes, before man, before Atlantis, before history, the Great Creator looked down upon our world and was overcome with joy. The creation he was most proud of walked the earth with pride. Great Serpent men, smaller and craftier than their terrible thundering cousins, whom they enslaved to help build great cities and erect unmatched monuments. They ruled the world with compassion and justice.

No other creature came close to matching their power. The Serpent men were a benevolent race. They sought harmony with all creatures. When a scouting party happened across a tribe of scale-less omnivores the Serpent men, afraid this stupid race would ultimately kill itself, began to teach them. The Scale-

less began to learn at an unsettling pace. After a few months of this the Serpent men decided it would be best for everyone if they just killed the Scale-less off. They marched upon the tribe, unprepared for a fight. Every Serpent man sent against the Scale-less was killed.

As a larger force was being assembled, preparing to finally do away with this menace when the sky itself cracked and bleed and the ground beneath them shook as something forced its way into our reality. Great creatures, indescribable even in the tongue of the Serpent men, appeared, lumbering across the world, destroying everything in their wake. The very sight of these Old Ones drove many mad. Those who survived found the world a different place. Reality changed and the very act of existing became difficult for the Serpent men.

The remaining Serpent men, angry at the world's betrayal of them, the rightful rulers of the Earth, sank into seclusion. Those tired of this existence faded away into nothing. And worse, the Scale less, now calling themselves Man, multiplied in this new world.

Time passed. The remaining Serpent men, those too consumed by hatred to simply fade away, attracted the attention of the Old One known as Tiamat. Tiamat took pity on these creatures and turned their hatred of Man into a weapon. They seized what was once known as Mesopotamia and they ruled as her personnel body guard with an Iron Fist.

Attributes: Agility 3, Appearance 1, Brawn 3 (Stun 3), Intellect 3, Psyche 6, Vitality 4

Derived Attributes: Charm 1, Mental Stability 70, Psionics 4, Toughness 4, Life Force 15

Combat Skills: Dodge 3, Grapple 3, Melee Weapons 2, Strike 3 (Claw Attack – Wound 3, Gore Attack with Horns – Wound 4), Throw 2

Skills: Climb 3, Mythos: Old Ones 2, Ritualcraft 5, Spellcraft 5,

Advantages: Endurance (2 Ranks)

Movement: Walk 4, Run 6, Short Sprint 16

Resist Fear & Madness: 6 (+6)

Resist Magic: 6 (+6)

Resist Psionics Attacks: 6 (+6)

Spells: Aura of Fear (Rank 3), Blindness: Lesser (Rank 2), Breath of Skadi (Rank 2), Create Portal: Greater (Rank 4), Cross-Rip (Rank 3), Empower Weapon: Lesser (Rank 2), Glowing Orb (Rank 1), Grip of the Damned (Rank 2), Impose Will: Lesser (Rank 2), Inflict Wounds (Rank 3), Key of Pluto (Rank 1), Touch of Morpheus (Rank 1), True Sight: Greater (Rank 3), True Sight: Lesser (Rank 2), Veiled Eyes: Lesser (Rank 2)

Rituals: Boon of Set (Rank 2), Eye of Anubis (Rank 2), Eye of Marduk (Rank 3), Eye of Thoth (Rank 2), Circle of Protection: Magic (Rank 1), Death of the Soul (Rank 4), Sorcerers Stone (Rank 1), Summon/Bind Servitor of the Abyss(Rank 4)

Abyssal Manifestations: Scales of Tiamat

Even as Marduk slew their goddess, the newly christened Serpent Men of Tiamat, using the foulest of sorceries, escaped to the Mirror World. Without Tiamat's power, they found themselves unable to keep living in the material world.

Throughout time, those with patience and talent have been able to summon them from the Mirror World into the Physical World. Infused by the dark sorceries that summoned them, they can exist in our world for a limited amount of time. The more powerful the summoning, the longer they can stay here. Without these dark sorceries, only by their hate can they remain in synch with the Physical World.

The Serpent Men of Tiamat has been responsible for the fall of at least four major civilizations. Always fading back into the Mirror World when their job is done. Strange whispers speak of how they don't always return to the Mirror World alone; at times taking Atlantean and human females captive, and brings them with them into the Mirror World for unknown reasons.

The Serpent Men of Tiamat despises humanity on the whole for the creation of mankind lead directly to their downfall. The Serpent Men are Bi-pedal creatures who are vaguely humanoid. Their physical appearance varies from Spawn to Spawn. Some appear like Man-sized dinosaurs; other more closely resemble dragons of legend.

The Serpent Men of Tiamat speak their own slithery language and serve Tiamat above all others. The death of her avatar those many millennia ago only gives them strength, for the lie in wait for her return in the End Times, when she will swallow the world in the darkness of her alien soul.

Resist Fear & Madness Check to see the Serpent Men of Tiamt: Difficult

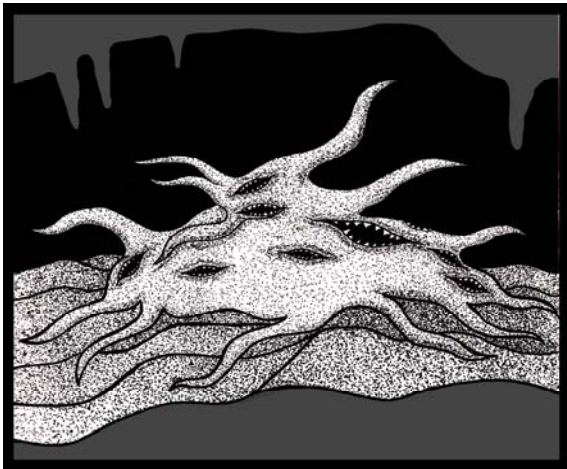


SHOGGOTH: SERVITOR OF THE ABYSS

The Shoggoths are nightmarish blob-like race of entities that were created by the Elder Things in an attempt to create a servitor race within the first 2 billion years after the creation of the Earth. They were created using the advanced super-sciences of the Elder Thing civilization that once existed on the now frozen lands of the Antarctic continent.

Eventually the Shoggoths rebelled against their Elder Thing masters, when this happened; the Old Ones on Earth took this rebellion as a sign of weakness on the part of the Elder Things and began a long and apocalyptic war against their Elder Thing rivals for supremacy of the planet.

After millions of years of war, the Elder Things finally got the upper hand against the Old Ones and their former Shoggoth slaves. As punishment for the war that the Old Ones and the Shoggoths had initiated against the Elder Things, the Elder Things used their super-science to force the Old Ones and the Shoggoths into a long torpor that would only end when the stars were once again right for their return.



When the stars partially aligned in 1928 and the dead city of R'lyeh briefly rose up out of the Pacific Ocean, the Old One known as Cthulhu stirred in his dead dreams. But as quickly as the stars aligned, within days they passed out of alignment and R'lyeh sank back into the ocean and Cthulhu once again fell into his long dreaming slumber.

But more importantly, the Shoggoths in their deep crypts in the Earth awoke from their long sleep and once again journeyed out in to a world that was now controlled by the human race. Wherever they surfaced they brought madness and death to the world of men.

Resist Fear & Madness Check to see a Shoggoth: Very Difficult

Attributes: Agility 2 (6 under water), Appearance 1, Brawn 10, Intellect 3, Psyche 6, Vitality 10

Derived Attributes: Charm 1, Mental Stability 0, Psionics 4, Toughness 10, Life Force 16

Skills: Strike 4 (+6), Grapple 5 (+7), Tentacle Whip 7 (+9) Damage: 5 (stun), Crush Attack 7 (+17) Damage: 10 (wounds), Envelop & Devour 7 (+17) Damage: 10 (wounds)

Actions: 2, **Initiative:** +1, **Movement:** Walk 4, Run 6, Swim 48

Resist Fear & Madness: 6 (+6)

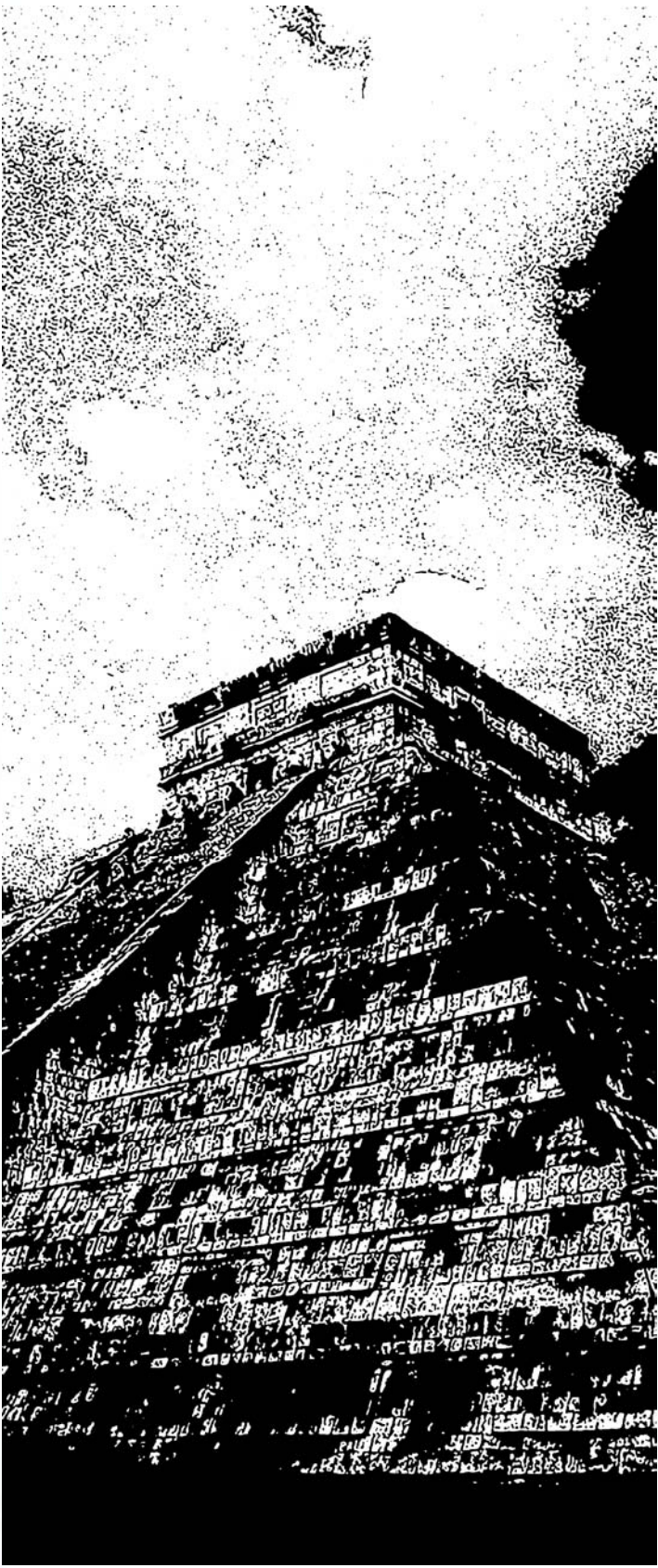
Resist Magic: 6 (+6)

Resist Psionics Attacks: 6 (+6)

SUPERNATURAL POWERS

Regeneration: Shoggoths can regenerate physical damage at a pace that no other known creature can equal. Entire limbs, mouths, etc, grow back in a matter of hours to days. To be able to regenerate Wound Damage, a Shoggoth must be able to rest for 8 hours. Body parts can regenerate over the period of a single night of rest (8 hours of undisturbed rest); at which point their body regenerates 1 Rank of Wound Damage per hour (up to 8 Wounds per night in this fashion). Should a part be utterly destroyed, it takes 5 days for the limb to regenerate. Shoggoths are immune to Stun Damage. Shoggoths can regenerate Wound Damage at 1 Rank per Life Force point spent.

Abyssal Manifestations: Gut Maw, Tentacle Limb



SECTION III:

ARTIFACTS, RELICS, & TOMES

ARTIFACTS, RELICS, & TOMES

Artifacts are items that were made by ancient to recent cultures that may have some magical power left in them, such as; an ancient candle that was made with the blood of a demon that can be used to ward away demonic entities, a pocket watch that allows its user to look back in time to see events that may have occurred, or a simple pair of glasses that have been given the magical ability to see entities that would normally be invisible to the naked eye.

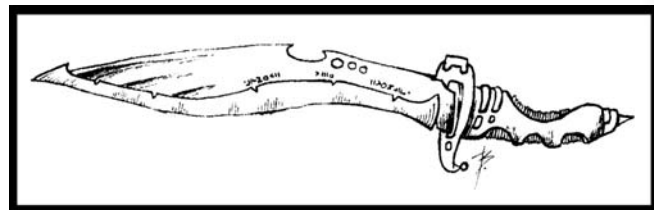
Relics are items of magical power that were created by ancient religions to be used in religious ceremonies and rituals, such as; the finger bone of a saint that can be used to ward off undead creatures, or a vial of oil that was blessed by a holy person of great power that can be used to heal all those that it is rubbed on, or legendary items like the Spear of Destiny that was used to injure Jesus Christ.

Tomes are ancient to recent books that were written that contain archaic information or lore, such as; A book that details the habits and haunts of certain types of demons, or a tome that contains Mythos on any number of arcane subjects, or books that contain spells and rituals like the infamous Necronomicon.

Please do not feel limited by the items listed in this Section, a little time spent searching the internet or at your local library can help you as Directors to come up with new Artifacts, Relics, and Tomes to give to your Actors' Personas or to use against them over the course of an Episode or entire Season.

ATLANTEAN CRYSTALLINE BLADES

These ancient weapons were used during the millennial wars that the Atlanteans and the Lemurians fought against each other. At first inspection, these knives and swords appear to be nothing more than beautiful knives and swords made of a near translucent crystalline material. When activated; by spending a Life Force point, these weapons begin glowing with a bluish-white aura. These weapons are extremely dangerous; weapons made out of this crystalline material can cut through almost any substance. The typical forms that these weapons are found in are large daggers and long gladius shaped swords; the daggers give the user a +4 Bonus to the Brawn Damage that the weapon inflicts to its victims. The swords give their user a +7 Bonus to the Brawn Damage that the weapon inflicts to its victims. These ancient weapons are extremely rare and many an Atlantean man or woman has killed to possess one of these weapons.



ATLANTEAN CRYSTALLINE COMPUTERS

These ancient computers are more powerful than the most powerful supercomputers that are in existence in the modern age. These computers were used during the Atlantean expansionist age; when the Atlantean civilization was colonizing star systems lightyears away from Earth. All of these crystalline devices contain an artificial intelligence; each AI is capable of performing a myriad number of computing functions. As far as anyone today knows, all of the remaining crystalline computers were lost when the island continent of Atlantis sank beneath the waves of the Atlantic Ocean.

There are Atlanteans and humans that have spent entire lifetimes searching for these priceless crystalline machines. Atlantean computers require that their user possess the Psychic Talent of Telepathy in order to interface with their operator. Anyone that does not have Telepathy simply can not interface with these devices and the crystalline computer will appear to not function at all.

In appearance, these ancient Atlantean devices appear to be a small sized triangular box with a ring of quartz crystals encircling a larger quartz crystal at its center. All of the quartz crystals have Atlantean glyphs laser etched into their surfaces.

To interface these ancient devices with modern computer systems requires a specialized rig that costs over 300,000 USD, and typically can only be found in advanced government research labs or the laboratories of Atlanteans connected to the Antiquarians Guild. Only a four of these crystalline computers have been discovered and three of them are in the possession of the Antiquarians Guild, the fourth crystalline computer is in the possession of a secret government project known as "Project Genesis".



ATLANTEAN LIFE FORCE BATTERIES

It is believed that the Atlanteans of the First Atlantean Empire were the first to discover the bio-electric properties of quartz crystals, and they were able to use these crystals to create batteries that were capable of storing vast amounts of Life Force energy. What Atlantean historians of modern times have been able to discover is that their ancient ancestors had based much of the advanced sciences and technologies upon the near limitless applications of these quartz crystals.

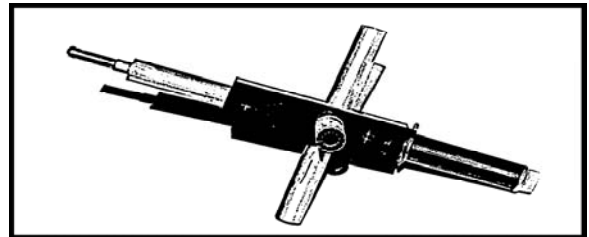
What an Atlantean Life Force Batteries does is it stores Life Force energy within the many facets of the quartz crystal. It is possible for a Psychic or Sorcerer to use these ancient crystal batteries to power their Psychic Talents or their Sorcery. So far only about two dozen of these powerful artifacts have been found throughout the world. Each of the Atlantean Life Force Batteries that have been found have had no less than 100 points worth of Life Force energy stored within them; the most powerful of these artifacts so far had over 1,000 points of Life Force energy stored within it. Ultimately it is up to the Director to decide how many points of Life Force are stored within one of these artifacts when it is discovered by a Persona. Given the potentially unbalancing effects of this artifact, it is advised that Directors uses these powerful artifacts sparingly.



ATLANTEAN LIGHTNING GUNS

Most of these ancient devices are made up of a palm-sized ruby that has been fitted into an intricately detailed piece of ivory from an elephant's tusk, but there are several other designs. What makes these artifacts actually tick is a mystery to all historians and scientists that come upon them. But how these devices are activated is simple, the user concentrates their mind on the device and where they want it to release its power at, after that the Atlantean Lightning Gun does exactly what its name implies; it fires a bolt of lightning at its target, doing 8 points of Wound Damage/1 Structure Point of Damage to whatever it hits.

The user of this artifact does need to have Ranks in the specialized Skill: Atlantean Lightning Gun. It is believed that this device gathers ionized particles that float about in the atmosphere and that is how it keeps a constant charge at all times. These Artifacts are very rare and are believed to have been used by the Legions or Sorcerers of the First Atlantean Empire as a personal defence weapons.

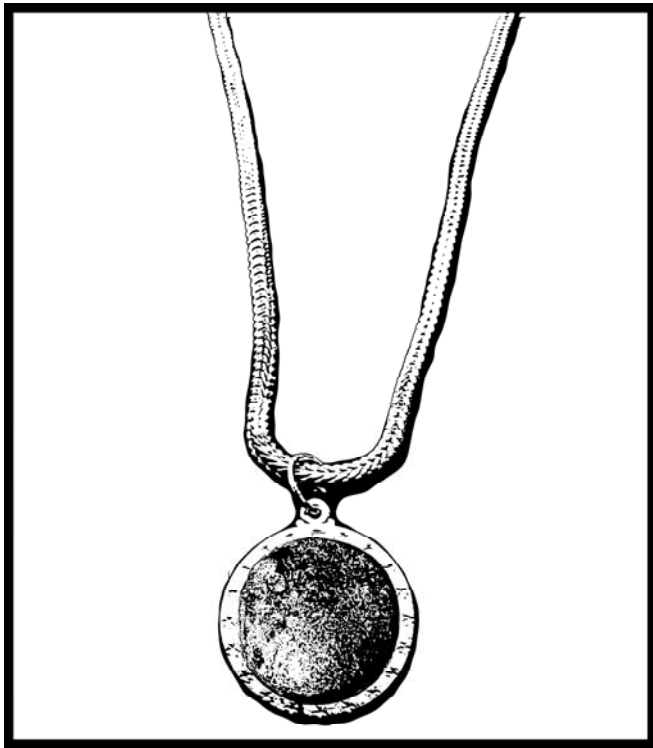


ATLANTEAN TRANSMISSION CRYSTALS

These ancient artifacts were used by the Nobility & Sorcerers of the First Atlantean Empire as a means of long distance communication. Through these hand-sized emerald crystals had the capability to send images and voices over long distances just like modern day television. These artifacts are just one example of the advanced crystal technologies that were common place within the First Atlantean Empire.

In terms of game play, two of these hand-sized emerald crystals are required for Personas to communicate with each other. It should be noted that it is not possible for anyone to intercept transmissions made between two Personas that are using them for communication. The handheld Atlantean Transmission Crystals do require that the user expend 1 point of Life Force energy to activate them, once one crystal in a set is activated, its partner crystal will begin pulsing with a luminous bluish light from within. Once the partner crystal is activated, its user must spend a Life Force point to complete the connection.

Supposedly there were large sapphire crystals that were about the size of a large basketball that were used to broadcast images and voices that were transmitted from the smaller emerald crystals; it is believed that these larger artifacts were used more like television signals are used today. Anyone within viewing range of these larger sapphire crystals would be able to see and hear the transmissions. Atlantean historians believe these artifacts were used by the government of Atlantis to transmit vital information and news to the common Atlantean people. These larger crystals did not require any Life Force be spent by the viewers of the transmission, only the Persona transmitting the signal must spend the 1 point of Life Force to send their transmission.



ORICHALCUM

This is a very rare golden-brown metal that has the ability to amplify mystical energies. Atlantean Sorcerers of the First Atlantean Empire used Orichalcum to forge mystical talismans and artifacts that could be used to amplify the power of their Spells and Rituals. Sorcerers that use an Orichalcum forged talisman in their Spells and Rituals gain a +8 Bonus to their Spellcraft and Ritualcraft Checks and Contests. In this modern age, much of the Orichalcum supply that still remains in the world is very rare and Sorcerers are willing to go to great ends to find even small amounts of this metal.

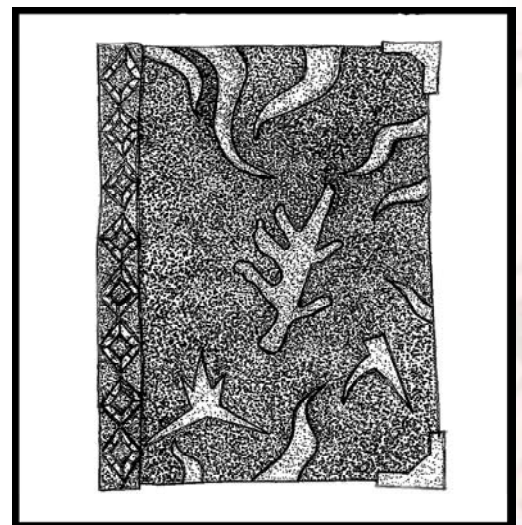
Note to Directors: Directors should be careful in allowing their Actors access to talismans made out of this rare mystical metal, if allowed in great quantities this could seriously destroy the balance of the game for the rest of the Cast of his or her Series.

THE BOOK OF DORRATHE

This translation of the Book of Dorrathe was written in 1899, the original book was said to be written millennia ago in the lands of Hyperborrea. It describes the book as a tome made out of metal; two relatively thick metal covers with metal pages that had the consistency of a thin leather, written in the tongue of the serpent men. Much of the book deals with a historical account of the life and times of the Wizard Dorrathe in the pre-historic land of Hyperborrea. The book describes Dorrathe's struggles against the Old Ones.

Dorrathe speaks of the creation of the 13 crystal skulls as a means to unite the world that is with the Mirror World. He speaks of the Cults of the Raggedy Man and Tiamat working to unite the worlds, in doing so joining the Physical World and the Mirror World into one single world.

The book tells of how Dorrathe and his followers broke into the Temples of the Raggedy Man and Tiamat and stole the crystal skulls from their places of honor. How Dorrathe and his followers attempted to destroy the crystal skulls only to find that they were beyond the power of man to destroy. He and his followers then left Hyperborrea, heading to the corners of the earth in an attempt to scatter the crystal skulls in hidden places so that the Cults of the Raggedy Man and Tiamat would never find them. Dorrathe described horrifying nightmares that he and his followers had while they were in possession of the crystal skulls. The nightmares at times would drive his followers over the edge, forcing him to lay to rest their souls so that they did not trouble the living.



Dorrathe believed that the nightmares were a curse that was placed upon the crystal skulls by the Raggedy Man. He spoke of a dark skinned man that would come to him and his followers with promises of power in the world to be; if he and his followers united the crystal skulls in a place called the Cathedral of Dreams. Some of his followers fell from grace and turned into horrors that defied imagination; where man turned into creatures that were somewhere between man and god.

One of the crystal skulls was hidden on a place referred to as the Emerald Isle. Another is supposed to be hidden where man walked as gods; in the tomb of a man made god by Atlantean sorcery, sealed for all eternity in darkness. Yet another is reputed to be on a land far from Hyperborrea, to the south and east; surrounded by ocean. Another was supposed to be surrounded by stone warriors, hidden among a warring people. The last of the crystal skulls was said to be in the lands touched by doomed Atlantis, worshipped by a people that revered their gods with blood and flesh.

In the end, Dorrathe settled in the land known as the Emerald Isle.

Title: The Book of Dorrathe

Language: Latin

Mythos Skills that can be learned through this book: Abyss, Occult, Demons, Old Ones

Resist Fear Check to Read: Very Difficult

Spells: *Circle of Protection: Magic, Create Portal: Lesser, Create Portal: Greater, Create Portal: Permanent, Cross-Rip, Curse of Hecate, Warded Path: Old Ones, Commune with the Raggedy Man, Commune with Tiamat, Commune with the Scarlet Queen, Eye of Marduk, Fortress of Fire, Eye of Anubis, Eye of Thoth, and Summon/Bind Minion of Tiamat.*

THE BLACK BOOK OF MORGANNE SUTTLE

The tome known as the Black Book of Morganne Suttler was written by a Sorceress by the name of Morganne Suttler during the 1870s in southern England. Morganne was a sadist of extreme proficiency, and that translated into the spells and rituals that she collected into her personal grimoire.

All of the spells in this tome involve pain and suffering to one degree or another. Those Sorcerers that have used copies of this dark book are viewed by their peers as Warlocks; Oathbreakers and Betrayers. For many Covens, members simply having possession of a copy of this book is reason enough to banish them from their covens.

Title: The Black Book of Pain

Language: English

Mythos Skills that can be learned through this book: Demons, Occult, and Spirits

Resist Fear Check to Read: Difficult

Spells: *Fortitude of Grendel: Lesser, No Rest for the Dead: Lesser, No Rest for the Dead: Greater, Summon/Bind Creature, Summon/Bind Entity, Summon/Bind Demon, Blindness: Lesser, Blindness: Greater, Songless Bird: Lesser, Songless Bird: Greater, Tempus Fugit, Inflict Wounds, Cardiac Arrest, Curse of Hecate, Curse of Luna, Grip of the Damned, Hear No Evil: Lesser, Hear No Evil: Greater, Touch of Morpheus, Impose Will: Lesser, Impose Will: Greater, Death of the Soul, Warded Path: Mundanes.*

THE GRIMOIRE OF SEBASTIAN MORGANSTERN

This tome was written by Sebastian Morganstern, the founder of the doomed town of Arcadia. In this tome are all of the spells and rituals that that Sebastian accumulated during his time in the Starlight Coven of Samhain. As books of magic go, this is one of the most dangerous tomes in existence, mostly due to the fact that the Ritual; Shatter the Mirror: Greater is explained in detail in it. Shatter the Mirror: Greater was the Ritual that killed all of the followers of Sebastian Morganstern's branch of the Starlight Coven when they attempted to pull the entire town of Arcadia into the Mirror World. The result created the spiritually turbulent zone known to Sorcerers as the Arcadian Gate. There are currently only one copy of this tome, and it has been hidden by the Master of Covens in Samhain.

Title: The Grimoire of Sebastian Morganstern

Language: Latin

Mythos Skills that can be learned through this book: Demons, Occult, and Spirits

Resist Fear Check to Read: Difficult

Spells: *Circle of Protection: Magic, Circle of Protection: Demons, Circle of Protection: Lesser Spirits, Circle of Protection: Lesser Undead, Circles of Protection: Greater Undead, Circle of Protection: Lilans, Cross-Rip, Create Portal: Lesser, Create Portal: Greater, Create Portal: Permanent, Curse of Hecate, Eye of Anubis, Eye of Marduk, Eye of Thoth, Fortitude of Grendel: Lesser, Fortress of Fire, Fortress of Force, Fortress of Ice, Glowing Orb, Heal: Lesser, Heal: Greater, Heal Mind: Lesser, Heal Mind: Greater, Levitation, Key of Pluto, Shatter the Mirror: Greater, Summon/Bind Creature, Summon/Bind Entity, Summon/Bind Demon, Touch of Morpheus, True Sight: Lesser, True Sight: Greater, Veiled Eyes: Lesser, Veiled Eyes: Greater, Warded Path: Mundanes, Warded Path: Demons, Warded Path: Lesser Spirits, Warded Path: Lesser Undead, Warded Path: Greater Undead, Watchers Foley*

THE NECRONOMICON

The history of this dark and blasphemous tome is shrouded in mystery. It is said that this book was written by a man named Alhazred; a half-crazed Arab that worshipped the entities of Yog-Sothoth and Cthulhu. He is described as being from Sanaa in Yemen and as visiting the ruins of Babylon, the subterranean secrets of Memphis and the Empty Quarter of Arabia; where he supposedly discovered the “nameless city below the ruins of Irem. In the last years of his life, he lived in the city of Camascus, where he wrote *Al Azif* before his sudden and mysterious demise in 738 CE.

Years after his death, in 950 CE, the Arabic *Al Azif* was translated into Greek and given the title Necronomicon by Theodorus Philetas, a scholar from Constantinople. Through this version of the book, dark experiments and terrible attempts were made to summon up the entities of Yog-Sothoth and the Daemon Sultan; Azathoth. Shortly after these terrible acts, copies of this book were suppressed and burned by Patriarch Michael in 1050 CE; whom later died in 1059 CE of less than clear causes.

After the attempted suppression of this tome by Patriarch Michael of Constantinople, the work was only heard of furtively in occult circles by those attempting to research the Abyssal entities known the Old Ones. In 1228, the Danish scholar; Olaus Wormius translated the Greek Necronomicon into the commonly used Church Latin in an attempt to keep the book from disappearing into obscurity because of the superstitious and short-sighted leaders of the Holy Roman Church. Both the Greek and Church Latin editions of the Necronomicon were banned by Pope Gregory IX in 1232, but other Latin and German editions were apparently published in the 15th century in Germany and in 17th Century in Spain. In the first half of the 16th Century a second Greek edition of the Necronomicon was printed in Italy.

It is said that Elizabethan Sorcerer, John Dee allegedly translated the book into the commonly used Old English that was being spoken in England during the years of 1527 CE to 1609 CE. This edition only saw one book and to this day, only fragments of the book survive.



The Arabic *Al Azif* version of this book disappeared into the annals of history by the time that the Greek version was banned in 1050 CE. There have been whispers of a secret copy that may have survived appearing in the city of San Francisco in the United States during the 20th Century, but is also said that the book also perished in fire due to less than clear circumstances.

The last reported sightings of the Greek version of the Necronomicon were in the late 17th Century in Salem Massachusetts during the time of the Salem Witch Trials. Supposedly the copy that was reported in Salem perished in flames with the burning of a certain Salem man's library; Alonzo Typer.

In 1927, the American writer, Howard Phillip Lovecraft wrote of the Necronomicon in his horror stories; mentioning the dark and terrible entities that he referred to as the Old Ones. Even today, Sorcerers across the world still refer to the Lovecraftian Mythos when they attempt to describe the Abyssal entities known collectively as the Old Ones and that they believe that Lovecraft was partially correct in his descriptions of the Necronomicon. The belief is that Lovecraft may have actually gained access to a copy of the Church Latin version of the Necronomicon and that version was used as a basis for his descriptions of the book and the blasphemous knowledge contained therein.

Title: The Necronomicon

Language: Arabic, Gothic, Roman Latin, Church Latin, German, and English

Mythos Skills that can be learned through this book: Demons, Occult, Old Ones, Spirits, and the Abyss.

Resist Fear Check to Read: Difficult

Spells: *Circle of Protection: Magic, Circle of Protection: Demons, Circle of Protection: Lesser Spirits, Circle of Protection: Lesser Undead, Circles of Protection: Greater Undead, Circle of Protection: Lilans, Cross-Rip, Create Portal: Lesser, Create Portal: Greater, Create Portal: Permanent, Curse of Hecate, Eye of Anubis, Eye of Marduk, Eye of Thoth, Fortitude of Grendel: Lesser, Fortress of Fire, Fortress of Force, Fortress of Ice, Glowing Orb, Heal: Lesser, Heal: Greater, Heal Mind:*

Lesser, Heal Mind: Greater, Levitation, Key of Pluto, Shatter the Mirror: Greater, Summon/Bind Creature, Summon/Bind Entity, Summon/Bind Demon, Touch of Morpheus, True Sight: Lesser, True Sight: Greater, Veiled Eyes: Lesser, Veiled Eyes: Greater, Warded Path: Mundanes, Warded Path: Demons, Warded Path: Lesser Spirits, Warded Path: Lesser Undead, Warded Path: Greater Undead, Watchers Foley, Warded Path: Old Ones, Commune with Nyarlathotep, Commune with Tiamat, Commune with the Scarlet Queen, Eye of Marduk, Fortress of Fire, Eye of Anubis, Eye of Thoth, and Summon/Bind Minion of Tiamat.

VON UNAUSSPRECHLICHEN KULTEN

The tome *Von Unaussprechlichen Kulten* was written by Friedrich von Junzt; its first edition appeared in Dusseldorf Germany in 1839. The English edition of the tome was issued by Bridewall in London in 1845, but this edition contained numerous misprints and it was badly translated from the original text. In 1909, a heavily expurgated edition was issued in New York by Golden Goblin Press. The original German editions of this tome had a heavy leather cover with iron hasps. To date, few copies of the earliest edition still exist because most of the copies were destroyed by their owners when the details of von Junzt's gruesome demise became common knowledge. It is known that there is a copy of tome locked away in the rare books vault at the Miskatonic University library.

Von Unaussprechlichen Kulten contains information on the various cults that worshipped pre-human deities such as Ghatanothoa, and includes hieroglyphs relating to the collection of pre-human deities referred to as the Old Ones. This book also contains information on more recent cults including that of the Raggedy Man. The tale of the Raggedy Man is especially given special attention in its prediction of a cataclysm that will befall mankind in the years proceeding the final days of the Earth. One of the points of principal obscurity is von Junzt's use of the word Keys (it is a phrase used many times by von Junzt in various relations), in connection with certain talismans and sites, such as the Neolithic monuments of the British Isles and Western Europe.

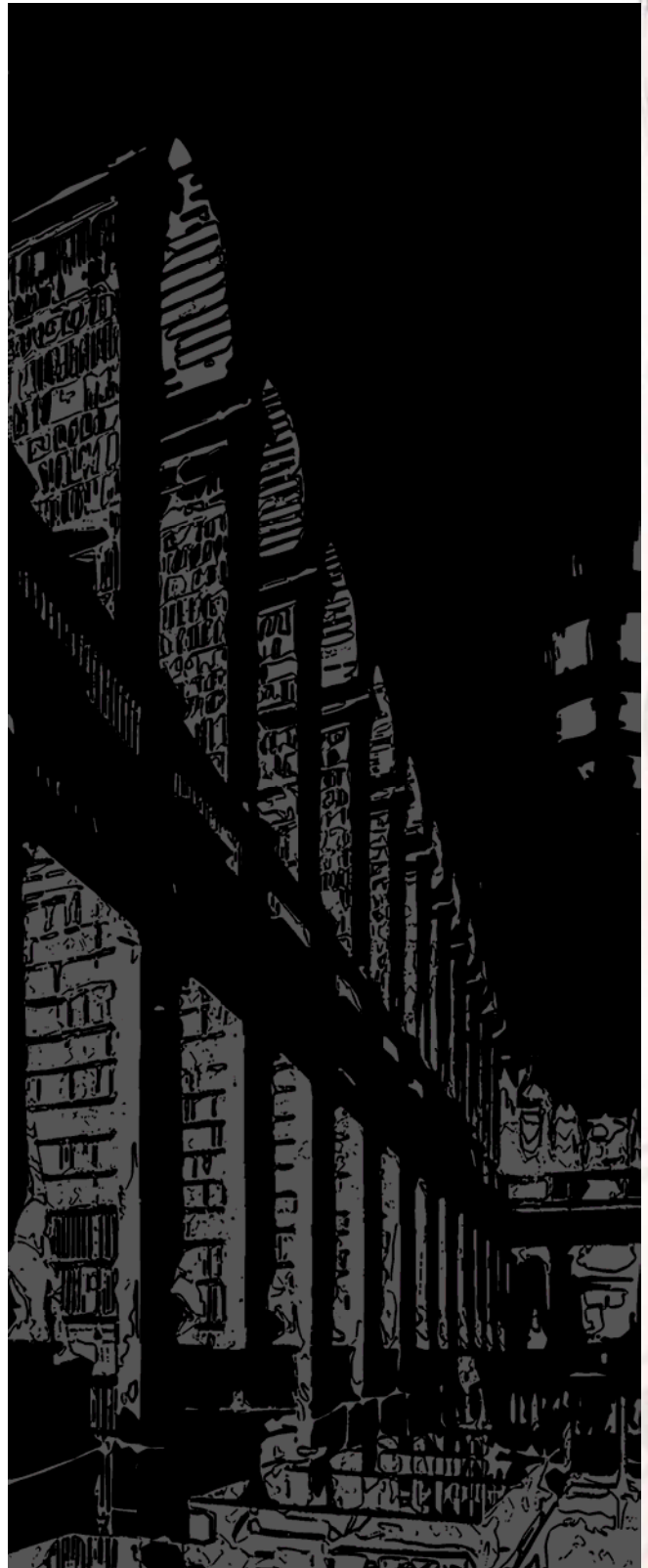
Title: *Von Unaussprechlichen Kulten*

Language: German, English

Mythos Skills that can be learned through this book: Occult, Old Ones

Resist Fear Check to Read: Difficult

Spells: No Spells Contained



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DARK AEONS

ACTOR NAME: _____	HOUSE/COVEN: _____	STUDY POINTS USED UNUSED
PERSONA NAME: _____	FAMILY: _____	
TEMPLATE: _____	AGE: _____	
OCCUPATIONAL SKILL SET: _____		
PERSONALITY TRAITS: _____		

ATTRIBUTES		
AGILITY	●○○○○○○○○○○	ACTIONS ●●○○○
APPEARANCE	●○○○○○○○○○○	REACTION
BRAWN	●○○○○○○○○○○	MAX LIFT
INTELLECT	●○○○○○○○○○○	BRAWN DAM.
PSYCHE	●○○○○○○○○○○	INITIATIVE
VITALITY	●○○○○○○○○○○	SIZE MOD.

DERIVED ATTRIBUTES		
CHARM	0000000000	
LIFE FORCE	MAXIMUM	CURRENT
MENTAL STABILITY	STARTING	CURRENT
PSIONICS	0000000000	
TOUGHNESS	0000000000	

[illegible][illegible]

Occupation Skill Set					
Skill		Total	Ranks	Attribute	Misc.
	●				
	●				
	●				
	●				
	●				

[illegible]

FATE POINTS	HOUSE PRESTIGE	IMPERIUM RENOWN

RESISTANCE			
RESISTANCE TYPE	TOTAL	PSYCHE	MISC.
RESIST FEAR & MADNESS			
RESIST MAGIC			
RESIST PSIONICS			

MOVEMENT			
WALKING (AGILITY #2)	RUNNING (AGILITY #4)	SHORT SPRINT (AGILITY #8)	FLY (AGILITY #10)

SUPERNATURAL POWERS				
PSYCHIC SKILLS	TOTAL	RANKS	ATTRIBUTE	MISC.
BROADCASTING				
CONTROL				
SCANNING				
SHIELDING				

PSYCHIC TALENT	LF COST

ELEMENT ATTUNEMENTS											
ABYSSAL	0	AIR	0	EARTH	0	FIRE	0	WATER	0	SPIRIT	0

SORCERY SPELLS & RITUALS								
SPELLCRAFT CHECK	TOTAL		RANES		ATTRIBUTE		MISC.	
RITUALCRAFT CHECK	TOTAL		RANES		ATTRIBUTE		MISC.	

[illegible]

HEATH RANKS					
STUN DAMAGE LIGHT STUN NO PENALTIES ☐ ☐ ☐ SEVERE STUN -1 -2 -3 ☐ ☐ ☐ CRITICAL STUN -4 -5 ☐ ☐ DEFENSELESS ☐ UNCONSCIOUSNESS ☐			WOUND DAMAGE LIGHT WOUNDS NO PENALTIES ☐ ☐ ☐ SEVERE WOUNDS -1 -2 -3 ☐ ☐ ☐ CRITICAL WOUNDS -4 -5 ☐ ☐ DEFENSELESS ☐ UNCONSCIOUSNESS ☐		

[illegible]

THREE-FOLD LAW

POSITIVE ASPECT
□ □ □

NEGATIVE ASPECT
□ □ □ □ □ □ □ □ □

[illegible]