Sing, O Goddess, the anger of the Hellenes, the warlike race that hath brought countless deaths upon their myriad foes. Sing more of their final struggle against an awesome enemy, terrible and true, when many a brave Hellene soul was sent straight into the embrace of Hadon while fulfilling his destiny, and many an unworthy foe did the Hellenes leave to be despoilt and forgotten, for such was the counsel of the Twelve in those days when kindred set aside differences and united against a common enemy.

And which of their foes was it that set them to this final great task? It was their own people, splinter'd off long since and cast into the bowels of Slipspace, ne'er to return until this return, defying even Hadon their selfsaid master and returning whence they were sent. But did the Atlanteans return, and came they in numbers greater than the stars, greater even than the Hellenes that walked their worlds of sun and stone.

Of one voice then were these Hellenic Heroes, as they fought for not themselves but their heirs, and the heirs of their heirs, for generations to come, and in honor and memory of countless generations past, striving to create a legacy and achieve their destiny ere they succumb to a terrible fate. And their voice was echoed by Alchibides, the Athenoian commander as he rallied his navy for their final battle against the Atlanteans.

"Sons and daughters of Hellas," he cried, "and all those who sail with us — Goregon, and Nymphas, and Zintar, and more — may the Twelve sail with you, and grant you the power and the might to defeat our common foe, to return to your families in safety, and to secure a future for all our peoples. May worlds shake under your feet. May the skies crack apart at your passing. May the universe tremble at the might of our coming. And may the stars weep at the passing of our foes !"

And the Twelve heard his rally and cry, and they did bless the masses each in their own way, Heuson with his thunder and Areson with his blood, each in kind. And thus did the Hellenes depart for their final struggle with the Atlanteans. And thus they did go on board and sailed their ways through Slipspace to find the foe.

And their foes found them three days hence, and it was as if a filth lay upon the Allsea, and the Hellenes knew their foe was upon them, all around. Greatly outnumbered were they, and surrounded, and the Hellenes were as if in a panic until Manchises the Spartan stepped forth before the men and raised his spear.

"Excellent," said Manchises. "Look how they surround us, like a shell. Like the young chick inside the egg, we cannot miss, and they can only crack."

And with those words, brave Manchises leapt from the bow of the ship....

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HELLAS

# PROLOGUE

The blast sent her sprawling, smashing her head into the security console, but Cassiopeia somehow managed to keep her wits about her. She reached over and flipped a switch, shouting from the floor as she wiped blood from her eyes with one of her tentacles.

"All decks, all crew, report in!"

But there was no reply. Was she the only survivor? She pulled herself up and collapsed on the communications terminal. It could be that they were trapped, pinned beneath fallen metal or crates of cargo. Yes, she had to hope. She locked all the comms open, toggled the volume up to maximum, praying for something, anything. But there was nothing but the faint buzz of distant ventilation fans, and the spark and crackle of electrical fires.

Should she lock down the bridge? Was the ship bleeding air? The sensors showed nothing, but the blast wave that hit them moments ago had hit hard, and there was no telling what was offline, what readings were accurate. But where a Hellene would have been blinded, Cassiopeia merely found herself momentarily inconvenienced. The Zintar calmly plugged her synaptic spike into the ship's main console, and instantly became one with the Drunken Goat….

…Deck one, partially exposed to vacuum. Four dead…

…Deck two, severe damage. Three dead, two lightly wounded…

…Deck three, two dead, one mortally wounded…

…Engines offline. Weapons down. Life support seriously damaged…

…Hull integrity down to 23.7%. Atmosphere at 31.4% and falling...

All this she saw in an instant, in a single frozen moment of time. And in the next, she reacted, closing air locks, rerouting systems to bolster life support in critical areas, dumping fire suppressants into overheated chambers as a precaution. In the end, she had to sacrifice the mortally wounded Kyklopes, exposing Deck three to hard vacuum to put out a small fire. It was a hard decision, and had personal ramifications, but she pushed those aside, tried not to think about it. It was for a greater good — the good of the ship.

In that same vein, she decided then and there that she would never mention this loss to the other survivors.

Fourteen seconds after she had first evaluated the damage, she unplugged herself from the console, satisfied that the ship was no longer in immediate danger from its wounds. She then lifted herself from her socket on four sturdy tentacles and headed for the door, taking but a moment to scan surrounding space for any sign of external threats. But there was nothing. They were alone, and thus safe.

She was halfway down to deck two, plugged into a wheeled base unit, when she realized what "nothing" meant, and slightly revised her evaluation of the situation. They were indeed alone.

But they were far from safe….

"Iolaus, no." Alcmene shoved the large Hellene away, wrinkling her nose. He had been pestering her all day for sex, and the Naiad was having none of it.

"Come on, Alcmene," he replied. "I thought you Nymphas were always up for it. I know I am." As if to illustrate his point, he grabbed his crotch.

The Nymphas sighed heavily. It was her fault, really. Two days out from Sparta, and the Hellene's antagonism towards the other members of the crew had been so grating that she had decided to give him a tiny blast of pheromones to make him a bit more pliable. It had worked, of course, but too well. And now she couldn't get rid of him.

It probably hadn't helped that she'd had sex with him.

Four times.

Since breakfast.

"Iolaus, I don't think…" She reached up to push him away, but he clasped her arms to his chest, and wrapped his own strong arms around her back, pressing himself against her.

"I do," he said.

She could easily have fought him off, sent his emotions whirling a different direction, or called for help, but she decided not to. He was rather attractive, after all. And there was little else to do aboard the ship.

"Well…" she said.

He smiled and leaned forward, sending them both falling onto a pile of blankets and cast-off clothing.

This saved both their lives.

Cassiopeia disapprovingly clucked her tongue, tapping a metal stud against her teeth. Of all the crew who could have survived, it had to be these two? The weakling Naiad and the lusty Spartan? Perhaps there was some meaning involved, some divine reasoning behind this decision… but if that were so, it could only be Aionisia the drunken wanderer behind it, for any semblance of logic eluded her.

She pulled a few more pieces of debris off the two, noting with some interest that the Spartan's broad back had probably diverted a few steel beams that would have killed the Nymphas outright. Even as she pulled the last crate away, revealing their nakedness, the Spartan stirred to life. For all his bad qualities, she had to give him credit; within a second of consciousness he was on his feet and reaching for his sidearm, strapped to an otherwise naked thigh. She stayed his hand with a tentacle.

"Easy, Iolaus," she said. "We're safe." But as she said this, she knew it was not true.

"Cass…" he mumbled, caressing the back of his neck, not in the least bit ashamed to be naked in front of her. As for her… she found all Hellenes ugly. If anything, nudity only improved their overall appearance, in spite of — or perhaps because of — all the dangly bits.

She suppressed a smile.

"Alcmene!" The Spartan knelt by her side, checking her pulse.

"She's fine," said Cassiopeia; she had checked both their vitals again before bothering to unbury them. No sense wasting energy on the dead or dying.

"And the rest?" asked Iolaus.

Cassiopeia shook her head. Iolaus looked grim.

"Then we must return to Sparta," he said. "My own mission can wait. We must bury our dead, and grieve, and hunt down the cause…" He broke off mid-sentence, realized that Cassiopeia was not meeting his gaze.

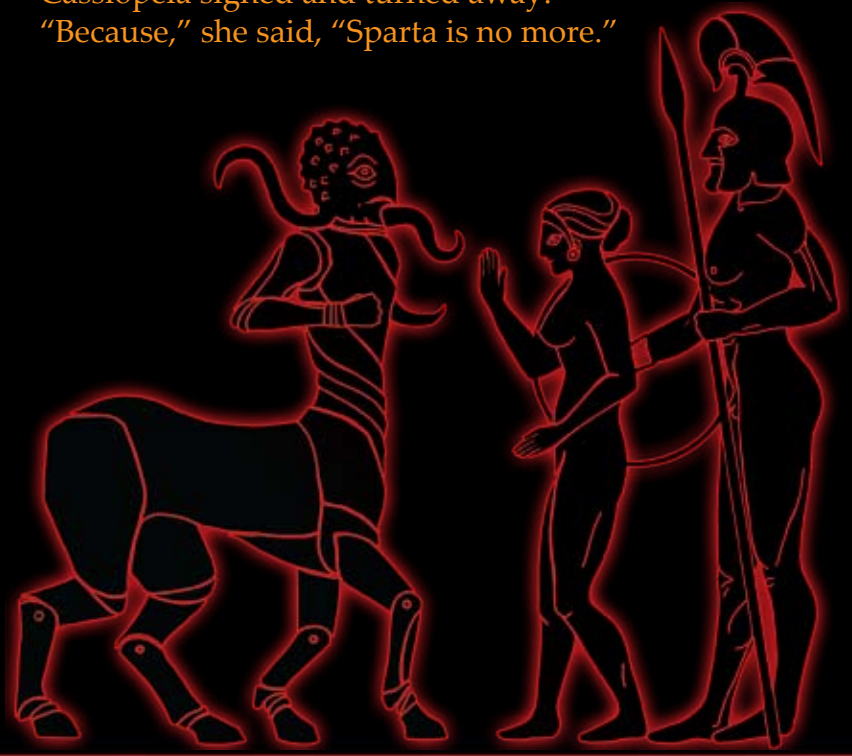
"What is it?" he asked her.

"There can be no return to Sparta," she said simply.

"Why?" demanded Iolaus, eyes narrowing dangerously.

Cassiopeia sighed and turned away.

"Because," she said, "Sparta is no more."



# WHAT IS HELLAS?

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

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

## Twelve Revelations

### 1.) WHAT IS HELLAS ABOUT?

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

### 2.) WHAT DO THE CHARACTERS DO IN HELLAS?

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

### 3.) WHAT IS THE RESOLUTION MECHANIC OF HELLAS?

HELLAS incorporates a modified Omni System that uses a D20. Successes are counted and applied toward a target number.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

### 11.) WHAT ARE THE PUBLISHING GOALS FOR HELLAS?

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

### 12.) WHO IS HELLAS' TARGET AUDIENCE?

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

# Inspirations

Below is a list of inspirational media that helped in the formation of HELLAS.

## Books:

**Age of Bronze:** Eric Shanower's epic retelling of the Trojan War, produced by Image comics.
**Bulfinch's Mythology:** A great resource for stories of Greek Heroes and Gods.
**The Iliad by Homer:** Tons of details and setting information.
**300:** The acclaimed Frank Miller comic detailing the Battle of Thermopylae and the 300 Spartans who held back the Persians for three days in one of history's most famous last stands.

## Movies and Television:

**The Chronicles of Riddick:** Has nothing to do with Greek culture, but shows how badass a Hero can be, and how visceral hand-to-hand combats can be in a futuristic setting.
**Clash of the Titans:** Need I say more?
**Hercules: The Legendary Journeys:** A lighthearted adventure series re-imagining the ancient myths.
**Jason and the Argonauts:** Classic claymation.
**Krull:** A group of Heroes band together to fight impossible odds.
**Star Wars:** All six movies (yes, all six); the series is the gold standard for space opera, and taken as a whole demonstrates the ascent of a Hero over several generations.
**300:** The story of the battle at the Hot Gates.
**Troy:** A visually stunning epic telling the story of Achilles and his journey to his destiny.
**Ulysses 31:** We only learned about this after we were nearly done with Hellas - great minds think alike!
**Xena: Warrior Princess:** A spin-off of Hercules. The warrior princess expanded Hercules' universe and showed that women are just as capable as men, if not more so.

## Music:

**Tyler Bates** (300 soundtrack)
**Jeff Beal** (Rome: The HBO Series soundtrack)
**Dead Can Dance** (and anything involving Lisa Gerrard)
**Garmarna:** Swedish folk rock band with a distinctive sound and foreign lyrics
**James Horner** (Krull, Troy, Braveheart soundtracks)
**James Newton Howard** (Unbreakable soundtrack)
**Basil Poledouris** (Conan the Barbarian soundtrack)
**Hans Zimmer** (Gladiator, The Last Samurai soundtracks)

## Games:

**Age of Heroes Campaign Source book** by TSR
**Agon** by John Harper
**Dynasty Warriors:** The Konami video game has nothing to do with Greece, but depicts mythic Heroes fighting hordes of soldiers against impossible odds. The Heroes in this video game have special abilities and fight for honor and loyalty to their masters.
**Exalted** by White Wolf
**GURPS Greece** by Steve Jackson Games
**Mythic Greece** by Iron Crown Entertainment
**Nine Worlds** by Matthew Snyder
**Spirit of the Century:** Evil Hat productions' grand game of pulp heroic action.

## What Do I Need to Play?

To play this game, you need this book, some paper, something to write with, some twenty-sided dice, a lot of imagination, and a group of people, one of whom is willing to be the guiding force in the game. This person is called many things, but "Game Master" serves well as shorthand for someone who presents information about the game setting and obstacles the other players encounter; who takes the part of the people the players' characters interact with; and who adjudicates the rules. The rest of the group, simply called "the players," takes on roles of major characters in the stories that they and the Game Master create together. These stories are called "adventures," or "scenarios." Very short adventures, usually encompassing only one or two obstacles to a simple goal, are referred to as "encounters." A series of encounters can become an adventure, while a series of adventures can turn into a campaign. This book contains a chapter on how to come up with adventures.

# Glossary

These definitions provide you with a general idea of what each term means; they are described in more detail within the book. Terms italicized within each definition refer to another entry within this glossary.
**Action**: A task that the character undertakes or something that the character does, like give a speech or climb a wall.
**Ambition:** The motivations and goals of the Hero.
**Attributes:** Attributes represent natural abilities, such as strength, intelligence, and dexterity.
**Character:** A player's in-game persona; also referred to as the Hero.
**Combat Difficulty:** A number representing how challenging it is to attack someone or something. It equals the active defense value or the passive defense value.
**Creation points:** Points used when designing a character to purchase game characteristics or other features that represent the character's abilities, experience, and background.
**Critical Failure:** A result, represented by a 1 or lower on the Omni Table roll that indicates something bad has occurred.
**Critical Success:** A result, of 20 or more on the Omni Table roll that indicates something good has happened.
**D20 :** An abbreviation for "twenty-sided die." The D20 is the only polyhedron die used in HELLAS.
**Damage Rating (DR)**: The basic amount of damage a person or item can do before modifiers such as effect value.
**Damage Total:** A number representing how much injury or destruction something has caused.
**Defaulting to an Attribute:** Using the Attribute when the character doesn't have the needed skill.

**Destiny:** The glorious ending to a Hero's travels and adventure. The opposite of Fate.
**Difficulty:** A number representing how challenging it is to perform an action.
**Degree of Difficulty (DoD):** The bonus or penalty that modifies the D20 roll.
**Drachma (dm):** The standard monetary unit of the HELLAS setting.
**Dynamism:** The ability to affect and manipulate the universe through force of will.
**Experience Points (XP):** Points gained by completing or participating in an adventure. Experience Points are used to enhance or better one's character
**Fate Point:** Represents a person moving closer to their doom. When a Hero accumulates 10 Fate points they die.
**Game Master (GM):** One of the players in the game of HELLAS. The GM is one of the storytellers and the primary arbiter of the rules.
**Glory:** The renown of a Hero measured in points. The more points in Glory, the better recognized the Hero.
**Hel:** The Hellene word for Sun
**Hero:** The player character in a game of HELLAS.
**Hero Point:** A bonus representing a surge of adrenaline or that extra luck the main characters of a story seem to have. Allows the player to add additional points to his D20 roll.
**Heroic Epithets:** The name or quality that the Hero is known by.
**Hit Points:** The amount of injury a character can sustain, listed as a number. The damage total is subtracted from the character's current Hit Point total.
**Intent:** Intent is a player's description of what his or her Character hopes to accomplish by a particular action.
**Free Action:** Any action that needs only a few seconds to perform or do, such as taking a few steps or glancing quickly around a room.
**Las:** The Hellene word for Stone.
**Metousia**: The system used by players to allow their Heroes to change the universe.
**Modifier:** A number that is added or subtracted from another number to represent a change in the typical situation.
**Omni Table:** The universal table used to determine success and failure at an action.
**Opposed Action, Opposed Difficulty, Opposed Roll**: Whenever a character attempts an action that is directly opposed by another individual or creature, the opponent's ability rating is used as the Degree of Difficulty (DoD).
**Panthalassa:** The "cosmic all sea." A different dimension used for interstellar travel. See Slipspace.
**Protection Rating (PR)**: A number representing the amount of protection a defensive covering provides. This term is sometimes abbreviated PR.
**Range (in combat):** The distance from the attacker to the target.
**Round:** A unit of time equal to six seconds in the game world. Figuring out what happens in a round can take longer.
**Scale:** A game mechanic representing opponents of vastly different sizes can affect each other differently in combat.
**Skill Rating:** Skills are abilities acquired through training and practice.
**Slipspace:** An other-dimensional realm through which interstellar travel occurs.
**XP:** Experience points.



# Pronunciation Guide

The following pronunciation guide is just that – a guide. These are not hard and fast rules; many words are pronounced differently by peoples of different systems and races. Also note that – as mentioned elsewhere – this is not intended to be a guide to Greek language or history; these are Hellenic pronunciations, within the world of Hellas, and there are notable deviations. See the section on Hellenic Names in the Character Generation chapter for further information.

| | |
|---|---|
| **aeaea** | *ay-AY-uh* |
| **aegean** | *ay-JEE-inn* |
| **aemoton** | *ay-moh-ton* |
| **aeolian** | *ay-OH-lee-inn* |
| **aerope** | *ay-RO-pee* |
| **agoge** | *uh-GOG-ay* |
| **aiax** | *EYE-aks* |
| **aionisia** | *eye-ohn-EE-see-ah* |
| **aisthetike** | *eyes-thet-EEK* |
| **aitolia** | *eye-TOHL-ee-ah* |
| **akarnania** | *ah-kar-NAHN-ee-ah* |
| **aktinoi** | *ACK-tin-oy* |
| **alcmene** | *ahlk-MEE-nay* |
| **amazoran** | *ah-mah-ZOR-an* |
| **amphictyon** | *am-PHIK-tee-ahn* |
| **anagnorisis** | *ah-nag-nor-EE-sys* |
| **aoidoi** | *ay-OY-doy* |
| **aoidos** | *ay-OY-dohs* |
| **aphrosia** | *ah-FROH-zee-uh* |
| **apollon** | *ah-PAHL-ohn* |
| **areson** | *ah-RISS-ohn* |
| **arete** | *ah-RIH-tay* |
| **argos** | *ARR-gohs* |
| **arkadia** | *ar-KAY-dee-uh* |
| **artemisia** | *ar-teh-MEE-see-uh* |
| **artesia** | *ar-TEE-zee-uh* |
| **arxaeo en** | *ar-ZAY-oh ENN* |
| **athenia** | *ah-THEE-knee-uh* |
| **athenoi** | *ah-THIH-noy* |
| **athenoian** | *ah-thih-NOY-uhn* |
| **atropos** | *ah-TRO-pose* |
| **attika** | *ah-TIK-ah* |
| **authochthon** | *AWE-TOE-keh-tahn* |
| **azaea** | *uh-ZAY-uh* |
| **bireme** | *BI-reem* |
| **blemmyai** | *BLEMM-yigh* |
| **boedromion** | *bow-eh-DRO-me-ohn* |
| **boitian** | *bow-ISH-shun* |
| **brioa** | *bree-OH-ah* |
| **bydeles** | *bi-DEL-lees* |
| **byonis** | *bi-ON-niss* |
| **byzas** | *bi-ZAHS* |
| **bzzt'grr** | *beh-ZITT-girr* |
| **caledonian** | *cahl-ih-DOH-nee-ahn* |
| **carystus** | *cahr-ISS-tuss* |
| **cassiopeia** | *kass-ee-oh-PEE-uh* |
| **ceto** | *KEY-toh* |
| **chalmydon** | *KHA-limm-donn* |
| **charon** | *KHA-ronn* |
| **circe** | *KEER-kee* |
| **conticlius** | *cohn-TICK-lee-us* |
| **creta** | *KRAY-tuh* |
| **cretan** | *KRAY-tihn* |
| **crypteia** | *krip-TAY-uh* |
| **cyclades** | *KAI-kluh-deez* |
| **cythera** | *KAI-thair-uh* |
| **danae** | *DANN-ay* |
| **decadrachm** | *deck-ah-DROCK-uhm* |
| **delphoi** | *DELL-foy* |
| **delphoian** | *dell-FOY-inn* |
| **diekplous** | *dee-ECK-ploose* |

| | |
|---|---|
| **diogenia** | *die-oh-JENN-ee-uh* |
| **dodecatheos** | *doh-dek-uh-THAY-ose* |
| **ekdromoi** | *eck-DROH-moy* |
| **ekphoria** | *ek-FOE-ree-uh* |
| **elaphebolion** | *ella-fuh-BOW-lee-ohnn* |
| **elate** | *ell-AH-tay* |
| **enomotiae** | *eh-noh-MOH-tee-ay* |
| **ephyra** | *ef-FIRE-uh* |
| **epibatai** | *epp-ih-but-TIE* |
| **erinyes** | *AIR-in-yezz* |
| **erytheia** | *air-ith-EE-uh* |
| **etruria** | *et-TRUHR-ee-uh* |
| **euboia** | *you-BOW-ee-uh* |
| **gelloudes** | *gehl-LEW-dees* |
| **glaucon** | *GLAU-konn* |
| **goregon** | *GORE-ih-gahn* |
| **gyrion** | *GEAR-ee-ohnn* |
| **gyrtone** | *GEAR-tone* |
| **hadon** | *HAY-donn* |
| **heiria** | *HAY-ree-uh* |
| **hekatombaion** | *heck-uh-TOM-bay-ohn* |
| **hekatonkheire** | *heck-uh-TON-kay-air* |
| **heliaia** | *hell-ee-AY-uh* |
| **helios** | *HEE-lee-ohs* |
| **heliotropion** | *hay-lee-oh-TRO-pee-on* |
| **hellene** | *hell-EEN* |
| **hephaeston** | *HEFF-uh-stohn* |
| **hermia** | *HAIR-mee-uh* |
| **hespera** | *HESS-puh-ruh* |
| **hestia** | *HESS-tee-uh* |
| **heuson** | *HAY-oos-ohn* |
| **hippeis** | *hih-PAY-uss* |
| **hoseidon** | *hoh-SIGH-duhn* |
| **hyperesia** | *high-pehr-EE-see-uh* |
| **iason** | *ee-AY-sohn* |
| **iolaus** | *ee-OHL-owse* |
| **iolkos** | *ee-OHL-kose* |
| **karibdis** | *kah-RIB-diss* |
| **kedeia** | *keh-DAY-uh* |
| **keleustes** | *keh-LOOSE-tees* |
| **kephallenia** | *keh-fuh-LENN-ee-uh* |
| **khalkis** | *KAHL-kiss* |
| **khimira** | *kigh-MEER-uh* |
| **knossos** | *kuh-NOSS-ose* |
| **korinthos** | *kohr-INN-those* |
| **korkyra** | *kohr-KEER-uh* |
| **kronos** | *KROW-nose* |
| **kudous** | *koo-DEUCE* |
| **kybernetes** | *kai-behr-NET-tees* |
| **kybernetics** | *kai-behr-NET-ticks* |
| **kyklopes** | *kai-KLO-pees* |
| **lachesis** | *lah-KEH-sis* |
| **lakedaimonia** | *lah-keh-day-MO-ene-uh* |
| **lakonia** | *lah-KOAN-ee-uh* |
| **lapithai** | *lah-PIH-thigh* |
| **leontius** | *lay-ONN-tee-us* |
| **lernaean** | *lair-NAY-inn* |
| **lesbos** | *LEZ-bose* |
| **lethe** | *LEH-thay* |
| **letourgeia** | *leh-TOUR-gay-uh* |
| **lochoi** | *LOCK-oy* |
| **lotophagi** | *low-tow-FAH-gee* |
| **lotos** | *LOW-tose* |
| **lycortas** | *ie-KOHR-tas* |
| **lyssia** | *LIH-see-uh* |
| **machina** | *MAH-kee-nah* |
| **maimakterion** | *my-mak-TEAR-ee-ahn* |
| **megara** | *meh-GARR-uh* |
| **messenia** | *meh-SENN-ee-uh* |
| **metageitnion** | *meh-tuh-GAIT-nee-ohn* |
| **metousia** | *meh-TOO-see-uh* |
| **mneseus** | *meh-NESS-ee-us* |
| **moirae** | *MWAH-ray* |
| **mounichion** | *moo-NICK-ee-ohn* |
| **mykenai** | *MYE-kuh-nay* |
| **myrmidons** | *MIRR-mih-dohns* |
| **myrtoum** | *mirr-TOOM* |
| **mytilene** | *MYE-tuh-leen* |
| **naupegos** | *NOW-puh-gose* |
| **nephelai** | *NEFF-uh-lay* |
| **nomizen** | *NOH-mee-zen* |
| **nymphas** | *NIMM-fahs* |
| **nyxis** | *NICK-siss* |
| **odesos** | *oh-DESS-ose* |
| **odous** | *oh-DOUCE* |
| **oikhalia** | *oh-ee-KHA-lee-ah* |
| **olenos** | *oh-LENN-ose* |
| **oread** | *oh-RAY-add* |
| **orichalcum** | *oh-rih-KAL-kum* |
| **orkhomenos** | *ohr-ko-MENN-ose* |
| **ormenios** | *ohr-MENN-ee-ose* |
| **ouinchious** | *oh-win-KEY-ose* |
| **paideia** | *pie-DAY-uh* |
| **pankration** | *pahn-KRAY-shun* |
| **panthalassa** | *pahn-tha-LAHS-uh* |
| **peloponnesian** | *pehl-oh-pen-NES-see-in* |
| **pentekontarch** | *penn-teh-KONN-tarkh* |
| **perideiprion** | *pair-uh-DAY-pree-ohn* |
| **peripeteia** | *pair-ih-puh-TAY-uh* |
| **perrhaibia** | *pair-HIGH-bee-uh* |
| **phasma** | *FAHZ-muh* |
| **pherai** | *FAIR-eye* |
| **phlegyia** | *FLEG-yee-uh* |
| **phorcys** | *FORE-kiss* |
| **phratries** | *FRAT-trees* |
| **phylake** | *FIE-lock-ee* |
| **pleroma** | *plur-ROME-uh* |
| **poleis** | *POH-lace* |
| **polis** | *PO-liss* |
| **polyxeinus** | *pahl-licks-AY-nuss* |
| **proclus** | *PRO-kliss* |
| **prothesia** | *pro-THEE-zee-uh* |
| **pyanepsion** | *pie-ann-EPP-see-ohn* |
| **pythia** | *PITH-ee-uh* |
| **sciritae** | *SKEER-it-tay* |
| **scylla** | *SKILL-uh* |
| **sikyon** | *SICK-ee-ohn* |
| **skirophorion** | *skeer-oh-FORE-ee-ohn* |
| **strategoi** | *STRAH-teh-goy* |
| **strofades** | *stroh-FAH-dees* |
| **stymphalos** | *stim-FAH-lose* |
| **syryn** | *SEER-inn* |
| **tegea** | *tuh-GAY-uh* |
| **tetradrachm** | *tet-ruh-DRAK-uhm* |
| **thalamitai** | *thuh-LAHM-ih-tai* |
| **thaumakia** | *thuh-ow-MOCK-ee-uh* |
| **themiscyra** | *them-miss-SEER-uh* |
| **thesprotia** | *thess-PRO-tee-uh* |
| **thessalian** | *thess-AHL-ee-uhn* |
| **thranitai** | *THRAHN-it-tay* |
| **titanos** | *teh-TAHN-ose* |
| **toicharchoi** | *toy-CAR-koy* |
| **trakhis** | *TRAH-kiss* |
| **traoas** | *tray-OH-ahs* |
| **trierarch** | *TREER-ark* |
| **triphani** | *trih-FOHN-nee* |
| **troizenos** | *TROY-zehn-ose* |
| **xaos** | *ZAY-oss* |
| **xiphos** | *ZEE-fohs* |

# CHAPTER ONE

The first time Iolaus saw Sparta from orbit, he had eighteen years behind him. Nearly nineteen, if you counted by the Athenoian standard, but like most Spartan youths he knew nothing of Athenoi at the time — nothing but what he had been told by his instructors, by the elders, and those lessons did not include systems of time and measurement. They were lessons of war, and strategy, and victory. Lessons that were so focused, in fact, that at first Iolaus was not sure what he was looking at.

"What is that?" he had said, half to himself. Nevertheless there came a reply in the form of a low chuckle. He turned and saw one of the Helots, the Spartan slaves, smirking at him. He furrowed his brow, tensed as if to strike the older man for laughing, but quickly remembered protocol. He was on a military ship, on a military mission, and that meant that — for the moment — the Helots who stood beside him were his equals, if only in war.

"Not the planet," he said, trying to cover his tracks. "I know Sparta of course. I meant that orange star just beyond, there." He pointed, feebly. The Helot moved closer, sighted along Iolaus' arm, playing along to help the young soldier save face.

"Ah, you mean Elis," said the Helot. "A good omen, and a good eye. The Eye of Heuson is upon you."

"And you," he said reflexively. But the Helot backed away.

"No," he said, frowning. "Heuson's gaze is for you, my Spartan friend. I am for Aemoton."

"The farmer?" said Iolaus. "But we are warriors."

"We are all warriors, in wartime," said the Helot. "Yet when the war is done, we must all have something to go home to. For me, I have my fields, and the blessings of Aemoton. For you...."

"For a Spartan," said Iolaus, "there is only war."

"So long as there is a Sparta, there will be war, somewhere," replied the Helot. Iolaus knew this was meant as a backhanded insult of sorts, but he took it as a compliment all the same.

"Then there shall always be war," he said, turning to face the Helot, and realizing that he had gathered a bit of an audience. He raised his spear and his voice, shouting "For there shall always be a Sparta."

The barracks erupted in cheers, until the presiding officer stamped his spear on the deck and shouted the men down. A smile on his face, Iolaus turned his gaze again to Sparta, and felt his heart sink as suddenly, without warning, the stars vanished. His eyes wide, he spun in horror, but before he was able to shout and embarrass himself, the Helot took him by the arm and pointed.

"Ah, see now. We are in Slipspace at last. No more Sparta to view, nor any stars, till we have reached our destination."

Iolaus felt the blood return to his face, prayed that the others did not notice his embarrassment. Luckily they seemed otherwise occupied. Sitting beside the Helot, he lowered his voice.

"Thank you, my Helot friend," he said. "It seems I have much to learn."

The Helot smiled.

"Indeed," he said. "Fortunately, I have much to teach."





# Æ Hellas Timeline

## The First Age

0
The Twelve awaken from Xaos (an event known as the "Arxaeo") on the planet Creta in the Knossos System. They discover the Hellenes, a race of unenlightened beings, and "awaken" them. Their civilization is primitive but the Hellenes "know" of many technologies and with the aid of their new "Gods" set about advancing their society at a rapid pace. The Hellenes do not know how long they have existed before this; their history begins with their Awakening, and their calendar reflects this. As the calendar begins with the moment of Awakening, the Year 0 is the first recorded year.; other years are referred to as "Arxaeo En", or "Since the Awakening". This is abbreviated as AE or Æ.

100
The Hellenes quickly advance to Iron Age technology and begin to colonize their home planet. They build wooden sailing ships and spread out across the planet's twelve land masses.

250
The entire planet of Creta is colonized.

350
Steam-era technology is widely available and an industrial revolution begins. The world is connected by locomotives, submarines, and airships. Automobiles scurry about the cities and steamships sail the oceans. Mechanical computing machines perform dazzling calculations, and carefully honed machinery creates perfectly machined parts.

400
Medical and agricultural advances begin to extend the average lifespan beyond the norm; Hellenes born of this and later generations regularly live in excess of 150 years.

450
The Hellenes begin to explore space. They set up several stations and numerous satellites around their planet as well as colonies on the planet's two moons. A network of computers ties the entire system together in one contiguous cluster of information.

# Final Words From Sparta

Torkus,

It is your brother Felonus. I am still on Sparta. Come and get me. I can't secure passage off this rock because I am out of money. I don't wish to discuss it. Mom and Dad would not approve, I know. "Conduct unbecoming a good Goregon son." Whatever.

Just come get me. There's something going down here and I need to get out. Everyone is acting strange, like they can sense something ill on the wind. Even I have this odd feeling in my gut. The other day one of the Spartans I'm staying with told me that he saw Heuson, and Heuson told him that everything would be changing in a few days. I don't truck with that, but it creeped me out. Anyway come get me. I hope you get this soon. I'm piggybacking this message on a Spartan military frequency so it'll get there sooner. Maybe I shouldn't have wrote that. Anyway it'll be my head, not yours.

Just come get me. I'll explain everything then.

Felonus

P.S. If Brarkus is still alive, tell him I've got his money. I know I said above I don't have money but I have his money.

He'll know the difference.

I τηινκ τηατ Ι σπαλλ νεεδ φεαρ
Α ωεαπον μυχη μορε τηαν α σπεαρ
Α σπεαρ ισ μιγητψ στραιγητ ανδ τρυε
Α σωορδ ορ κνιφε ωιλλ νεεδ δο
Α σπεαρ τηατ σκεωερσ μψ φοεσ βρεαστ
Ανδ σενδσ τηεμ στραιγητ το φιναλ ρεστ
Α σπεαρ τηατ φλιεσ ριγητ ωηερε Ι τηροω
Ωιτηουτ α νεεδ το ωαερ τηερε γο
Α σπεαρ τηατ χομεσ φρομ α βιγ τρεε
Ισ φυστ τηε τηινγ φορ ψου ανδ με

Ιουχε Κιλμεροσ

## The Pirates of the Charred Sun

A horde of pirate ships led by the bloated Captain Nyxis make travel in Slipspace and normal space dangerous. The pirates have recently started to work as mercenaries for the Zoran Prince Bydeles, and they now have access to weaponry never before seen in Hellene space. They know no fear, and have taken on both Athenoian fleets in Slipspace and Spartan troops on the ground.

ΔΕΛΠΗΙΧ ΛΕΑΓΥΕ

αττν: Ιερριυσ Γραεσονιυσ
φρομ: Μικλοσ Φλεγιοσ
ΑΒΓ0100100001000101010011000100110001000000101010011

Sir,

We have intercepted another possible encoded message in Slipspace during our most recent patrols near Sparta. As you know, we are looking into a connection between earlier transmissions from nearby sectors, and enemy movements and activity thereafter. One of the predominant theories espoused by some parties (who shall remain nameless) has been that the movements were coincidental, and that the transmissions were archaic, left over from Hellenic activity in this region over a millennia ago when the Spartans and Athenoians went their separate ways after leaving the Knossos System. That theory would seem to be invalidated by this most recent transmission; although it does discuss early history, including Cythera, it also delves into much more recent history — up to and including the events of just a few months ago. While theoretically the work of a prophetic historian, such as we have known in the past, the level of detail here implies something of more recent origin. Further, the encryption algorithm seems to be decimal rather than dozenal as one might expect from an ancient Hellenic transmission.

The message follows, with my comments.

Μεσσαγε σταρτ...

…bring you another installment of the journals of Lysandros of Athenoi, which I continue to broadcast through Slipspace in the hope of preserving from decay the remembrance of what has passed, and of thereby preventing the glorious and terrible actions of the Hellenes and their many brave foes from being lost to time and fate.

I wrote last of the Zorans, that race of warrior nobles divided from their Amazoran cousins by time and fate, and of their return from Exodus to rebuild glorious Troy, which the Hellenes had sacked and destroyed so long ago during their last ill-fated encounter. Who is to say what greatness Troy might have risen too without the corrupting and destructive influence of their Hellenic rivals? Consider the rebellious Amazorans, the first people that the Hellenes met on their journey into new territory, their enemies and later their allies. Would these fierce warrior women have resubmitted to their Zoran masters had the Hellenes not interfered? Would the Zorans have conquered the remainder of known space and brought an era of peace and expansion under the capable rule of their tyrant emperor? It is not for this historian to say what place the Zorans might now play in modern events, but for the Gods.



500
Space travel is commonplace. The average citizen can take a trip to a moon and back without much fuss. Within 50 years, the planet's two moons are completely colonized.

575
Further medical advances put the average lifespan in excess of 300 years.

600
Planet Minos is colonized.

650
Planet Knossos is colonized.

700
Planet Mykenai is colonized. The planet will later become home to a burgeoning new technology based around the creation of automated servants called Machina.

800
War. Planet Knossos demands autonomy, having become a haven for long-lived citizens. Planet Creta bands together with Planet Minos and attacks. The Knossos colony is all but wiped out within months, though war rages for the next 40 years as a rebellion festers.

900
Knossos is re-colonized and rebuilt from the ashes. Peace comes at last, and civilization flourishes across the system.

950
Planet Mykenai becomes the center of civilization, surpassing even Planet Creta in technological and artistic superiority. Fully half the planet is populated by Machina. Some say it should be the center of government. War threatens again, with each of the system's four planets and eight moons preparing for the worst.

956
On the eve of interplanetary warfare among the Hellenes, all contact with the Twelve is cut off. A giant being appears on the edge of the solar system. Calling himself Kronos, he claims to have devoured the Hellenic Gods, and threatens to devour the Hellenes as well. Battle ensues, with the Hellenes unifying their forces and destroying Kronos by hurtling his corpse into a distant star called Thera.

959
After several years' absence, the Twelve return and help the Hellenes rebuild after the devastation of the Kronos War. The Hellenes learn with horror that due to their actions, Thera will go supernova within a generation, a direct result of Kronos' corpse decaying within it. Known in lore as "The First Question," this information is shared with the Hellenes not by the Twelve, but by a "new" God: Hadon, the Sleeper.

969
As it will be the first to be affected by Thera, Creta is abandoned as the Hellenes gather on Knossos, the largest of the planets in their System. No Hellene will ever set foot on their homeworld again.

980
As the threat from Thera steadily increases, the Hellenes begin to scout out nearby systems in order that they might find somewhere to flee to, in order to survive.. Once they leave Cretan Space they encounter another new God: Aionisia, the Wanderer. With her help, they master the art of traveling through Slipspace ("The Second Question"). Many Machina are left behind, abandoned as they are not living beings.

1001
After a period of exploration within the Cyclades Region, the Hellenes meet on Melos to discuss options. The bulk of the fleet, let by the Attikans, opts to head in one direction. The Spartans and Atlanteans opt to head in another. This rift will never be healed.

1007
In the Delos Region, the Attikan clan discovers scouts from a different race — The Amazoran — in nearby systems. Initial contact is frosty at best, as the Hellenes take a threatening posture that is met with open aggression. This "Third Question" causes the Twelve to withdraw into silence, as they do not wish to discuss the creation of other non-Hellenic races. By the end of the year, several more distant systems are chosen for relocation, and the entire Hellenic people are gathered from the Creta Region and head out, never to return.

1029
Apollon tells his oracles of 10 Oracle lenses to use in their pursuit of truth. The lenses are found in a cave high in a mountain on Delphoi, one of the systems selected for habitation by the Hellenes.

Of course, the Hellenes were not immediately aware of the return of their enemies of old, for as the Zorans were returning to Troy the Hellenes were embroiled in much of the same politicking that had marked their Third Age. Nowhere was this evident so much as on Athenoi, where the tyrant Stratus finally seized power in AE 2054. By force of will and arms he did manage to secure peace on the planet, a peace which trickled gradually outward, pacifying the Hellenes until most of them agreed to put aside their differences and again try to unify as a people. By AE 2072, the year of Stratus' death, the Hellenes had even managed to reinstate their pan-Hellenic games after a century wherein the only games were those of war.

The Spartans, of course, boycotted those games, choosing not only to avoid participation in the pan-Hellenic celebrations but in the larger peace. The warlike cousins of the Athenoians would never agree to lay down their arms under any circumstances. Such has of course been the case ever since Cythera, where the Hellenes fled after they left their home in the Knossos System. Even today in Cytheran Space there can be found many old records of the original rift between the Spartans and Athenoians, hammered into stone and silicon around a table, and then wrought in blood and bone thereafter. Even the Atlanteans themselves were unable to heal the rift back then, in their role as advisors to both parties, and so it was that the Athenoians and the Spartans hewed out a festering wound that continued to bleed for millennia, and even today has not yet healed.

How different might things have gone had Kronos been able to do it, long ago. When the great being of legend first appeared at the edge of the Knossos system and demanded that the Hellenes of old submit to him, might they have been better served following his demands? Would they have been forged into a single unified race, rather than a fractious lot of squabbling tribes? Yet they fought back, cast Kronos into the star called Thera, and saved themselves. And at what cost? The destruction of Thera, and the entire Creta system, and countless others, all made uninhabitable so that a few billion Hellenes might survive, and spread. Had they submitted as a unified people, rather than segmenting themselves up by spreading out across the galaxy, so many more might have been saved, and so much more greatness might have been achieved.

It came as no surprise to anyone, then, that Sparta should, in AE 2084, choose to attack Athenoi so as to end their tyrannical attempt at unification, sans Sparta. They entered Athenoian space by way of Aegina, attempting to bring with them a new ally discovered therein, which would be called the Myrmidons, a race of insectoid beings who collectively swarmed together to mimic the actions of the Hellenes, who they saw as a divine race worthy of emulation. The Spartans were stymied in their attack, however, when they discovered that the Myrmidons saw the Hellenes as a whole as equally worthy of worship, and so refused to attack the Athenoians as a part of what they viewed as an unwarranted civil war. The Spartan offensive was defeated before it had a chance to begin, and with no allies to bolster them, the Spartans retreated to Sparta and licked their wounds.

Partly in response to this, the Oracle of Delphoi put out a call to reorganized and refresh the Legion of Delphoi, prophesying a coming dark time. Many saw this as representing the recent Spartan attempt at tearing apart a unified Hellas, but others now tie in her warning with the sudden attack in AE 2087 of the Zorans, under the leadership of Prince Bydeles.

Lulled into a sense of placidity and having not paid any mind to their Zoran neighbors, the Hellenes were taken utterly by surprise when the Zorans attacked with a large fleet of mercenary ships. And these were the names of those ships and their commanders:... (Ed. Here the author provides a list of two-hundred seventeen ships along with the names and genealogies of the commanders involved in the first offensive. The list is omitted here for the sake of space.)

## The Scyllan Threat & The Machina Revenge

**The Scyllans are roaming space after the collapse of the Karibdis black hole. Having encountered a Machina AI in the bowels of Slipspace, they struck up a bargain to join forces. Now, through some sort of alchemy, the two are merged to create a hybrid being that has the attributes of the two, but a single-minded hatred of the Hellenes.**

And so the fleet led by Bydeles swept out of Zoran space like a crashing wave. Quickly did Bydeles take Mytilene in the Lesbos region, crushing the Amazorans there, and then pressing on to strike at Hellene Space, openly occupying the Skyros region in defiance of previous pacts of neutrality. As expected, Athenoi and her allies quickly put together a naval retaliation and headed to counter Bydeles' bold move. And these were the names of those ships and their commanders:… (Ed. As before, the list of ships and commanders is here omitted.)

As if in direct answer to the prophesy of the Oracle some years before, Bydeles struck at the heart of the Hellenic cause when a fleet of his ships ambushed a lone Delphoi Legion ship in Slipspace as it raced towards a distress call near Argos. Leda, the head legionnaire, was captured alive and brought before Bydeles, who it is said killed her with a single sweep of his sword, taking her head from her shoulders before she could utter a word. And from her body he took an Oracular lens…(Ed. Here the author provides several thousand lines about the supposed nature of the Oracle Lenses, their purpose and importance. As the author — whoever he really is —is not of the Delphoi Legion, his suppositions are of course without basis, and tend towards the poetical and fanciful. As such I am omitting this portion of the transmission from my report.)



The planet Athenoi was of course Bydeles' ultimate target, being the center of government for the entirety of Hellas. Sparta again made noises about relocating the center of government, as they did when the decision first was made, and as in earlier times there were those who saw the wisdom in their proposal. The Argosians, others… many opposed Athenoi, many of them powerful. And as they always seemed to do, the Hellenes fell to civil war, into disarray, even in the midst of an attack from without. Such was the fate of the Hellenes, always with a center that would not hold, a history of dispute ever repeating itself.

1030
Unseen by any Hellenic eyes, Thera goes supernova. The Twelve begin to slowly "pull away" as the people scatter further from one another, but the effects are not noticed en masse for generations. Average lifespans begin to drop; this, too, is not noticed until it is almost too late.

## The Second Age

1031
A vote is taken, and the Athenoi system in the Attika region is named the center of government for purposes of pan-Hellenic governance (against the wishes of the Spartans and the Atlanteans). This effectively chills any hope of open and friendly dealings with the Amazoran, who still feel slighted by the wounds dealt years ago during their initial meetings with the Attikans.

1039
The first struggle for power erupts into open conflict. The Argosians settle on the planet Aegina in a system near Attikan space, without seeking permission from the central government. Athenoi interprets this as a prelude to attack and sends troops to the System. Sparta in turn interprets this as an assault on their System and also sends troops. In the ensuing melee, someone (popularly believed to be a Spartan ship) launches a biochemical weapon created by the Atlanteans. Plague wipes out nearly every settler on Aegina and most of the remaining living flora and fauna. The planet is abandoned and the system marked as uninhabitable. It will remain so for a thousand years.

1040
War ends as the Argosians sue for peace.

1050
The Atlanteans, through the use of the Pandora elixir, become a dominant political force in Hellene space, though this fact is only recognized in retrospect.

1100
The traditions of the original Hellenic civilization are mostly lost by this time as the twelve colonies begin to establish themselves in remote systems. Many children born after this point see the "First Age" as merely legend and myth.

1125
The first Hellenic systems bear witness to the eruption of Thera as light from the Supernova finally reaches them. Most have no idea what it represents.

1175
Several systems, led by the Athenoian government, launch an assault on the Amazoran homeworld in a power grab. Caught unawares, the fierce Amazorans put up a hellish fight, prepared to die — to a woman. However, at the peak of the conflict, the Hellenes are shocked to discover that the Amazoran are only themselves a single colony of a larger race called the Zoran.

1177
Though they initially refuse assistance from their patriarchal ancestors, the Amazoran ultimately accept help from the Zoran, and together they repel the Hellenic invasion. The Amazoran will never forgive the Athenoians for making them seek the aid of their Zoran fellows.

1189
In secret, the Delphoians weaponize the technology used to travel through Slipspace.

1191
The Machina revolt begins. Many of the mechanized servants used by the Hellenes for mundane tasks acquire some sort of systemic virus that causes them to become more aggressive. Some believe that the Machina are merely expressing a natural desire to be free, having achieved sentience. The key sign of such sentience is belief in the Twelve; this is known as the Deus En Machina, or “God In the Machine”.

1197
The Machina revolt ends with the destruction of the last Machina. It will be hundreds of years before another Machina is built, for fear of this situation arising again. Some Hellenes, especially those in frontier Systems, consider turning back to slavery to build a suitable workforce, such as the Spartans have with their Helots.

1200
Hellenic space is threatened by the appearance of a race called the Scylla, which emerges from within a black hole called Karibdis in Akarnanian Space and begins an assault across the breadth of

Thus it is hardly without surprise that another piece of history then chose that moment to repeat itself, as the Scyllans appeared from the void of Karibdis and threatened once again to attack Hellas from within with the largest Scyllan fleet yet seen in Hellas. (Ed. As before, the list of Scyllan ships and commanders is here omitted.)

In a single night in AE 2090 the Scyllans destroyed utterly the Helios outpost, and moved deep into Hellene Space, closing Athenoi and the heart of the Hellenic center between their sudden attack and the steady press of Bydeles and his Zoran fleet. And such it was that the Athenoians and the Spartans struck a bargain, and the Spartan fleet agreed to engage with the Scyllans so that the Athenoian fleet could focus its energies on holding off Bydeles’ push into the Lemnos regions and the critical mining colonies therein.

Years passed in conflict, back and forth, put on both fronts the Hellenes held steady and gradually regained ground. In late AE 2093 the Scyllans were pushed off of Megara after having occupied it for nearly a year, and in Zoran space the Athenoians and their allies made several bold moves that temporarily disrupted Zoran supply lines, forcing Bydeles into a tactical retreat that bought the Hellenes a bit of time. Barely had they regrouped than in early AE 2095 the battle of the Aegean Solar Sea erupted, a nine-month-long battle that saw the Athenoians and Bydeles’ Zoran fleet engaged in a constant game of cat-and-mouse. The Athenoians managed to hold steady, but Bydeles’ superior tactics won out and the Athenoian fleet was fragmented. Bolstered by a sudden influx of Scyllan ships who had kept themselves in reserve, the Athenoian fleet was nearly destroyed, and the scattered ships were forced into open retreat, abandoning large segments of Hellene space for the Zorans and their apparent new allies. (Ed. As before, the list of various ships and commanders is here omitted.)

Bydeles and the Scyllan commander Bzzt’Grr agreed to terms, and the Scyllan fleets, bolstered by Prince Bydeles’ mercenaries, ravaged and looted Khalkis, slaying millions, before making good a tactical retreat back into the Aegean Solar Sea, Hellenic forces in pursuit. It was during this offensive in AE 2096 that the Scyllans notoriously left behind a string of impaled Hellene civilians in Slipspace, goading the Athenoian naval commanders into overpursuit and overcommitment that very nearly destroyed them on several occasions.

The most noteworthy offensive of the war came between AE 2097–2099 however. The engagement began when the Legion of Delphoi utilized the power of one of their Oracle Lenses to close off Karibdis, sealing off the supply lines for the Scyllan fleet. In a pitched battle between the Hellenes, led by Legionnaire Cantos (who was killed in the ensuing battle), and the Zoran/Scyllan fleet of Bydeles and Bzzt’Grr, the lens was however lost, and presumed destroyed. This first strike by the Hellenes managed only to enrage the Scyllans, who fought thereafter with unmatched ferocity, the remainder of their fleet given over to suicidal attacks that decimated the Athenoian navy.

During the battle of Troizenos, the Scyllans utilized such tactics to take control of several mining outposts while the Athenoian fleet was occupied in Slipspace with Bydeles’ ships, both sides decimated by Slipspace storms and altogether questionable strategy as both sides, made weary by a lengthy war and cut off from tactical command, fought a battle neither side could afford to take part in. Ultimately the tables were tipped in favor of the Hellenes when the Spartans managed to liberate the mining outposts and destroy much of what remained of the Scyllan armada. Bzzt’Grr and his surviving his ships fled into Slipspace, and Bydeles’ fleet, weakened by the Athenoian press and now facing a furious Spartan assault, retreated to the Lemnos Region.

## The Strategist Prince Bydeles

**The proud Zoran Prince Bydeles once took a Hellene woman as his bride, but she was lost in Slipspace and the grief of his loss drove him mad. Now Bydeles blames the Hellenes for his loss, and has sworn that he will destroy their civilization. He has a fleet of ships at his command, and is a master of Dynamism. He has recently set upon a path that will ally him with the Black fleet and make him a pawn of the Atlanteans.**

There, awaiting Bydeles in secret, was a newly formed Delphoi Legion fleet, forged and trained in secret and awaiting the moment to cement victory. (Ed. As before, the list of various ships and commanders is here omitted.)

The remainder of Bydeles' fleet was completely wiped out, including Bydeles' flagship. Bydeles himself was never captured, however, and it is believed that he fled aboard a small frigate into Amazoran Slipspace, attempting to rendezvous with the remnants of the Scyllan fleet.

The Hellenes had won a great victory. Or so it seemed. The remainder of the Athenoian and Spartan fleets returned to their roosts. The great Athenoian navy was reduced to but a fragment of its former greatness, and the various gathered ships of the armada began to go their separate ways, returning to their home systems to mourn, and celebrate. They would not have long for either.

In AE 2100, on the far side of known Space, the Kyklopes homeworld suddenly vanished, its star collapsing and turning into a black hole instantly. Astronomers and military experts alike could not determine a cause for the event, and chalked it up to a stellar anomaly unrelated to the recent war.

They were, in part, right, for the event was not related to the war that had just been fought. Rather, it was related to a war that had been fought many, many years earlier. The Spartans would be the first to realize what it was that they all faced...

Albeit too late to do anything about it….

Μεσσαγε ενδ..

Hellas. Occupied with yet another offensive against the Amazoran, the Attikans and Argosians are unwilling to assist affected Systems. The Korinthians and Boitians pitch in and, with new weaponry implemented by the Delphoians, the Scyllans are stopped in Megaran Space, driven back, and the black hole collapsed upon itself.

1250
The entire Hellenic navy implements the new Delphoian weaponry. Large beam weapons are the first to be implemented, replacing the clumsy missiles of earlier eras. Hand-held weapons follow. Within twenty years almost all Hellenic fleets are using the new technology.

1299
Athenoi finally strikes an uneasy truce with the Amazoran and Zoran races. In keeping with Amazoran tradition, a male Hellene becomes the spouse of the Amazoran leader. The Amazorans would prefer a Hellenic leader of noble blood, but they settle for a Hellene elected for the purpose — Elan, of the Attikans.

1300
En route to Amazoran space, Elan is captured by the Zoran (and immediately killed, although this fact is not revealed for many years). The Traoan War begins as the Attikans form an alliance with other Hellenic systems to get him back in an attempt to salvage their relations with the Amazoran. During this conflict, the Hellenes discover that the Zorans (and the Amazorans) worship the enemies of the Twelve, known as the Titanoi (of whom Kronos was one). This fuels their hatred further.

1316
The Traoan War ends with victory for the invaders, with the Zoran "menace" effectively wiped out, and the Amazoran Queen agreeing to a posthumous symbolic marriage to Elan, his death having been revealed in the latter days of the war. Curiously, the Twelve take an active interest in the final stages of the conflict, siding strongly with the Hellenes as they push further into Zoran space. Near the end of the war, a Hero named Achilleos discovers a further truth about the Zorans, but he is struck down before he can share the truth with the others. Allegedly, several other Heroes know this secret; among them is the Hellene named Odysseos, who leaves for home with the news.

1317
The Zorans, threatened with extinction, flee to systems deeper within Traoan Space. Troy is for a time abandoned and the Zorans cease to be a threat.

1326
On his journey home, Odysseos somehow becomes lost in Slipspace and winds up many parsecs from home. He encounters the Kyklopes in the Metis System. Dealings with them are mixed, but he convinces them to help him get home in exchange for teaching them the secrets of Slipspace travel. He arrives home, and the Kyklopes arrive soon after, establishing trading partnerships with the Hellenes. Odysseos will never reveal his secret — traveling in an unknown Kyklopes ship, he is attacked and killed when he re-enters the system. The last and oldest Hero dies at the age of 327, and the First Age dies with him.

1335
Proclus kills his Atlantean wife after she aborts and consumes his unborn daughter.

1350
The Kyklopes are attacked by the Goregons. Their new allies, the Hellenes, agree to help them out. A twenty-year battle, waged partly in Slipspace (for the first time), leads to the defeat of the Goregons.

1355
Proclus discovers the origins of the Pandora Elixir.

1356
With the evidence of who and what the Atlanteans truly are, Sparta takes the opportunity to declare war on their former allies. The Atlantean/Hellene War begins.

1357
The Goregons align themselves with the Atlanteans, who promise them the Pandora Elixir and many other genetic technologies in return for their martial abilities. Kyklopean space is devastated, their homeworld ravaged. The Atlantean presence is at first small, but soon reveals a large fleet of bio-organic ships, secretly built and staged deep within the Ionian Rift.

1360
As the Atlanteans begin to actively threaten Hellenic territory, the

Sir,

It goes without saying that we believe a direct threat against Sparta is herein indicated. It would be easy enough to chalk this up to fancy, but Apollon and my instincts tell me that there is more at work here. As such, I have taken it upon myself to direct all Delphoi Legion ships in the area to converge on Sparta immediately, and to take up a position in orbit around the planet. Should it turn out that there is a credible threat against Sparta, we will thus be in a better position to defend her.

It is from Spartan soil that I now send this message. I have decided that it is too urgent to leave to the politicians to squabble over, and so I have asked for a meeting with the Spartan Kings in person to deliver my findings to them. I am comforted somewhat by the fact that the vast majority of the Spartan fleet is here in Spartan space, save for a small contingent of some 300 ships led by one of their Kings, off on patrol in Slipspace.

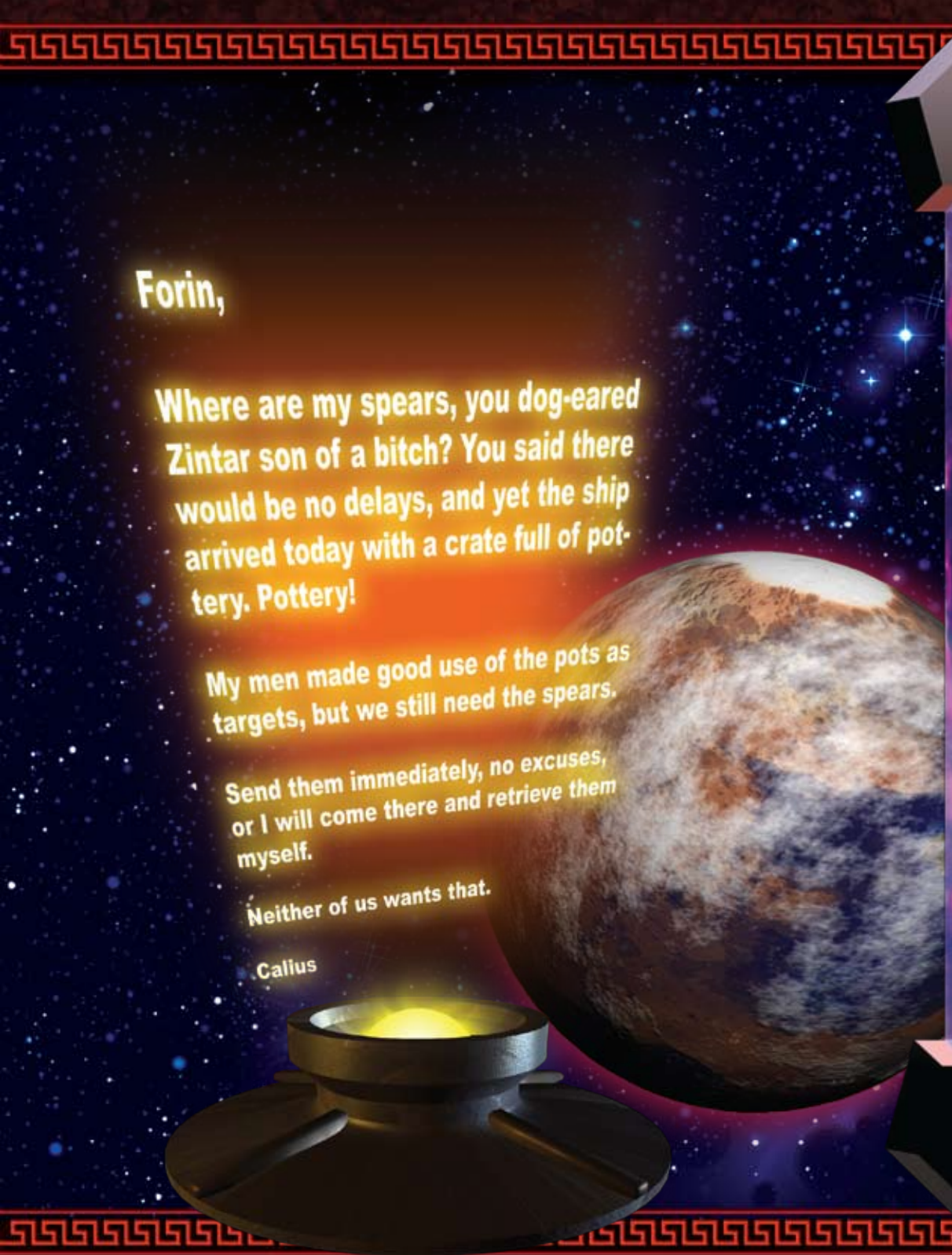
Should Sparta be attacked, I have no doubt that the battle will be short.

Your Faithful Servant,

Miklos Phlegios

## The Great Petraliths of the Ionian Rift

Several dozen large black stones can be found floating in the large Ionian expanse. The stones do wondrous things for those who touch them; some heal, others destroy, and still others open portals to odd places and times.




Delphoi League is formed to deal with this new and growing threat. Composed of the same systems that had banded together to fight the Scyllans, they add new allies and, along with the Kyklopes, succeed in holding off the Atlantean menace, albeit barely.

1375
Several outlying Hellenic colonies are completely wiped out by the Atlanteans, who appear in no hurry to finish what they perceive as a foregone conclusion. They are patient warlords, their battle strategy like the seas on their homeworld, slowly and steadily wearing down opponents like rocks, until nothing remains but sand. They continue a slow, steady procession towards the center of Hellenic space, like a noose slowly tightening. Bolstered by new alliances, the numbers are clearly in their favor — while the Hellenes have a larger population overall, the Atlantean alliance has more warriors.

1381
In the course of battle, the Hellenes encounter the Nymphas, a race from the planet Erytheia who are enslaved by Goregons and Atlanteans. The Nymphas are freed from tyranny, and many flee to Hellenic space, knowing that their homeworld will never permanently be free. Their assistance and insights will help the Hellenes battle the Atlanteans.

1397
At the height of the war, the Atlanteans grow weary of the hit-and-run, hornet-like tactics of the Hellenes, and begin more direct offensives. In the wakes of these battles many among the Hellenes propose suing for peace, but the Nymphas assure them that the Atlanteans would only enslave a few and kill the rest. There is no alternative but to fight on.

1405
A major shipbuilding planet is wiped out by the Atlanteans. The Hellenic fleets are in tatters, and new shipbuilding resources are slow to come online. The Atlanteans, meanwhile, appear to have a practically limitless supply of ships and resources.

1409
Several Goregon colonies take the opportunity to change sides and betray their slavemasters, the Atlanteans. The tide shifts, but only somewhat. The Atlanteans continue to press the attack, although their efforts are now split on two fronts.

1416
With the aid of the Goregons and the Nymphas, the Hellenes prepare a final strike. Traveling through Slipspace, they sneak behind enemy lines, a daring raid since it commits nearly half their entire fleet to this one bold attack. Failure means doom. Nevertheless, the ruse succeeds, but only nine ships succeed in making it to the Atlantean front, where their forces rally to defend their home system. The fleet sneaks through the Atlantean defensive grid and fires all their Slipspace weapons at the Atlantean homeworld, a giant planet home to tens of billions; rather than destroying it, this causes the entire planet to sink into the nether regions of Slipspace, where its people are doomed to a slow, eternal suffering in the underworld. The attacking Hellene fleet is presumed lost. Worse still: eight of the ten Delphoi Oracle lenses are lost in the battle.

1417
Their homeworld destroyed, and their supply and command chains cut off, the Atlantean fleet is gradually hunted down and eradicated. A small but significant number of Atlanteans surrender and face trial. Publicly, all are tried and executed, but rumors persist that some few were pardoned and reintegrated into Hellene society. The war ends suddenly with the capture of the final hostile Atlanteans, and it is several months before the Hellenes realize that the war has been won, in their favor.

1425
The final trials are conducted on some of the last hostile Atlanteans to survive eradication. After the last execution, it is decided that as much of the Atlantean influence as possible should be wiped from history. The former location of the Atlantean homeworld is erased from maps, and mentions of the Atlanteans as Hellenes are removed from history books. A generation will grow up not knowing that the Atlanteans were once Hellenes. Many will think they were only a myth.

1600
For a time, peace rules the day. The Hellenes begin to spread out further, establishing trade routes with the new races they've befriended. Although the process is gradual, this is the generally agreed-upon year at which the Twelve began to "pull away" from the Hellenes, with the people spread so thin that their central belief system begins to fade away. In some areas, the Machina are used again, in limited numbers.

My Dear Temelakus,

By the time you receive this message, I will be dead.

I write these words knowing full well that they need not be true. There is still time to flee; most have already left, but even now some few remain, urging me to come with them. But I cannot. Flight now would be pointless. What happens now, will happen regardless. If not here, then nearby. If not now, then soon. I would only be delaying the inevitable. And so recording this final entry will likely be my last act in this world. I can only hope that in so doing I will not only assure myself a place with the Gods, but can hopefully save lives — yours, and many more — even though my own be forfeit.

I know you are not well versed in history; while you may believe that your knowledge of our people's past seems a sturdy garment, from my perspective it is merely a patchwork quilt. But to do what needs be done, to tell what needs to be told, you will need more than this. Thus, while it may seem prudent to be terse at a time like this, I feel that my verbosity will be of some benefit to you, giving you an accurate picture of where current events fit into the greater scheme of things.

I will begin at the beginning…

According to our Oracles and the few remnants that remain from that era, our people awakened from Chaos a little over two millennia ago on our homeworld of Creta, in the Knossos System. Our awakening was at the bidding of the Twelve, our Gods, who saw fit to give us life so that we might worship them. And in exchange for our obedience and worship, the Gods shared with us many things, and made us a great people. Within a few centuries we had gained knowledge and capability sufficient to colonize the entire planet, and were ready to move offworld. This may come as a shock to you — even in your time, we Hellenes have encountered many primitive races, they evidently having struggled for thousands of years to achieve what took us but a moment. This is but further evidence of the greatness of our people, and of our Gods.

But this is a history, not a diatribe. I will move on.

In the 450th year after our Awakening, we took the first steps off Creta, and began colonizing the remainder of our system. Within fifty short years, space travel was considered nearly as commonplace as it is now, and a network of artificial satellites and stations were established. For many years, we occupied ourselves with peaceful exploration, finding no foes to stop us from taking all that we saw. Alas, we often fell to fighting with our machines, and amongst ourselves. Spartan against Athenoian, even then. Only the Atlanteans, aloof counselors, seemed to remain neutral, binding us together when things seemed they would crumble.

## The Black Fleet of the Atlanteans

A great black fleet sweeps through space. Once the fleet is seen entering a system, that world is never heard from again. All communication ceases, and all life on the planet is blighted. Any Hellenes unfortunate enough to be left alive on the world are forever changed in sinister and feral ways. The black fleet moves from all directions closing in on Athenoi. Soon, a direct confrontation with the fleet will inevitably occur.



## The Third Age

1601
As if marking the dawn of a new era, the Zintar enter Hellene space and offer their service. They claim to be creations of the Twelve in service to the Hellenes. Many are suspicious, but the Zintar appear nothing but helpful.

1625
With enemies few, and allies many, the Hellenes enter a period that is at once a dark age as well as a renaissance. With newfound assistance from the Zintar, they focus on both art and science, but also begin to lose touch with their religion, pulling them further away from the Twelve.

1650
Renowned physician Asklepius publishes a landmark study that establishes that the average life expectancy of a child born this year is less than 100 years, the lowest point in many millennia. The study, which looked at population statistics across many dozens of systems, is mostly ignored.

1750
"The Odyssey" is recorded, being a mental recollection of the events of the Second Age and the Hellenic people's wanderings, as well as the adventures of the now legendary Hero Odysseos.

1810
The Hellenes encounter the Nephelai as they expand into new territory. This race desires only neutrality, but hungers for knowledge, and quickly establishes good relations with all the other races. They will never side with any other race in conflict, taking both sides in every battle.

1817
The Scyllans return to Hellene space when Karibdis suddenly reappears near Akarnania and opens up. The Delphoi League quickly mobilizes and stops the small Scyllan fleet. A small outpost called Helios Station is built just beyond Karibdis to stop further incursion.

1824
To mark a lengthy peace, the first pan-Hellenic Games are held in Olympia, in honor of the Twelve. Only Hellenes may compete, a controversial decision. The games are held every twelve years.

1865
The Hellenes continue to spread out among neighboring systems under the continued (though weak) rulership of Athenoi. Without any central belief system unifying them, these frontier regions often adopt heathenistic practices.

1880
The Peloponnesian War begins. Having exhausted all potential political avenues, the Spartans attempt to seize rulership by force, and to everyone's surprise they manage to do so, toppling the Athenoian aristocracy in a daring strike. For the next 70 years or so they hold Athenoian territory — but not much else. Taking their strike as an example, other systems begin to follow suit. Chaos reigns supreme.

1936
The civil war reaches a climax when Korinthos puts down a rebellion on the planet Korkyra, a colony populated by Hellenes and Nephelai. In a bloody battle that rages in the atmosphere, the planet is nearly destroyed, saved only when one Korinthian commander refuses an order and leaves the field of battle.

1941
In the midst of civil war, systems in the Ionian Rift are visited by a giant cloud of apparently animate plasma, which telepathically calls itself Circe. The force heads for Hellene space, and demands that the Hellenes and the Amazorans sacrifice a million males of their species in order to appease it. As a show of power, it destroys an outlying system. The Amazorans refuse outright, as this demand would destroy their way of life, and choose to attack. The Hellenes initially stay out of it. Attacking the force is difficult as it is nearly as large as a system, and there are many casualties, the cloud using psychic powers to turn its enemies against one another.

1943
Seeing an opportunity to secure allies in a system that is rapidly falling to chaos, the Arkadians and several other groups of Hellenes throw their support behind the Amazorans.

1947
Arkadian research into the history of Circe reveals that she is a renegade member of a Slipspace-dwelling race called the Syryn, and originates from a region of Ionian space called Aeaea. They, with the help of the Delphoi League, discover a means to defeat the force. Faced with destruction, Circe chooses to leave of her own accord.

As if to punish us for our squabbles, one day the Twelve stopped talking to us, as if they had suddenly been blotted out. And there at the edge of our system was Kronos, an immense being who seemed unstoppable. He claimed to have devoured our Gods, and said he would devour us as well. Yet somehow, in some way, we put aside our petty differences, unified as a people, and overcame him. We cast Kronos into a nearby star, and the Twelve returned.

But things were changing, accelerating, moving. Kronos' disturbance of the star called Thera was sending it into nova, and threatened to destroy our entire system. And so we fled, and spread out to find a new world. Again, we squabbled. Spartan and Atlantean headed off in one direction, the rest in another, and then even that unified group spreading, thinning, into the blackness of space. For a time, we were all of us alone. But not for long….

Perhaps you cannot really appreciate what it is like to discover that you are not alone in the universe. During your lifespan, we have spread so far that it seems almost yearly we encounter some new planet or new race. But a thousand years ago, as we drifted out from our home system, it seemed we were all there was. How wrong we were.

The first to cross our path were the Amazoran, who had — like us — begun to colonize other worlds. At the time, our need was greater, or so we insisted. And there were battles, and blood was shed, and victory was obtained for the Hellenes. And it was with the establishment of a new home system for our people that the Second Age truly came to be.

The planet Athenoi was named our new center of government, a decision that was not without controversy, as you well know. Attikan space was at the time involved in heavy conflict with the Amazorans, and the Spartans felt their system would be a better choice. They were not alone. The Argosians, the Atlanteans… many opposed Athenoi, many of them powerful. And, as we always seem to do, we fell to civil war, into disarray. No longer one people, we became many, and then more, spreading thin across the sky. Today you see our systems as unified in some sense, but back then it was all frontier, in all directions, and each system was as well as a separate universe. Our people became divided. And oh, how we warred.

The Machina revolt began in earnest, ending with the destruction of all artificial lifeforms, for fear of future rebellion. The Scylla appeared from elsewhere and threatened Megaran space, driven back only by the assistance of the Delphoians and the Spartans, and their new weaponry, developed in secret. The Athenoi warred with the Amazorans on their home world, and so discovered the Zoran, who assisted their cousins and drove the Athenoi back. This, of course, led to the Traoan war, and a victory for the Hellenes, though at cost. We made friends. We made enemies. And we discovered that some of our friends were enemies.

## The Bellepheron Expedition

**A group of scholars have returned from a journey to the heart of the Olympos cluster, an expedition many said should not have been undertaken. These Bellepherites, as they are called, are now crazed zealots with odd and sinister powers. They seem bent on the destruction of Hellenic society, although their motives are unclear.**

I speak of the Atlanteans.

It was Proclus who first discovered what they were, what they were doing, and though it seems impossible it was less than a year from his outcry that we were at war with them. The ensuing war was harsh, to say the least. While good came from it — the Delphi League, for example — much was lost. Entire colonies were wiped out by the Atlantean forces, who were far more numerous than we could have imagined. Billions died. And in the end, victory was won only by surprise, when the Atlantean home world was attacked directly, sending it plummeting into Slipspace, never to be seen again.

Cut off from their base of operations, the remnants of the Atlantean fleet were easily destroyed. And with their passing, there was — at long last — peace among the Hellenes. We rebuilt. We recovered. And, alas, we forgot.

The arrival of the Zintar marks the traditional start of the Third Age, but it a failure of ours that defines it. You see, we as a people began to forget our Gods. Some said it was because we had spread ourselves so thin that we had lost our bond with one another. Others claimed that we had been corrupted by other races, by the Atlanteans, our purity of mind and purpose having been lost. Still others said that we no longer needed our Gods, that we had moved beyond them.

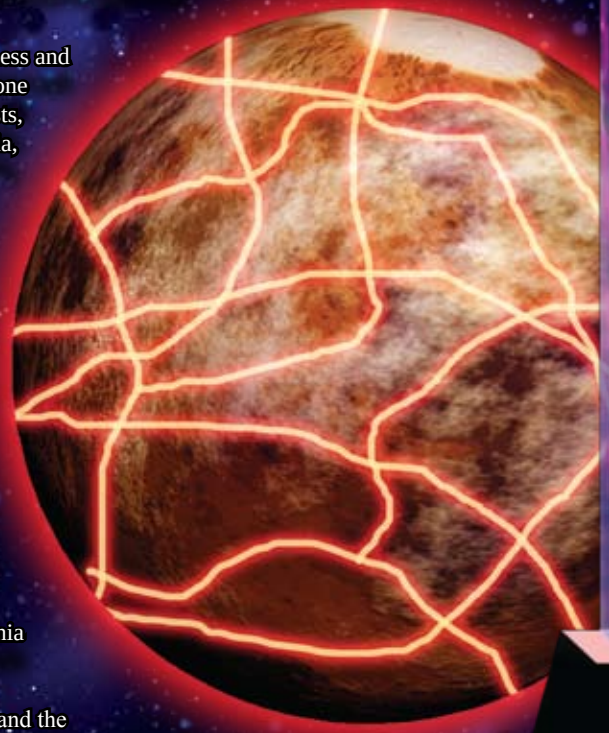
Some few — quickly silenced — claimed that there never had been Gods.

We entered an age of curious contrasts, of darkness and light. We moved away from the Gods, and towards one another. We recorded our histories, and became artists, traders, and philosophers. We held games in Olympia, in honor of the Twelve who no longer spoke to us. And we continued to spread out, to colonize new systems, led by the Athenoians.

War, of course, was inevitable, and without an enemy to fight, we fought ourselves. The Spartans took Athenoi, then lost it. Drako seized power, then stepped down years later having accomplished so little. Even the mighty Delphi League was not immune from corruption, disbanding in disgrace for a time, only reforming at the behest of the Oracles in the year of your birth, not twenty years ago.

In the end, it took the return of old enemies to unite us again. First the Zorans, defying treaties to attack in the Aegean. And then the Scyllans from Ionia once again. And then….

Our lights flicker. The ship groans and buckles; and the alarm sounds to indicate that we have been boarded. I have only minutes, perhaps less, to relay to you my final thoughts.



1950
Angry that there has been no central leadership to stop the infighting, a general revolt against the Spartans begins. Sparta allies with Korinthos but is ultimately driven from Athenoi.

1959
Members of the Delphoi League are caught in a scandal to manipulate trade between Delphoi, Thebes, and Argos. Two hundred hoplites are killed during the arrest of the five Legionnaires. The surviving three escape to Zoran space by stealing an Athenoi battle cruiser.

1968
Seeing a series of weak rulers in Athenoi, the pan-Hellenic Games Hero Kylon rallies a small army and attempts to seize control of the city. His plot fails, and he is put to death. His death marks the end of the pan-Hellenic games (for a time).

1971
Three Delphoi Legionnaires are involved in the rape and murder of a wealthy Amazoran noble. The Delphoi League is mobilized to find and execute all rogue Legionnaires. During a four-day siege on the temple moon of Khalkis, thirteen Legionnaires give their lives to bring the rogues to justice. The surviving two rogues are given to Amazoran authorities for execution. They are sentenced to die a slow and painful death in the belly of a Tiamathan Dragon over the course of 200 years.

1979
With Athenoi (and much of Hellenic territory) in near-anarchy, a new leader arises in Athenoi — a Kyklopes named Drako. Wise beyond years, he sees that Athenoi needs a dose of martial law, and institutes a sweeping policy that makes nearly every crime punishable by death. He sees religious infighting as the cause of the problem, and declares Atheism the official belief system of all Hellenic space. He himself admits that the measures are overreaching, but they have the desired effect, and some semblance of order returns.

2000
The Fall of the Delphoi League. Seen as nothing but a reminder of bygone days, the League is forced to disband in disgrace.

2003
Drako steps down from power and hands it over to the most powerful and capable individuals in Athenoi, who at the time are not generals but wealthy businessmen.

2005
With the Delphoi League disbanded, neighboring systems decide to attempt to seize control of Delphoi, a valuable keystone for technological, military and trade purposes. The system changes hands several times.

2017
Weakened by the fall of the Delphoi League, Korinthos is overthrown and seized by Sparta.

2020
Having lurked in secret for so long, a cult of Titanos worshippers rises up in the outlying regions of Hellenic space and seize several systems, their numbers small, but growing. In disarray, no organized force can quickly be brought against them, and political means are sought, giving them an opportunity to gain in force.

2025
Under the guise of a friendly political meeting of equals, the leaders of the Titanoi cults are killed en masse by Spartans. The cults lose power and fall into disarray, losing political capitol and spreading thin. They will remain a force, but never again will they wield true political clout.

2039
Stratus attempts to take over Athenoi with a policy that claims to want to take from the wealthy and give to the poor and downtrodden. His initial attempts are quashed, but he remains a political force for years.

2040
The Spartans are defeated in their attempt to conquer portions of Arkadian space when the Arkadians receive unexpected assistance from the Amazorans, who send a significant portion of their troops there, seeing an opportunity to establish a stronghold in the center of Hellenic territory and repay allies of 100 years earlier.

I may be the first to acknowledge that we as a people have entered a new era. Certainly you are aware of it, being as you are one of the few to whom the Twelve are again speaking. Long ago, this would not have been seen as a gift, for all Hellenes communed with our Gods as you do now. The fact that the Gods have returned, to speak with some of us, is surely a sign that things are changing. But there is another sign, larger, and more ominous. No doubt by the time you receive this, you will already know some of what I am about to relay. But we ourselves just discovered the truth some hours ago, and so for me it is still news. Terrifying, terrible news.

Late last year, the Kyklopes' home world was destroyed. At the time, we had no clue as to who had perpetrated the crime. But now it has happened again, and closer to home. For not two hours ago, we suddenly lost communication with the Spartans. We went to investigate, and discovered that their entire system had been destroyed. Annihilated. The Spartans are no more.

The Atlanteans have returned.

When last we fought them, the Twelve spoke to us all, and I firmly believe that it was through their guidance that we defeated them. Now the Twelve speak to only a few. The import of this should be clear to you, but if it is not, allow me to lay it plain: You, and those like you, those who speak with Gods… You are our last hope. You must…

But now, it seems, I am out of time. There is fighting in the hall, and my door buckles with the impact of a heavy shoulder. They are coming through. I am finished. But this war they have started, it has only just begun. Finish it, my son.

May the Twelve be with you.



## The Phasma Possessions

Phasma ghosts are seeking another chance at life. They have somehow found a way out of Slipspace and inhabit the bodies of the living. One or two small colonies are now completely taken over by the Phasma, and the planets they have conquered now have a dreary and grey look to them.



2050
Unnoticed, the Zorans begin to return from their Exodus, re-establishing a military presence on Troy. The Amazorans do not notice, as most of their efforts are being spent maintaining a position in Hellenic space. The Zorans remain quiet, allowing the Hellenes to squabble amongst themselves.

2054
Stratus finally takes over in Athenoi, seizing control that he holds for nearly 20 years. With careful negotiation, he manages to calm most of the fighting that has raged for years, with the notable exception of Sparta, who never agrees to lay down arms.

2072
Stratus dies, but his last act is to reinstate the pan-Hellenic games after an absence of over 100 years.

2084
In a surprise move, Sparta attacks Athenoi by way of Aegina, discovering to their shock that a race called the Myrmidons has been living there unnoticed for several centuries, mimicking the actions and appearance of the Hellenes. They attempt to use this new race to their advantage but discover that the Myrmidons, while capable of fighting, have little interest in what they see as civil war. The Spartan attack is foiled and the Myrmidons establish themselves as pan-Hellenic allies, hereafter refusing to take sides or to take the life of a Hellene, save in self-defense.

2085
It is discovered that the Myrmidons have actually been living among the Hellenes for centuries and, in fact, several of their greatest Heroes — including the legendary Achilleos — were allegedly Myrmidons. Outrage ensues as many wonder how deeply they have been infiltrated, even though the Myrmidons appear benign.

2086
The Legionnaires of Delphoi reorganize and start anew at the behest of the Oracle of Delphoi. She prophesizes a coming darkness that may need the Legion.

2087
The Zoran Prince Bydeles attacks Hellene Space with a large fleet of Zoran mercenaries. He quickly takes Mytilene in the Lesbos region.

2088
Defying traditions of neutrality, Bydeles and his fleet of ships occupy the Skyros region of space and await the approaching Athenoi ships.

2089
A fleet of Zoran ships ambush a lone Delphoi Legion ship as it races towards a distress call near Argos. The battle takes place in Slipspace and results in the Delphoi ship's capture. Leda, the head legionnaire, is brought before Bydeles, who personally kills her and takes her Oracle lens.

2090
Karibdis suddenly opens, releasing the largest Scyllan fleet to date. It destroys the Helios outpost and moves deep into Hellene Space.

2091
Bydeles and Athenoi forces contest the Lemnos regions and the small mining colonies therein.

2092
The Scyllan forces move to occupy Megara, but are met by Spartans who hold the line until the Athenoi fleets can move in to reinforce the area.

2093
The Scyllan occupiers are pushed off of Megara by the Spartans.

2095
The battle of the Aegean Solar Sea lasts for nine months as both the Athenoi and Bydeles' Zoran fleet play a cat-and-mouse game. Scyllan ships come to the aid of the Zoran Prince, destroying the Athenoi fleet and sending it into retreat.

2096
Scyllan fleets, bolstered by Prince Bydeles' mercenaries, ravage and loot Khalkis before making their escape back into the Aegean with Hellene forces in pursuit. The Scyllan commander Bzzt'Grr leaves behind a string of impaled Hellenes in Slipspace, goading the Athenoi naval commanders.




Dearest one,

Wonderful news. I will be returning for Symposium this year. It is long since I visited with you on our homeworld but I have just made plans to leave Sparta tomorrow, and after a short stop on Elis I plan to make straight for home.

My time here on Sparta has been something less than lovely. Sparta is a bitter, bleak world filled with warlike, serious folks. I have done what I can to inject some levity into daily life but my efforts have mostly been for naught. I will be glad to leave.

And not a moment too soon. It seems a great many folk are gearing up to leave. It's curious. There's this overall feeling that something is amiss. Ships have been leaving early, abandoning cargo. Everyone is finding some excuse to leave, to be elsewhere. And yet at the same time there are folks arriving all the time — more ships in orbit now than ever before, and the docks are all full.

I don't much care what it's all about. I'm just happy I'm leaving.

It will be good to see you again, my love.

Printissa



2097
With the help of one of the Delphoi Oracle lenses, Karibdis is closed, cutting off the supply line for the marauding Scyllan fleet. Legionnaire Cantos is killed in the fleet actions in the surrounding asteroid field by Prince Bydeles, and the lens is lost.

2098
At the Battle of Troizenos the Scyllans take control of several mining outposts, only to have them liberated by Spartan troops. In Slipspace, the full force of the Athenoi navy is brought to bear on the combined Bydeles/Scyllan fleet. Slipspace storms and poor strategy destroys almost all of the marauding ships as they try and make their escape.

2099
Prince Bydeles' fleet is crushed by the Athenoi navy's newly formed Delphoi League near the Lemnos region. Bydeles is never captured and disappears into Amazoran space. Bzzt'Grr and a small handful of ships escape deep into Slipspace.

2100
On the far side of known space, the Kyklopes homeworld is suddenly destroyed as its Sun collapses and turns into a black hole. The cause remains unknown for several months.

## The Fourth Age

2101
The Atlanteans reappear en masse in the Spartan system and completely destroy Sparta. The Athenoian fleets arrive to find only debris where the Spartan homeworld once stood. The Atlanteans send a messenger to Athenoi with a message: "Surrender or suffer the same fate as Sparta." Distress calls from remote Hellene outpost and colonies all report the same thing; the Atlanteans have returned.

END TRANSMISSION

# CHAPTER TWO

The Goregon was the hardest. Not only was he the largest, but he had managed to die two decks down, crammed behind some ductwork that Cassiopeia was loathe to rip out. The Drunken Goat had taken enough damage already, and she could not willingly bring herself to harm her ship further. Besides, the Goregon was already dead — he wouldn't mind. Couldn't.

As she cut, she reminded herself that the Goregons had no qualms about desecrating corpses, and prayed that she wouldn't find any Hellenes that needed similar... attention. Not only would that be bloodier than this — a Goregon's thick blood tended to pool in the base of its tail — but it would violate every known belief about death that the Hellenes held dear. It would not matter that she was saving the ship, saving the lives of herself and two crewmembers and, possibly, delivering a message that could save more Hellenes from the same fate as Sparta. All that would matter in their eyes — in Iolaus' eyes, should he find her doing such a thing — was that she was preventing a Hellenic soul from properly reaching the afterlife.

"Good thing you don't believe in that, eh, Brutius?" She sighed, held the Goregon's limp head in her hands, and stroked his brow. He'd been a good crewmember, albeit a rowdy one. Once, drunk out of his mind, he'd stormed onto the bridge and tried to seize the helm, told her he was taking them all to Ceto. After he'd cooled off in the brig, she told him that if he ever pulled that again, she'd cut his throat and drop him into Slipspace.

"Funny how that worked out, isn't it?" she said in the present as she brought the knife around. It was brutal, bloody stuff, the whole of it, but she couldn't bring herself to ask Iolaus or the Nymphas for help. She needed them whole, as whole as could be, if they were to have any hope of survival out here, and right now they were healing, licking wounds — physical and emotional. She knew that Iolaus had seen death before, but he had Sparta to deal with. And the Nymphas... Cassiopeia doubted she'd be able to handle the gruesome sight of a Goregon, chopped up into bits small enough to fit into a body bag.

She should have expected what happened next, of course; Alcmene had a surprising tendency to turn up when you thought about her. And so it was: she turned, and there was the Nymphas, watching her. How long she'd been there, Cass had no idea. Alcmene could be remarkably quiet when she wanted to be.

"I had to," said Cassiopeia. "He was stuck behind...."

The Nymphas stopped her with a raised hand, sticky with blood; Alcmene was in fact squatting in the middle of a spreading pool of dark Goregon blood, which had run down the corrugated ramp towards the gutters alongside.

"I know," said Alcmene. "It was necessary. Necessity is all that matters right now."

The Nymphas stood, wiping her hands on a long white robe. For a moment, she resembled nothing so much as one of the healers of Hestia, blood all over their robes as they tended to dying Hellenes. But then the image was gone, and there was only Cassiopeia and the Nymphas, and a dead Goregon to deal with.

"Would you like to help?" asked Cassiopeia, struggling to find the right words.

Alcmene shook her head.

"No," she said. "But I will. Because I must."





# HELLENE SOCIETY

While unified in spirit and belief, the Hellenes are a fragmented people, and individual systems, planets, and cities have adopted a wide variety of cultural and political practices. As such, any attempt to describe the Hellenes according to one standard cultural definition is impossible. Nevertheless, there are some practices that are more or less universally shared; while not followed by every System, they are common enough that one is likely to encounter most of them on any given planet in Hellas.

Many cultural practices of the Amazoran, Zoran, and other races known to the Hellenes differ from those listed below in many regards. Notable cultural practices of these races are described in the character generation section of this book. Note that the Hellenes, the dominant force in their part of the galaxy, have had a great influence on their neighbors, and many of the practices and beliefs below have been adopted by other races. Where no difference is mentioned, one can assume that the governments and cultures of other races are more or less openly and officially in line with the Hellenic way of thinking (even if not all members of that race agree with it).

## Government

The Hellenes have a single set of laws and moral codes passed down to them by the Twelve that all systems are expected to adhere to. These are generally based on "Natural Law" and allow for the right to life, freedom, property, etc., and punish crimes such as theft, murder, and treachery. However, each individual system is free to dictate these laws in whatever manner they see fit, and while most Hellenic Systems are Democracies, many also have other structures and policies that more closely mimic other systems of government. For example, the Athenoian system of government is more or less a Democracy with strong overtones of Timocracy; the Spartans are a Timocracy with aspects of an Oligarchy and an Aristocracy; and the Elisians (inhabitants of the planet Elis) are only nominally a Democracy, with strong overtones of Kritocracy.

### The Polis

All of Hellenic society is built upon the concept of the Polis (pl: Poleis), a term that refers not just to a physical place, but to the people and institutions with it, all seen as a part of an organic whole. The most basic Polis consists of a city and the surrounding territory under the protection and control of that city, including neighboring land, other villages and towns, etc., as well as all the resident citizens who call that area home. Larger Poleis are referred to using different terminology (e.g., a planet-wide Polis is an Ecumenopolis, and an entire region of space controlled by a single entity is an Astropolis). However, no matter how small or large, the basic idea of the Polis is the same.

No matter how expansive, the geographical area encompassed by a Polis generally has a central gathering or rallying point called an Acropolis, a place where the citizenry can gather in time of crisis to discuss options and tactics. Each Polis also has an Agora where the main political body meets to enact laws, hold trials, etc.; as with Polis, the term refers not only to a physical structure but to the people who gather there. Poleis often contain a specific central Temple as well, generally dedicated to a single one of the Twelve; in the case of Astropoleis, this takes the form of a Temple Moon, but each planet will also have its own main Temple, as well as each city upon the planet.

Poleis can be seen as a sort of series of concentric circles, not unlike layers of an onion. Citizens of a city-level Polis are not only a part of that Polis, but of the Ecumenopolis that encompasses the city, and likewise the Astropolis that includes the entire planet. At a sub-Polis level, cities are occasionally divided into "Demes," representing tribal alliances, and each deme is subdivided into a number of Phratries (familial alliances) and Gentes (neighborhood alliances). However, many systems do not delineate so finely, and simply naming the city one hails from, or even the home system, is often enough when declaring one's allegiances.

Regardless of their home of origin or current location, slaves, criminals, and foreigners (called Metics) are never considered to be a part of a Polis.

### The Agora

Regardless of the type of government in place, most Hellenic systems incorporate some version of the Agora, a practice instituted by Drako in Athenoi that quickly spread across the galaxy. The Agora is an assembly of a sizeable portion of the voting population within a city, consisting of either all eligible voters or merely a quorum, but in either case numbering as many as ten thousand. Cities hold Agorae at least several times a month, and possibly more often in times of war, crisis, or lengthy trials that require additional attention.

In systems where the people hold more power, votes are tallied either by raised hands, through caucusing, or via some other means, with a simple majority ruling. In other systems, the vote of an Agora might be passed along to an elected body or individual for implementation, or might merely be taken under consideration by an individual who rules by hereditary right or military might. Regardless, decisions passed by an Agora are usually considered closely by any ruler, since they represent the direct will of the people; a ruler who consistently ignores or countermands such decisions is likely to face an uprising.



## Types of Government

When encountering a new or unknown system, or one that has undergone recent turmoil (civil war, unrest, etc.), roll on the following chart to select the form of government that currently predominates.

| D20 | Type | Description |
|---|---|---|
| 1 | Machinocracy | Rule by machines, either self-aware (Machina) or computers that dictate policy. |
| 2 | Technocracy | Rule by those who are most technically skilled and qualified. |
| 3 | Monarchy | Rule by a single individual from one of several noble families. |
| 4 | Theocracy | Rule by a God or deity, generally through a selected representative of that deity. |
| 5 | Kleptocracy | Rule by the wealthy, at the expense of the populace, to gain more personal wealth. |
| 6 | Kritocracy | Rule by judges who make decisions based on personal interpretation and opinion. |
| 7–8 | Plutocracy | Rule by the wealthiest people in a society, for the benefit of the people. |
| 9–10 | Oligarchy | Rule by a few individuals chosen by the masses. |
| 11–12 | Democracy | Rule by the people, either directly or through elected officials. |
| 13–14 | Aristocracy | Rule by an elite class who holds power by means of hereditary right. |
| 15 | Meritocracy | Rule by those deemed most worthy of ruling (though not necessarily most capable). |
| 16 | Timocracy | Rule by those who own property, with classes or castes based on property production. |
| 17 | Kritarchy | Rule by judges based on ideas of equal justice and natural rights. |
| 18 | Tyranny | Rule by an individual who has seized power, often with the blessing of the people. |
| 19 | Autocracy | Rule by a single elected individual. |
| 20 | Anarchy | No Ruling party. Each individual has absolute liberty. |

In general, the following hold true for most (if not all) Hellenic Systems:

- Only free, property-owning, native-born Hellenes can participate in government and vote, with those possessing more property allowed more participation, such as the right to run for and hold public office.
- Only free, property-owning Hellenes enjoy full protection under the law (and, arguably, those who possess more property enjoy more protection).
- Non-Hellenes and those Hellenes who are free but not property-owning are known as Metics, and they enjoy a lesser degree of protection under the law. These include children and citizens who are provided for by the state.
- In general, men and women of adult age (over the age of 15) are considered equal under the law, but in some systems women are given greater or lesser degrees of rights. In particular note the extreme example of the Amazorans, who reserve nearly all rights for women.
- Slaves are provided the least protection under the law, but may not be subjected to cruel or excessive punishment, tortured, mutilated, or murdered.

| | |
|---|---|
| Amazorans | Aristocracy |
| Goregons | Meritocracy |
| Hellenes | Plutocracy, Oligarchy, Democracy |
| Kyklopes | Kritarchy |
| Myrmidons | Monarchy |
| Nephelai | Anarchy |
| Nymphas | Democracy |
| Zintar | Aristocracy |
| Zoran | Aristocracy, Kleptocracy , or Monarchy, |

# Crime and Punishment

In some systems criminals are tried by a judge, while in others they have the right to opt for a trial by jury, which is typically held before an Agora (see above) with both judges and juries paid by the state for their service. In other systems cases can be brought before a Heliaia, a specific court of appeals that allows all citizens the right to bring cases to trial and sit in judgment on others. In either case, the accused and the accuser are each given the right to have a lawyer present to represent their case, and may call witnesses.

Yet despite these common factors, it is impossible to summarize the entirety of the Hellenic attitude towards crime and punishment. Each System has its own set of laws and interpretations, and what might be overlooked or only mildly punished in one System could draw a sentence of life imprisonment in another. As players will almost certainly be taking the roles of Heroes, it is not likely that they will encounter situations where they are tried for crimes, nor that they will engage in overtly criminal activities. However, for the sake of roleplaying, the following chart might come in handy in quickly determining a range of possible fines and/or punishments for various crimes.

The chart that follows shows a range of punishments that is comparably severe, but the GM should note that not all systems will punish these crimes so harshly, and some may not punish them at all. This is only to be expected in some areas when one considers a predominant belief system that includes the fairly regular ravishment of Hellenes by their Gods and Goddesses, and the understanding that it is acceptable to murder your enemies before they murder you.

As seen here, most crimes result in a fine or period of imprisonment. Fines are paid to the victim or the victim's family/owner. Court fees are an additional 1d6 x 5% of the fine. Imprisonment is done in an in-System prison except in cases of terms exceeding 10 years, in which case the criminal might be shipped off to another system capable of dealing with hardened criminals. At the GM's discretion, some crimes might result in slavery; if a random result on the chart above comes up with a maximum penalty, the GM might rule that the judge in the case doles out a period of Slavery instead.

| Crime | Fine | | Sentence |
|---|---|---|---|
| Assault & Battery / Domestic Violence | 1D20 x150dm | or | 1d6 x 2 months |
| Counterfeiting / Forgery | 1D20 x 300dm | and | 1d6 years |
| Disorderly / Lewd Conduct | 1D20 x 100dm | or | 1d6 months |
| Driving / Piloting While Intoxicated | 1D20 x150dm | and | 1d6 months |
| Extortion / Blackmail / Bribery | 1D20 x 300dm | or | 1d6 years |
| Fraud (Financial, Identity, Insurance) | 1D20 x150dm | or | 1d6 x 2 months |
| Kidnapping | 1D20 x 300dm | or | 1d6 x 5 years |
| Murder, Pre-meditated, Unjustified | N/A | N/A | 2d6 x 10 years |
| Murder, Simple, Unjustified | 1D20 x 600dm | or | 1d6 x 10 years |
| Murder, Unintentional (Manslaughter) | 1D20 x 300dm | or | 1d6 x 5 years |
| Sexual Crimes | 1D20 x 300dm | and/or | 1d6 x 5 years |
| Resisting Arrest /Defying Police Order | 1D20 x150dm | and | 1d6 x 2 months |
| Tax Evasion / Fraud / Perjury | 1D20 x 300dm | or | 1d6 x 2 years |
| Theft (Burglary, Robbery, Embezzling) | 1D20 x Value | or | 1d6 x 2 months |
| Treason / Heresy / Sacrilege | N/A | N/A | 3d6 x 10 years |
| Vandalism /Property Destruction / Arson | 1D20 x Value | or | 1d6 x 2 years |

| Special Circumstance | Fine | | Sentence |
|---|---|---|---|
| Aiding & Abetting / Accessory to… | .5x | or | .5x |
| Caused Irreparable Harm | N/A | and | 5x |
| Cruel / Malicious / Mutilation | N/A | N/A | 2x |
| Crime committed during wartime | .1x | and | .1x |
| Second Offense | 2x | and | 2x |
| Third Offense (and thereafter) | 3x | and | 3x |
| Victim was of higher status / noble | 2x | and | 2x |
| Victim was a slave | .5x | and | .25x |

It is worth pointing out the category of "Sexual Crimes." This broad category includes an assortment of crimes that are viewed quite differently by different systems. In some places, crimes such as rape, pedophilia, and sodomy are viewed specifically as sexual in nature, whereas in other systems they are viewed as violent crimes, property crimes, or even mere misdemeanors. In some systems such crimes are considered to have harmed only against the victim; in others, the rape of a slave, or anyone with lesser rights (such as a child, wife, foreigner, etc.) might be considered a violent crime against the victim, and an issue of property or loss of honor for that victim's owner or superior.

## Slavery

Most systems have some form of slavery, since the central system of Hellenic laws and beliefs has no strictures against it. In some places slaves account for over a quarter of the population, consisting largely of the impoverished, criminals, and prisoners of war. Most slaves serve as household servants, general laborers, and the like, although some serve as bodyguards or soldiers, and others as sex toys.

A criminal might be enslaved if they have no property worth selling to reimburse a victim, or they commit a crime so heinous and irreparable that imprisonment seems too lenient. However, slavery is also deemed appropriate in some cases where imprisonment seems too harsh; consider the case of the Hero Heiracles, who — in recognition of his heroic deeds — was sentenced to the completion of twelve great labors, rather than being imprisoned for murdering his wife and children in a blind, drug-induced rage.

As with Heiracles, slavery is generally not seen as a permanent state of being — one might be freed after a period of servitude (at the whim of the state or the slave owner), or might purchase one's freedom (perhaps with the assistance of one's friends or family), or might earn freedom through some great public deed (military service, artistic greatness, etc.). It is also worth noting that as a general policy, slaves who manage to make their way to a system where slavery is illegal will be considered to have earned their freedom, provided they remain in that slave-free system.

In most cases, the criminal does not become a slave of the victim, but instead becomes someone else's slave — for example, a slave of the state serving the public interest — and the money from selling the criminal, or generated from their work, goes to the person they offended. Public slaves often provide many public service functions, serving as medical personnel, police officers, librarians, farmers, temple guardians, mechanics, janitorial staff, etc. This allows a greater portion of the adult population to serve the immense Hellene military effort.

Spartan slaves are a special exception. Long ago, the Spartans enslaved an entire race called the Helots; in return for being allowed to continue existing as a people they agreed to a life of servitude. Helots enjoy greater privileges than many slaves in other systems, but as their bondage is hereditary they can never be free, and are slaves from birth to death.

# Culture

The cultural practices of the Hellenes can be likened to a tree in autumn colors; from a single common trunk many branches have sprouted, each of those likewise splitting into further branches, each branch consisting of many leaves, each of them similar in shape and tone to the rest, but different in color and design. Likewise, while the Hellenes share much in common with one another — religious practices, cultural traditions, styles of clothing, patterns of speech, educational systems, etc. — individual Regions, Systems, planets, countries, and cities will each have different individual habits and customs.

Yet for all their differences, the strong central trunk the Hellenes grow from is rooted in the past, and it is that common past that influences all that stems from it. The model described below represents a more-or-less accurate picture of any Hellenic society, although it most closely represents that of the Athenoians, and is most removed from that of the Spartans. Significant differences between these two poles will be discussed below; one can assume that where such differences exist, all other Hellenic societies will fall somewhere on the spectrum between them, with Athenoian allies more closely representing Athenoian traditions, and Spartan allies mirroring Spartan practices.

## Religious Practices

As discussed elsewhere, some Hellenes believe there are countless Gods in existence, but most support the idea there are exactly Twelve that are worthy of reverence. Each major region of Hellenic space tends to ally itself with a specific one of these Twelve, the chosen alliance tending to be related to the local presence of a Temple Moon dedicated to that God. However, it is worth noting that the Systems within a Region (and the planets within a System, and so on) do not necessarily universally adhere to the same degree of official reverence. Each individual Hellene is expected to respect all the Gods, and while Hellenes often choose a specific one to be their Patron/Matron, such a choice does not necessarily correlate to the regional alliance. This freedom to choose extends across all cultural boundaries; for an example, one need only look to Koronos Apollonius, king of Sikyon and a devotee of Apollon, who presides over a system that is firmly allied with Aphrosia.

For these and other reasons, it is at best misleading to use the word “religion” when referring to Hellenic beliefs since, aside from a single central understanding of the Twelve, there is no central, unified belief structure with common practices that is shared among all Hellenes. The term used by the Hellenes to refer to general respect, reverence, and prayer related to their Twelve Gods is Dodecatheos.

Just as there is no real understanding of the word “religion” as it applies to their own practices, there is no real word for “belief” or “faith” when referring to the Twelve. The Hellenes simply intrinsically understand that the Twelve exist; to them, this is a matter of knowledge and understanding, and not of blind faith. The closest approximation of a single term to refer to “religious faith and practice” is Nomizen, a Hellenic term that essentially means mindfulness. One who is Nomizen is one who pays the Twelve their due respect; one who does not is an atheist, a heretic, or a lazy Hellene.

Note of course that “the Twelve” is something of a misnomer, since modern Hellenes acknowledge the existence of fourteen Gods (including Hadon and Aionisia). However, as these Gods are not universally deemed to be worthy of worship, they are often unacknowledged, and the term “Twelve” has persisted.

The following are some common religious practices; note that the term “common” does not imply that these practices are universal, merely that they are frequently encountered.

### Enshrining

Outside of the twelve temple moons, the Hellenes maintain thousands of smaller shrines, the simplest of which can be a mere obelisk or pile of stones in a field, and the largest of which can be elaborate and ornate buildings replete with artwork, imported stone, etc. All of these shrines are recognized as appropriate places to pay reverence to the Gods, and some Hellenes believe that worshipping at such places better focuses one’s attention on the process of worship, particularly when other Hellenes are also doing so.

Such shrines are not considered “blessed” in any fashion, and indeed any Hellene can erect a shrine simply by marking an area in some way and telling others he has done so — this process is referred to as Enshrining. On the opposite end of the scale, wealthy individuals wishing to make a name for themselves might spend millions of drachmas erecting elaborate shrines, the largest of which are (often heretically) called temples. The simple act of creating such an elaborate shrine is not seen in any way as being hypocritical, although many see it as wasteful, especially in areas where the money could have been better spent on providing for other necessities (such as feeding the poor, providing for a war effort, etc.)

All cities, and most space stations, will have at least one shrine dedicated to one or more of the Twelve, and all major cities will have shrines to each of the Twelve.

### Letourgeia

Although there are no specific prayers, chants, rituals, or religious practices that have been codified, many such things exist through the will of the people. A poet might write a hymn to Aphrosia and publish it as a book; a wealthy landowner might call for an annual festival or parade in honor of Aemoton; etc. Collectively, these myriad practices are referred to as Letourgeia, and can include prayers, rituals, festivals, plays, poems, songs, gatherings, parades, or games. The best known of the Letourgeia is the annual celebration of the Pan-Hellenic games on Olympos.

The single unifying factor of all Letourgeia is that the activity or work is not private, but can be shared by any number of people in a community — though not necessarily all. Some Letourgeia might be restricted to only those of a certain gender, locale (planet, city, system), or class/caste (wealthy, impoverished, etc.). Most are closed to non-Hellenes, but some allow those of other races to participate as well.

### Kudous

Although the Hellenes believe that the Gods can sire offspring, there is no specific benefit to claiming that one is a demigod or half-divine being. Rather, all Hellenes are seen to be children of the Gods, and no particular honor is automatically bestowed upon anyone by virtue of being the son or daughter of a God (even assuming one could prove that this had happened).

However, one particular form of Letourgeia is used to recognize individuals for special achievements and blessings — Kudous. When one is given Kudous, a person is publicly acknowledged by one or more other Hellenes for demonstrating characteristics and capabilities reminiscent of the Gods themselves. The most common instance of Kudous happens at the end of the Pan-Hellenic games (or similar contests), when victors of specific contest have Kudous bestowed upon them in recognition of their victories, often in the name of Apollon. Another common occurrence is after a significant battle, when Kudous might be bestowed upon those who fought well in Areson’s or Artemesia’s name; such awards might be given posthumously if the battle did not go particularly well.

Individuals upon whom Kudous is bestowed — even those who receive the honor in very small ceremonies — are believed to inevitably find themselves chosen for greatness. Soldiers who receive Kudous will be selected to serve as generals; poets who receive Kudous will be called upon to entertain foreign emissaries; healers who get Kudous might be asked to save a city from plague.

Two related terms worth noting are Odous and Hubrous. Odous is a much-maligned term used to describe a public chastisement or "talking-down" of someone. While this might provide public humiliation it is not seen as removing any honor from anyone, and in fact might make them more sympathetic if they tolerate the abuse well. Hubrous is a term used to describe an individual claiming Kudous for him or herself. Doing so is generally seen as disgraceful, though many Hellene Heroes of the past (notably, Heiracles and Achilleos) did so often.

## MYSTERIA

Another form of Letourgeia worth mentioning is the Mysteria. A Mysterium is a regular (generally annual) public gathering during which some form of religious mystery or truth is meditated upon. "Meditation" here need not be quiet, and could take the form of anything from a symposium or discussion, a banquet, or an orgy. As Mysteria are generally used by Hellenes so they can feel closer to their deities, they are more commonly practiced in remote regions where temples and shrines are not prevalent, and in systems that do not have a temple moon. Because of this, Mysteria that are dedicated to deities other than the Twelve are not uncommon in the most remote areas; Hadon, Aionisia, and even foreign Gods might have Mysteria associated with them.

## MARRIAGE

Hellenic marriage is not a single ceremony, but a sequence of connected events that might occur over a period of weeks, months, or even years, during which the man and woman are seen to be transformed from two separate individuals into a couple.

The preliminary event in any marriage is known as Enguis, which is a betrothal usually arranged by the fathers of the couple, but also occasionally between the husband-to-be and the father of the bride. A large part of this agreement involves a dowry, which is a sum of money set aside in reserve for the woman in the event that her husband is killed in battle, or abandons or divorces her. In some systems the woman plays no part in this decision, and is essentially signed away via contract (either verbal or written), but in other systems she has a say, and can refuse her suitor or demand a larger dowry.

A period of Ekdosis follows a successful Enguis, during which the man and woman perform a series of offerings and sacrifices to each of the Twelve, but especially to the patron God of their System (or Systems). At the end of this period, the bride and groom (along with their parents) select a specific day upon which to hold an official celebratory banquet, representing the fact that the couple has progressed through Ekdosis and are now ready to finally commit to one another. After the banquet, the official "marriage" takes place when the bride's guardian (typically her father) gives her away to the new husband. The couple boards a chariot together, followed by family and friends who throw them sweet fruits and trinkets to bless them in their new marriage.

Traditionally, the couple consummates their marriage that night, and it only after this event is the couple "married." This official marriage is known as Gamos; the couple is collectively known as an Oikos. After consummation, in a Letourgeia known as Epaulia, the couple is presented with gifts such as household goods, food, money, or other items.

## FUNERAL

As with marriages, Hellenic funerals (called Kedeia) are not seen as a single event, but rather as a series of events that generally take place within a few days of one another, but might take weeks or months in extreme situations.

Many Hellenes believe that upon death, a Hellene's spirit (psyche) will quickly escape from the body if it is not properly anointed and respected. For this reason, the first step in honoring the deceased, known as Prothesia, involves closing the eyes and mouth (in some systems, and in Slipspace, often by sewing them shut) to prevent the psyche from escaping and becoming a restless spirit. The body is then laid out and, if possible, made available for public viewing for a period of two to three days. This latter portion of the Prothesia is more common planetside, where — along with the other elements of the Kedeia — it affords families an opportunity to demonstrate their wealth and bond with their neighbors and friends. The viewing in this case is often accompanied by ritual washings of the body, the singing of laments, the hiring of professional mourners, and the like. In less hospitable circumstances, however, the body might merely be shut up in a bag or vacuum-sealed box to prevent it from decomposing.

After Prothesia, the body is transferred to its place of internment; this conveyance or "funeral procession" is known as Ekphoria. Again, the process differs depending on circumstance. In an ideal situation, on the third day after death the body is transported by cart or carriage to a burial site, where it is either inhumed whole or else cremated, with the remains placed in an amphora and then buried. The wealthy are generally buried in large tombs (or transported to the cemetery world of Dodona), while the less well-off must settle for a grave, and the impoverished for a mass grave. In any case, the process involves more singing, laments, and prayers. In less ideal circumstances, the body might be burned immediately (as to prevent desecration or plague) and the ashes carried for days, weeks, or months until they can be properly buried; the body might also be transported whole for the same amount of time, if such is an option. In any case, leaving a body to lie exposed, burying it in foreign soil, or scattering the body's ashes to the wind (or space) are all deemed unacceptable options, as they are believed to condemn a soul to an eternity of wandering, instead of an eternity of rest in the arms of Hadon.

After a body is conveyed to its place of rest, the final stage of Kedeia is held. Called Perideiprion, this is a funerary banquet during which the friends and family of the deceased are gathered to eat, drink, and speak in honor of the dead. The banquet generally lasts for several hours, but can go for days on end if the deceased was particularly popular or loved.

After death, it is considered important for members of the deceased's family to visit their grave when possible, to ensure that they are still at rest. Ideally this occurs with decreasing frequency, with visits every few days, then weeks, then months, and then finally only every year. For those wealthy enough to bury their dead on the cemetery planet of Dodona, such visits are generally seen as unnecessary, as Hadon is seen as looking after them directly in this case.

# Education

## Paideia

In most of Hellas, the Athenoian-inspired system of education has traditionally been kept a private matter. While there are schools and universities (including some established for public use), it is considered the responsibility of individual families to offer their children educational opportunities, and there is generally no such thing as a free public education. For this reason, wealthy families tend to send their children to university, whereas those who are less fortunate often opt to encourage their children to apply for public or military service, since those professions (among others) offer a decent education in return for service.

Boys (and, in some systems, girls) generally enter the educational system at about the age of seven or eight, with those who are privately educated often beginning their learning a bit later, being assigned a private tutor (often a slave) known as a paideiagogue. In either case, the basic educational curriculum, which lasts approximately a decade, is known as Paideia. The basic curriculum includes:

- **Literacy**: Reading and writing Hellenic, and at least the ability to speak most other languages passably well
- **Mathematics**: Arithmetic, Geometry, Trigonometry
- **Science**: Biology, Chemistry, Physics
- **Ethics**: How to be a good citizen, how to serve one's city/country/polis
- **History**: Hellenic and Military, though sometimes that of other races as well
- **Arts**: The ability to sing and/or play at least one instrument, and/or dance, and/or write/sing poetry, and/or write plays/stories
- **Athletics**: General sports and gymnastics, as well as a prerequisite to military service that teaches the use of several weapons, including firearms

More advanced topics are introduced as the child is considered capable of learning them, with the end goal being the development of a capable, well-rounded Hellenic adult by the age of 18, ready to serve public office, enter the military, or begin advanced training in a profession or art. Such secondary training is done either in private universities (such as Athenoi's Lyceum or Academy), or as an apprentice to a master, which might include: training in a specific instrument, art, musical style, philosophy, or science; serving as a page to a politician who serves in the agora; joining a temple as an apprentice priest/priestess; or apprenticing oneself to a soldier, either retired or in active duty.

In past eras, Paideia was generally reserved only for the wealthy, but as more and more Hellenic systems improve their overall quality of life, more and more citizens are able to afford a basic education. In some systems, over 90% of children are provided at least a decade of Paideia, with 75% going on to advanced training.

Paideia is not designed to be easy, and in many systems (including Athenoi), students are given one of three letter grades when they complete their initial course of education. An A grade stands for Arete (from whence is derived Aristocrat), and represents that the student has achieved all that is believed to be necessary to succeed in life, serve the Hellenic cause, and be successful. A B grade stands for Banausos (from whence is derived Banal and Banality), and implies that the student, while capable of learning a trade, serving in the military, etc., is not likely to achieve excellence. An M grade stands for Moria (Moronic), and implies that the student has failed to meet even basic expectations, and is not expected to be capable of serving society in a reasonable fashion. This may be due to handicap, mental defect, emotional instability, or some other reason. Approximately 35% of students receive an A grade; just under 65% receive a B; and less than 1% receive an M.

Although a grade can be an indication of one's measure as a person, it is not a limitation, and many marked with a B or M have gone on to serve the Hellenic cause well, receiving Kudous later in life and being given a retroactive Arete for their achievements.

## Agoge

In Sparta (and in several poleis closely associated with it), education is often seen as a public responsibility and duty, and education and military service are often tied together. In Spartan-controlled territory, young men are required to enter a course of education known as Agoge (literally, "raising up"), a rigorous, difficult period of training that not all are expected to survive.

Agoge lasts slightly longer than Paideia, with boys entering training at the age of 7 and completing their education at the age of 20 or 21. During this time, they are completely separated from their families, given over to the public cause completely and trained to be loyal to themselves, their God, their military group, and the Spartan cause. They are given few tools, little food, and only the barest of essentials (such as a single garment of clothing to last them an entire month). Whereas the goal of Paideia is to create an excellent Hellenic citizen, the goal of Agoge is to create an excellent soldier.

The basic curriculum includes most of what Paideia teaches, but with a much heavier emphasis on military training and physical activity (including both gymnastics and the finer arts, such as dancing and playing an instrument). Students are encouraged to learn not only from their mentors, but from other boys in their "herd," and in some systems such "lessons" might include how to steal from one another, lie to authorities, and fight one another for privileges such as food, and to find out who is the strongest and most capable. Boys who are caught fighting or stealing or lying are punished severely, not for their "crime," but for being foolish enough to get caught.

At about the age of 13 or 14, Spartans are expected to choose a specific mentor from among those Spartans who have completed Agoge. While their basic loyalty remains to their "herd" they are expected to obey the orders of this mentor, and learn everything he has to teach them.

At the age of 19, Spartan boys are given a basic weapon and shield and sent out to survive in an inhospitable climate, such as the barren surface of a planet populated with wild animals. Fewer than half survive the ordeal, but those who do survive are generally considered to be among the fiercest warriors in the galaxy. There are rumors of a "secret school," wherein the most promising Spartan students are sent after they return from the surface. Rather than completing Agoge, they are sent to a "Crypteia" that teaches them not infantry techniques, but rather more stealthy, secretive lessons that involve practicing their skills upon live Helots, and occasionally each other. However no Spartan will admit that such a school exists, or that they graduated from it.

Spartan males who fail to pass Agoge are often killed in the process, but some make it through without successfully completing all their tasks. These individuals are considered lesser citizens, and are denied the right to vote, serve in the military, marry, procreate, or otherwise participate in society. They are effectively ostracized, and many move to other systems and take up alternate identities, so as to hide their shame.

Spartan girls generally do not undergo Agoge (except perhaps in remote systems that mimic the Spartan system), but rather are taught a similar curriculum that excludes military training, but includes everything from gymnastics to military history. Females are raised to be attractive, capable, sturdy, stalwart, dependable, honest, and healthy, capable of bearing their Spartan husbands many fine children. They are not taught to be polite, graceful, or docile, and they are often considered to be barbarians when interacting with other Hellenic women.

Neither Spartan men nor women are graded with A, B, or M grades; anyone who survives their schooling is considered to be a prime specimen, with everyone else failing out or falling victim to the various trials of the educational system.

## Relationships

Hellenic families are generally patriarchal, and households usually consist of a husband and wife and their non-adult children, and occasionally with their parents if they are unable to care for or provide for themselves (though it is more common for the children to merely live close by, rather than in the same home). Single mothers are treated the same as widows; they traditionally move into the household of the closest surviving male relative (in the case of single mothers, this may be one of the woman's own brothers, or her father). While this does not always lead to marriage, it is viewed as nearly the same in the eyes of the law.

While households tend to be small, extended families do tend to live relatively close. Wealthy families might all live on the same plot of land or in the same building (or ship), whereas less well-off families will settle for residing on the same street, or in the same neighborhood. To a certain extent everyone who lives nearby is considered part of a further extended family, and Hellenes will often go out of their way to help neighbors in times of crisis, and generally look out for one another. For this reason, crimes are often committed between Gentes (rather than by members of the same Gentis), and this can often lead to rivalries or physical conflicts between them.

Women and men are seen as equal in most regards, even if tradition dictates that they take on different functions in society. In some systems women are given more equal rights, and often serve in combat or in the political arena (though mothers and mothers-to-be are almost always precluded from such, since their primary duty is seen to be to their children).

Men generally court women, though prearranged marriages are not unheard of, particularly among the upper classes. Courtships last from one to five years, and sometimes longer in periods of wartime. Pre-marital relations are accepted so long as pregnancy does not result; if it does, the pair is expected to either marry or abort the pregnancy, orphans and foster children being undesirable according to tradition.

In general, the Hellenes have a rather liberal view of sexual relations and the idea of love, neither encouraging nor discouraging such, nor adhering to any strict age limits or gender boundaries so long as both (or all) parties are willing and of sound mind. Concepts such as sex, romance, nudity, and obscenity are distinct in the Hellenic mindset, and situations that might be deemed obscene among other races (in particular, among the Amazoran and Zoran peoples) are perfectly acceptable, if uncommon, among the Hellenes. For example, appearing naked in public is not seen as obscene, inappropriate, or sexual to the Hellenes, and in fact most cities expect citizens to be nude in mixed company in public places such as gymnasiums, pools, baths, and the like. The Hellenes are not modest, but rather view themselves as children of the Gods, and thereby entitled to show themselves off as they see fit, and situation dictates.

Despite their various allegiances, it is important to recognize that Hellenes view themselves as Hellenes first and foremost, united by the Twelve. While there have been a series of wars and disagreements between various factions and regions, the Hellenes seem to have an unerring ability to pull together at the last minute, unifying their efforts to defeat any threat to the Hellenic way of life.

### Heroic Offspring

For most individuals in the Hellenic universe, only reproduction between members of the same race will be successful in producing offspring. However, the divine heritage of Heroes means that they are often able to successfully have children with members of other species. The offspring of such couplings are not half-breeds, but essentially full-blooded members of either one or the other of their parents' races. If relevant, the player may choose which parent the child takes after.



## Cuisine

### Hellene, Kyklopes, and Myrmidon Food

The Hellenic diet is largely vegetable-based; beans, chickpeas, lentils, asparagus, garlic, onions, radishes, and turnips being common in their cookery, with olive oil as a condiment and dip. Barley or wheat bread and various cheeses are provided as accompaniments. Fresh fruit is served as a dessert, with olives and grapes being ubiquitous, closely followed by figs, these sometimes sweetened with honey. Fish is the most common meat in their cuisine, and wine — primarily red — cut with water, the most common beverage. Drinking uncut wine is considered uncouth, but small quantities of bread are often soaked in it to form a light repast for breakfast. Of fish, eels are lauded as the greatest delicacies, fetching high prices at the local agora.

Other meats are eaten, particularly various fowl, but heavier meats are considered the fare of special occasions. Such animals as boars, bulls, goats, and sheep are sacrificed to the Gods at the opening of a festivity before being cooked. Consuming meat without first dedicating it to the Gods is regarded as an act of open disrespect.

Hellenic meals are light, and overindulgence is considered crass, especially as their mealtimes are also highly social.

The Hellenic diet has been adopted by Kyklopes and Myrmidons, with only a few notable differences. Many Kyklopes are vegetarian, and will not eat meat at all; others develop a fondness for one particular type of food, and will strive to include it at every meal. Myrmidons will eat just about anything put before them (though their eating habits are somewhat peculiar, due to their nature) – however, they have an extreme fondness for sweets, and will go out of their way to include sugary treats at every meal.

### Amazoran Food

Amazorans enjoy the same foodstuffs as the Hellenes, but attach no religious significance to their meals. Unlike the Hellenes, Amazorans enjoy the consumption of meat at every meal; skewered kebabs of roast meat accompanied with thick red-wine gravy being a popular and traditional dish, especially after a successful hunt. This tendency to eat flesh freely and to relish heavy meals, coupled with the more raucous nature of their festivities, has led some Hellenes to further regard the Amazorans as barbarians.

### Goregon Food

Goregons are carnivores – they cannot digest vegetable matter, and it causes them some discomfort if they accidentally eat it (although it does not harm them). As such, their diet consists solely of meat and eggs, and because they can barely tolerate cooked food, Goregons prefer both as fresh and raw as possible. At their rowdy feasts, cages of small birds, reptiles, and rodents are presented, these consumed alive. Raw eggs are eaten in large quantities, drunk or swallowed whole, a delicacy being part-incubated eggs containing unhatched chicks. Goregons obtain nearly all their fluid needs from their food, and drink only small amounts of water or blood; because they metabolize poisons so efficiently, alcohol has no effect on them. Animals and eggs native to Ceto are toxic to outsiders, but have a flavor Goregons consider superior to non-native animals. Suffice to say, the other races regard Goregon eating habits as repugnant.

### Naiad Food

Unlike Oreads who obtain their nutrients purely from photosynthesis and rooting, Naiads actually eat. Raw seafood and seaweed is artfully prepared and served. They can consume other white meats and green, leafy vegetables, but often find them unappealing. Naiads do enjoy wine in the same way as Hellenes do, especially at organized Symposia.

### Zintar Food

Zintar cuisine is simple, comprised of solely of seafood, particularly shellfish, which they steam, boil, or cook into a broth. While these carnivores can consume other meats, they find them bland and dry. Zintar food is notoriously salty and, although they can drink fresh water, they much prefer brine. Prior to contact with the Hellenes, the Zintar had no concept of alcohol, but post-contact wine has become extremely popular. Unfortunately, Zintar drink to excess, becoming belligerent and violent when inebriated.

## Technology

Although they possess tremendously advanced technology, Hellenic society as a whole has not incorporated it in a ubiquitous fashion; while specific facets of society benefit from such advances, the Hellenes tend to utilize high-tech devices and developments only where necessary. Technology is a tool, not a luxury, and not an assumption. People still tend their fields; they still draw water from wells; they still make their own clothing. While there are large companies that manufacture and sell technological items — weapons, vehicles, refrigeration devices, etc. — for the most part the Hellenes make do with what they need.

Transportation between star systems and planets obviously relies on the use of spaceships, and even within the atmosphere of a planet there can be found intercontinental airships and sea craft capable of traveling at great speeds. However, on a local level the Hellenes still prefer to use low-tech methods of getting around: chariots, animal-drawn carts and carriages, wooden boats and even, in some places,



slave-rowed triremes. These slower, often safer methods of moving around are an indication of the Hellenic attitude, which encourages relaxation, enjoyment, and participation in local events when one is at home. This is particularly important in the case of the Hellenic soldier, who might be away from his family for years or decades at a time; when it is time to return home, such individuals generally wish to stay as close to their families and friends as possible, without even thinking of rushing off for a vacation across the globe.

Hellenic entertainment reflects these same values. While the Hellenes do have recorded entertainment and holographic video projectors (holovids), they see it as a poor substitute for the real thing, and prefer to attend live plays and poetry readings, dances, and other social engagements where they can interact with one another in person. If one wishes to watch a play popular on another system, it is far more common to either travel to that system, or to wait until the playwright comes to visit you, in lieu of watching a holovid recording. If one wants to hear the music of the Goregons, one will visit a Goregon system, or invite a Goregon to play in the local square, instead of rushing out to purchase an audio disc.

The Hellenes do have personal computer technology, often incorporated into weapons and armor, but also in the form of small handheld devices called comps. Such devices are used primarily for calculation and storage of information rather than entertainment; although some devices have primitive games, the Hellenes generally cannot grasp the concept of playing a computerized game when they could instead be out in the world hunting, or skipping across planets slaying their foes for the glory of the Hellene Gods. Computers, like ships and Machina, are tools to be used, and interacting with them on a deeper level is seen as a foreign and somewhat heretical concept. No self-respecting Hellene would sit at home chatting with his Hellenic friend on a computer when he could be out at a symposium listening to a scholar.

The Hellenes do not have anything akin to the "Internet," so there is no universal linked repository of information and entertainment. If a Hellene wants to chat with someone, he visits them; if a Hellene wants to learn something, he visits a library or asks an expert. However, since it is not always feasible to traverse light years merely to watch a play or listen to a story, many Hellenes have grown fond of the universe-wide system of communication afforded by the use of Slipspace as a transmission medium. Slipspace audio dramas are regularly broadcast out into the ether, where all Hellenes can pick them up when such transmissions begin to cross other Systems. Since the time it takes to transmit audio in this fashion is well known (thanks to the use of Slipspace to transmit military, political, and news transmissions), audio transmissions of entertainment recordings are often scheduled at regular intervals, allowing citizens across the galaxy to tune in on a regular basis to keep up with the storyline.

Of course, "regular" here means a period of weeks or months, if not years. In Slipspace, communications move at a rate of 1 parsec a week (twice as fast with a boosted military transceiver), or roughly 170 times the speed of light. This means that if one was to broadcast a message from Athenoi, a planet that was 10 parsecs away (something like 33 light years) would receive the message 10 weeks later. People traveling on ships in Slipspace can occasionally listen to such transmissions if they are in an appropriate level of Slipspace; at the highest levels, the transmission moves faster than the ship, and can be picked up, slowed down, and listened to. At the deepest levels, however, communications slow to a crawl as the Slipspace currents speed up, with single syllables drawn out over a period of seconds or occasionally minutes. This makes most audio transmissions indecipherable or at best unlistenable.

# Military Structure

With such an enormous population spread out over thousands of countries upon dozens of planets, a comprehensive summary of Hellenic military organization is impossible. Each System, planet, continent, country, city and, often, locality has its own rituals, customs, and structures that may or may not align with those of military bodies within the same region. However, the Hellenes do share much in common, and the following is meant to provide a broad overview, with much of the focus being on the Spartan and Athenoian military structures.



## Army

In general, all male citizens — poets, philosophers, politicians, etc. — between the ages of 18 and 60 are expected to serve in the military, with some systems requiring regular service in a standing army (Sparta) with others only forming the army up for necessary military action. In some cases armies are paid, but in some systems they are treated as a militia force, and receive no permanent wages — only enough money to supply and feed themselves during times of war, and perhaps a compensation for any widows or orphans they might leave behind.

In cases where armies are selected as needed, a process of conscription is used, whereby a Strategos (a general, often elected to his office, but sometimes chosen by virtue of their status or wealth) posts lists upon the walls of the Agora to call individuals by name into service. These lists are generally arranged alphabetically by name and tribe or neighborhood, with the names themselves selected somewhat randomly. It is thus possible for some Hellenes to be called repeatedly, and for others to never be called. This latter is extremely rare, however, and even those Hellenes who are not conscripted are generally able (and willing) to volunteer for service. It is considered immensely dishonorable to not serve in combat, especially among Spartans; even the Helots, the Spartan slaves, are honored when they serve and fall in battle.

Armies are generally organized into groups called Lochoi, divisions consisting of between several hundred and about a thousand soldiers. Each Lochos is subdivided into four to ten Pentecostes of about 100 men each, and each Pentecoste is further divided into three to five Enomotiae, each consisting of between 20 and 35 men. In skirmish situations, Enomotiae may be further divided into Tesseracts. Tesseracts vary in size but are generally between 10 and 12 men in size, and always consist of an even number of men, the total split into Aktinoi; each Aktinos consists of exactly two men.

Each Lochos generally has a specific function or specialty within the overall army. The bulk of an army generally consists of Hoplites, heavily armed and armored infantry shock troops so named for the shields they often carry (if only ceremonially), which are emblazoned with a logo identifying their home System, Lochos, or other allegiance of note. Hoplites are generally equipped with 20 to 25 kilos

worth of gear; this Panoply consists of a helmet, breastplate, greaves, shield, and other armor pieces, as well as a standard sidearm and short sword (Xiphos) or spear (Doru). Most Hoplites choose to augment this with additional armor and a personal weapon of choice.

Working alongside the Hoplites are the Skirmishers, called variously Peltasts, Ekdromoi, and Sciritae by various Hellenes (the latter being their name among the Spartans). As opposed to the Hoplites who are intended to withstand the brunt of an enemy assault and make a continuous press forward, the Peltasts are trained for quickness and agility, using hit-and-run tactics to infiltrate and disrupt enemy lines. Peltasts might charge an enemy front to focus or turn aside an attack against the Hoplites, or sneak behind the lines and try to sow chaos, or even pursue fleeing enemies to kill stragglers and prevent regrouping. Peltasts generally wear less armor than Hoplites, though their Panoply includes at least some form of breastplate, helmet, sidearm, and short melee weapon.

When appropriate, some armies also have Lochoi consisting of Hippeis — heavy cavalry. These soldiers are generally mounted on personally owned land animals, but in some cases and in some systems they might instead be mounted upon mechanized vehicles (particularly in the case of the Zintar), most of which are also personal property. Because of the cost required to own, maintain, and risk personal property in this way, Hippeis hold a position of honor in any army they serve in. Their mounts (or vehicles) also afford them more protection and mobility than other soldiers, and so they are often called upon to perform tasks that foot soldiers cannot, such as rapidly flanking an enemy or protecting (and withdrawing) the Strategos if necessary.

Hellenic armies employ a variety of strategies and tactics, adapting and evolving with their enemies. However, the basic philosophy on land still remains the same. Armies are formed into Phalanxes, being variously sized groups of men who charge into enemy lines using guns and spears in what amounts to shock combat. Rarely do Hellenes hide behind cover and secure positions; the goal is to quickly smash the enemy lines and infiltrate their ranks, from where the soldiers can do the most damage. Among the Hellenes, such disruption is generally the end of the battle, and one side will flee or surrender, acknowledging defeat (except among the Spartans, who will fight to the death). Foreign enemies such as the Zorans, do not adhere to the same protocols, but even they hold to the philosophy that battles are not meant to be long affairs; they are short, brutal, and decisive. Wars might stretch on for decades, but individual battles take only days or hours.

Tradition holds that the strongest soldiers in a Phalanx be put on the right flank, with the leader (often the most skilled soldier) leading from the front, and his second-in-command (often the most experienced veteran) at the rear to keep order. Depending on the enemy, Phalanxes might mass the bulk of their troops at the center with skirmishers on the wings, or put the majority of their Hoplites at the wings to crush from the sides like pincers.

In massed formations (rare in the modern era) Hoplites will swap out their Doru for a larger spear known as a Sarissa, a double-pointed, two-pieced spear that measures some 6 meters in length. The ranked lines of a Massed Phalanx (from 8 to 20 lines deep) allows a significant number of Sarissas to jut out of the front, forming an imposing menace to an enemy that is trying to hold a position. Of course, such tactics are of little use to enemies wielding guns, and so the massed charge with Sarissas is now only employed against less civilized cultures.

## Navy

Hellenic navies are organized in the same basic manner as armies, with the key difference being that each Lochos is assigned a contingent of ships (numbering anywhere from four to a dozen), and each ship is manned by a single Pentecoste (called a Pleroma) of varying size, depending on the size of the ship in question. Note that these organizational structures apply on all ships — seafaring, normal space, and Slipspace — though Hellenic troops are generally trained and specialize in only one of these, due to the different styles of combat and navigation involved.

The bulk of the Hellenic navy consists of a mid-sized Capital Ship called the Hoplite Trireme, or simply Trireme. Triremes are outfitted to be able to cover long distances at great speeds, but also to function at space for up to 40 weeks (with periodic stops to take on fresh water and supplies). Triremes are so-named because they are triple-decked ships with three banks of weapons on each side; each deck is theoretically capable of sealing itself off and operating the entire ship even if the other two are exposed to open space. Most Systems have at least several dozen Triremes in their navies; the Athenoian navy has over 200, with some 90 on active patrol at any time, and the others rotated in and out of dry dock for maintenance, training, and refitting.

Whereas many ships mount the bulk of their weaponry on the sides of the ship and do battle in broadside fashion, Triremes are notable in that they tend to mount their heaviest weapons (generally either an Æthric Cannon or a Railgun) on the front of the ship. The general combat tactic, in keeping with Hellenic philosophy, is to charge an enemy quickly and — using the front weapon in a ram-like fashion — punch a hole in the enemy ship, immediately crippling it and/or killing all aboard; this tactic is known as Diekplous. Should this fail, the Trireme is navigated in a manner designed to outflank the enemy and brought broadside, and marines are dispatched to board the enemy ship and kill any survivors; this is known as Periplous.

Triremes carry a standard crew of between 100 and 200, and can hold up to 250 additional passengers (although these deplete its supplies more rapidly). Approximately 50 crew members are required to man all essential components of the ship (comm., navigation, engineering, medical, galley, etc.), and the remainder is either marines (known as Epibatai, and trained specifically for ship-to-ship and boarding combat) or general army (generally being transported to another system for ground combat), either of whom might perform any essential on-board security-related functions, including repelling boarders, operating mounted weaponry, etc.

The captain of a ship is known as the Trierach. This position is purchased on an annual basis by means of a Letourgeia known as the Trierarchia, and is occasionally shared by two or more individuals, as it can be quite expensive. Immediately beneath him in rank is the Helmsman, known as the Kybernetes, who is responsible for steering the ship both in and out of Slipspace. Other officers include: the lookout (the Prorates); the petty officer (Keleustes), who often is the effective captain of the ship if the Trierarch is unfit for some reason; the quartermaster (Pentekontarch); the chief engineer (Naupegos); and the deck commanders (Toicharchoi), one per deck. As a whole, the command crew is known as the Hyperesia.

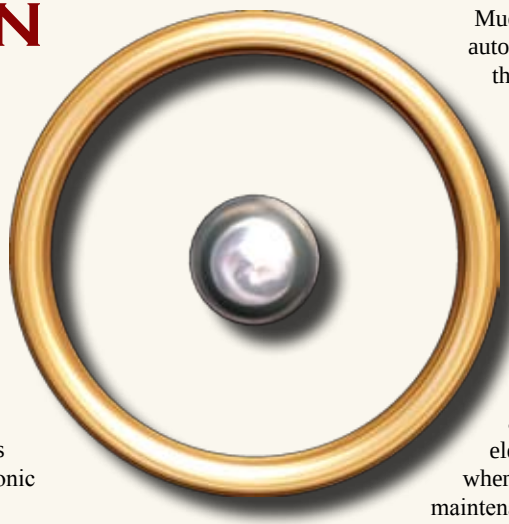
The rest of the crew (typically numbering 30–40 or so) is roughly divided into thirds, with each third devoted to a different deck of the Trireme, and being responsible for its cleanliness, functionality, and order. Those on the top deck are known as Thranitai; the middle-deckers are called Zygitai; and the below-deckers are called Thalamitai. Though all are equal in rank and skill, tradition has held that those on upper decks have higher status than those below, in part because the command deck is on the top deck. The marines on board often outrank the crew, but in order to ensure a smooth-running ship the marines must obey commands from the crew during normal flight operations. If the ship is boarded or in the process of boarding another ship, this situation reverses itself, and the crew must take orders from the marines.

# THE DELPHOI LEGION

The Delphoi Legion (also known as the Delphoian League) is a quasi-spiritual military organization dedicated to pursuing peace and justice across the universe. While associated with the Hellenes, grounded in a history that is distinctly Hellenic, and named for a Hellenic oracle moon dedicated to a Hellene God, the Delphoi Legion is not exclusively Hellene. The Legion is composed of individuals from every race, culture, and system in the known universe — all are welcome to join, so long as they agree to adhere to the codes and beliefs of the Legion, and to pursue its goals above all else, including if necessary their own lives.

The Legion was brought together by one of the first Oracles of Delphoi many centuries ago to help protect the temple at Delphoi, with their first Legionnaire hand-picked by the Oracle to be its leader. The prescient Amphictyon was a master of Dynamism, and many believe that this is the reason so many Legionnaires are also masters of this art. Because of his influence, the Delphoi Legion is also known in some circles as the Amphictyonic League.

Since then, the Legion claims to have involved itself in every major conflict to have crossed their paths, and to have been involved in the ending of at least half of those. It is difficult — if not impossible — to prove or disprove such a statement; although the Legion's philosophy encourages them to operate openly, those they cooperate with are often somewhat more quiet about who their allies are. In general, people everywhere respect them and the common man admires them, but government leaders tend to dislike when they decide to meddle in political affairs.



## The Code of the Legion

You are a Legionnaire.

The Legion are many, but all are one, and you are one of the all, and one with all. You are equal to all, brother to all, sister to all. Treat all as you would treat yourself, for all are you.

You are a Legionnaire by choice, and by choice the Legion has you. You are here by your will, and by will the Legion accepts you. You may leave by choice and by will, and so may the Legion cause you to leave, by its choice and will.

You are many things, and all things, but first and foremost forevermore you shall be a Legionnaire, both by yourself and in the presence of others.

Seek balance. Protect life. Enact justice. Be proud.

You are a Legionnaire.

You are Legion.

## Structure

Most of the time, Legionnaires can be found openly operating in the courts of kings, or as members of the executive staff or advisors to elected leaders. Others are assigned to travel the galaxy as scholars, teachers, and healers, doing what they can to directly heal wounds, minds, and hearts. In times of war, Legionnaires are often assigned to more militant tasks, again as suited to their particular talents. Some might serve beside generals as advisors; others might navigate flagships heading into battle; still others might serve on the front lines with infantry troops.

Much of the time, Legionnaires make these decisions autonomously — they simply go where they are needed, or where they are asked to go by the agencies they are working with. However, Legionnaires also heed the direct advice of the Oracle at Delphoi, the mouthpiece of Apollon, and in cases where desires conflict, it is the will of the Oracle that is weighed more heavily. This can be somewhat difficult at time since the Oracle is known for providing somewhat vague and often cryptic advice, but generally Legionnaires are able to figure out what needs doing. It is worth noting that the Oracle's messages are considered advice and not orders; Legionnaires are not bound to follow the singular will of the Oracle, or Apollon, or anyone.

However, although Legionnaires do not receive orders and do not have "leaders," the Legion does have Counselors, elected from the general body every ten years (or more often, when necessary), who are responsible for oversight of the Legion, maintenance of its possessions and finances, and other such tasks. The Legion Council's primary duty however is to work with other Legionnaires, particularly newer ones, in order to ensure that they are assigned to the tasks that are best suited to their talents. While technically Legionnaires are completely autonomous and free to pursue any goals they wish, most Legionnaires follow the advice of the Council closely, out of respect for the knowledge and wisdom passed down by their elders. The number of Counselors varies from time to time, but there are at least several dozen, and possibly as many as 100 at any given time.

The Legion's main base of operations is a space station that orbits the temple moon at Delphoi, which is where their main weapons cache is kept, and where their small fleet of warships docks when not in active use. At any given time, from 100 to 1000 Legionnaires might be found at the station; in times of crisis, perhaps twice as many might be gathered there, preparing for war.

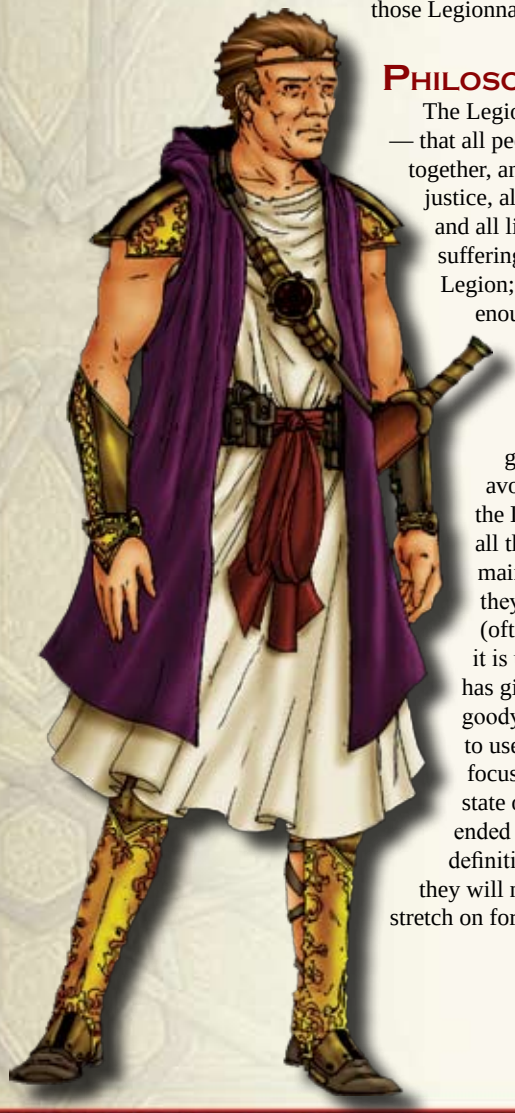
### Legionnaires

There are perhaps 10,000 Legionnaires across all of Hellenic space, an astonishingly small number considering the Hellenes themselves number in the billions and billions. Most of these Legionnaires are typical rank-and-file; this is not to say they are ordinary grunts, for all Legionnaires are at least a match for any other single foe, including a Spartan soldier or an Athenoian marine. In fact, as mentioned above, Legionnaires come from all races and cultures, and so in most cases Legionnaires come to the Legion already having military training from some other organization. Allegiances to these other orders must be set aside while the Legionnaire is on official Legion business, and most Legionnaires choose to set aside such obligations permanently. However, Legionnaires are free to pursue other careers, serve in other military organizations, raise families, run their own businesses, live in their own homes, etc.

Of the 10,000, perhaps ten percent are endowed with a special ability called Dynamism. The Legion as a whole does not seek this out in its recruits, nor is the skill actively cultivated. Rather, members of the Legion believe that it is something anyone can do — Legionnaire or not — and that it is the beliefs and philosophies of the Legion, and prolonged exposure to other members, that brings out Dynamism in so many Legionnaires. Legionnaires who possess these talents are not of higher rank than others, nor are they treated in any special way. They do however tend to involve themselves in situations that other Legionnaires might not be able to deal with. This is not viewed as a blessing or a curse; it is simply a matter of using proper tools for the job at hand.

Legionnaires do not have any special uniforms, save for a single item. All Legionnaires wear a distinctive midnight-blue cape with a white monad (a dot within a circle) that denotes their status. Legionnaires on official business are supposed to wear the cape to proudly display who they are, but just in case the inside of the cape is solid black, allowing it to be reversed when it is necessary to go incognito.

Legionnaires can also occasionally be identified by the special equipment and weapons they occasionally wield and possess. However, there is no standard "kit" presented to all Legionnaires; rather, they tend to use their own gear, weapons, and armor, supplementing it with special tools from the Legion stock as the mission dictates. Such items are owned by the Legion, and must be returned to a stockpile when they are not in use; there are several well-known stockpiles on major planets, and there are believed to be dozens of hidden caches scattered about the galaxy, mostly known only to those Legionnaires who have Dynamist powers.



## Philosophy

The Legion's members are united by a common belief — that all people, places, and things are inexorably bound together, and for this reason all people deserve life and justice, all places deserve to be protected and maintained, and all living things deserve respect and freedom from suffering. Further, this belief must start within the Legion; Legionnaires must lead by example. It is not enough to teach; true believers must demonstrate their belief by demonstrating it openly whenever and wherever possible.

It is a common misconception that the Legionnaires believe they are "fighting for good." In fact, the Legion's teachings strive to avoid usage of the words "good" and "evil." Rather, the Legion's philosophy is to strive for balance in all things. In their eyes, such a balance cannot be maintained in the face of constant warfare, and so they generally seek to avoid conflict before it begins (often through pre-emptive action), or to end it once it is underway. This emphasis on conflict avoidance has given them a reputation in some areas as goody-goody pacifists, but in reality the Legion is as likely to use the art of war as it is to use diplomacy. The focus of the Legion is generally to return things to a state of order and peace, but sometimes wars can be ended faster by accelerating the pace towards a final, definitive showdown; many lives might be lost, but they will no doubt be fewer than the lives lost should a war stretch on for many years.

This emphasis on balance also drives the Legion to emphasize neutrality, although theirs is an active neutrality rather than an avoidant one. Instead of staying out of conflicts altogether, Delphoian Legionnaires are likely to involve themselves on both sides of a fight. This might take the form of a Legionnaire acting as an ambassador or negotiator; they are often sought out for their skill as arbiters, due to their great knowledge, experience, and prescience. However, it is as likely that Legionnaires will be found on both sides of a conflict, actively cooperating with frontline forces, albeit generally without the knowledge of all concerned.

Three Legion beliefs in particular are worth further discussion: Monism, Focus, and Flow.

### Monism

Delphoian Legionnaires are Monists, a belief that can be summed up in one of the Legion's well-known slogans: "All are one." The word stems from the Hellenic word "Monos," which means "singular and undivided." On a basic level, this refers to the simple belief that all Legionnaires are of one Legion, and of one mind and philosophy, even though they operate autonomously most of the time. For some Legionnaires, this is the end of their common belief, but most Legionnaires carry this Monist belief to the next level, following in the footsteps of the second leader of the Legion, a man named Anaximander. In their eyes, all of creation is of one substance, and thus all Legionnaires are literally one with each other, and with all Hellenes, and with all the other races, and with their Gods, and with the entire universe.

Legionnaires are not atheists; most are instead omnitheistic and pandeistic. Their philosophy is that all beliefs have some validity, and that the universe itself contains the divine that created it and maintains it. They do not deny that the Twelve exist, only that the Twelve are separate from the rest of creation. They do not deny that other Gods exist, only that they are but a smaller part of a larger single truth.

The monad — a circle with a dot in the center — represents this oneness, which can only be truly understood by most people after it is divided in two, according to Delphoian beliefs. This two — the dyad — represents the twofold nature that is reflected in nature everywhere: Body and Mind, Life and Death, Chaos and Order, Light and Dark, Hot and Cold, Male and Female, Hel and Las. Like a cell divides to create a new life, so do the Legionnaires believe that all creation divides again and again. Two becomes four, the elements and the seasons, and from the four come eight, being the eight points of the compass, and so on and so forth. But it all begins with the notion that every cell, every direction, every thing is still contained within the one that originated it; that the whole and its parts are one and the same. All are one.

Needless to say, this philosophy has not necessarily ingratiated the Legion with some cultures, including many Hellenes. Thus, many Legionnaires downplay their beliefs when in the presence of others. Their goal is balance and justice, not proselytizing. Their belief does not require that others share in it, for all beliefs are equally valid in their eyes, being just shades of the same universal truth.

### Focus and Flow

All Legionnaires have a Focus. This Focus is most easily represented by their current mission, assignment, or purpose, but the concept of Focus is larger than merely that. Rather, it encompasses the tools and weapons that the Legionnaire employs in carrying out his mission, as well as the individuals and resources that aid him in that endeavor. It can also be said to include the larger reasoning behind the mission, the philosophical underpinning or primary motivation; these elements of Focus are generally not clear to even the Legionnaire at the start of his journey, and only reveal themselves over time.

A Legionnaire's Focus keeps him on track whereas otherwise he might drift aimlessly about, drowning in his own autonomy. Since there are never any specific goals or instructions from a superior officer, Focus allows the Legionnaire to effectively "give orders" to himself. By knowing his Focus, and adhering to those things revealed to be within the scope of the Focus, a Legionnaire will find himself doing what needs to be done, and nothing more. Foci might start out fairly broad, but as a Legionnaire learns more about his task, the Focus sharpens.

As an aid to keeping the Legionnaire Focused, each will often choose a single object that represents their current Focus. This is known as their Focus item. These items are not imbued with any magic or special power, other than the mental clarity they give the Legionnaire. The Focus item is generally related to the mission at hand; for example, a Legionnaire assigned to the front lines of a war might have a spear or rifle as his Focus item, while one assigned to provide advice to a king might have a pen or a small scroll as a Focus item.

A Legionnaire is taught to maintain his Focus at all times. In keeping with the Monist beliefs of the Legion, the Focus is not just something the Legionnaire has to do, it is one and the same with him. Further, a Legionnaire must have only one Focus at a time; taking on too many tasks only serves to distract from the primary goal the Legionnaire has set out to accomplish.

When a Legionnaire is properly Focused, he is said to be in a state known as Flow. This concept represents the Legionnaire giving himself over totally to the Focus, such that all distractions fall aside. He becomes one with his Focus, one with the universe, one with all creation, and he can see the connections between where he is now and where he needs to be, via the crystal clarity of his Focus. He is able to do what must be done and nothing more; say what must be said and not a word more; kill what must be killed, without hesitation.

Together, Focus and Flow are often seen as a dyad, a twofold expression that parallels the concepts of Hel and Las, Sun and Stone. Among some Legionnaires, this particular dyad is referred to as Ithys, a Hellene word that means "straight, just, and true." The word is used in multiple contexts, and is roughly akin to the guttural grunts of the Spartans, or the repeated cry of the Athenoian sailors as they row. "Ithys" might be an admonition from one Legionnaire to another, urging him to get back on track, or it might be a soft utterance upon hearing of the tragic death of a Legionnaire who died while pursuing his Focus.

## Current Rumors and Speculation

Determining what the Legion is up to is difficult, due to the lack of centralized leadership, the general autonomy and stealth with which Legionnaires operate, and the cryptic nature of the Delphoi Oracle's advice. Recently, however, fewer Legionnaires have been seen. Rumors and speculation abound as to the reasons why…

- The Legion have all fled the known Universe in order to escape a coming darkness.
- The Legion are led by a Machina, who has secretly been replacing the rulers of different worlds with other Legionnaire Machina who are able to mimic their appearances. When the last ruler has been replaced the Machina will reveal themselves and conquer the galaxy.
- Most of the Legion disappeared a few years ago amidst rumors of a Black Fleet returning from Slipspace. The threat was so terrible that almost the entire Legion went to confront it in Slipspace, and none returned.
- Only 12 Legionnaires remain. They are the incarnations of The Twelve, and they will reunite the Hellenes into one people again.
- The Legion are all dead. They were betrayed from within by a member named Kritias.
- The Legion are all alive, but they have regrouped on a secret planet to gather their forces. For the first time in their history, the entire Legion will operate as one entity.
- The Oracle was killed, and the station that orbited the Delphoi moon was sent crashing into the temple. Apollon himself was killed.
- A black-armored being has shown up at the side of Zoran Prince Bydeles calling himself Thanatos. He possesses Dynamist abilities and is wearing the tattered cape of a Legionnaire.



# CHAPTER THREE



Alcmene hated Slipspace; most Nymphas did, in fact, and especially Naiads like herself. Tied as she was to the sea, this often came as a surprise to those who sailed Slipspace and revered Hoseidon, the Hellenic sailor-deity. But Slipspace was nothing like the real sea. You could swim in it, sail upon it, even — some said — drown and die within its depths, but it was not water, and as far as Alcmene was concerned, that meant it was death.

A week into her journey, she had already been feeling the pull, her small gills beginning to dry out despite the fact that she wetted them down daily. Her skin felt ashy, her hair dry and lifeless. She had several more weeks before her symptoms became life-threatening, but that did not make her feel any better. She looked forward to her arrival on Sparta.

Ironic. Sparta, of all places. Not the most hospitable of planets, by far, and no doubt any pools of water large enough to satisfy her soul would be brackish and polluted.

But of course, even polluted water would be preferable to this.

She shuddered as she stood on the open deck, smelled the slightly sour tang of Slipspace as the Æther swirled around her, around the ship, pushing them along towards Sparta. Two days left. Would she go mad before then?

A noise behind her broke her from her reverie, and she turned to catch a glimpse of a young Hellene sailor — Argosian, she assumed, from the tattoo on his forehead. He seemed startled that she had noticed him, as he had been attempting to move stealthily behind her, and made an attempt to conceal the knife behind his back. She saw this, but pretended not to. Instead, she smiled.

“May I help you, my friend?” she asked.

“Yes,” he said, stumbling, trying to concoct a story. He mumbled something about being curious about Nymphas and wanting to ask her a few questions, but she simply shifted her weight, anticipating attack, letting him get closer. Damn, she thought, now I’ll have to find different passage off of Sparta.

“I know what you really want,” she said.

“You do?” he said. She could smell his foul breath. Good. That meant he could smell her too.

“Yes,” she said.

Two more steps, and his demeanor changed noticeably. He grew less tense, his muscles easing, his facial expression softening. Everything grew softer, except for the one part that mattered.

She smiled as he stepped closer, taking in her scent. She put a hand on his shoulder, tracing a line up towards his ear, and let her other hand fall towards his waistband, teasing. His eyes fluttered and shut, and the knife fell to the ground behind him. He seemed not to notice.

“I heard you talking with the other sailors,” she whispered, moving around behind him, fingers dancing, massaging. “You wanted to take me by force. Ravish me.”

“Yes,” he said. “Yes.”

“But you don’t need to steal what might be freely given,” she said. “Why not ask?” Her fingers tightened on him. He gasped.

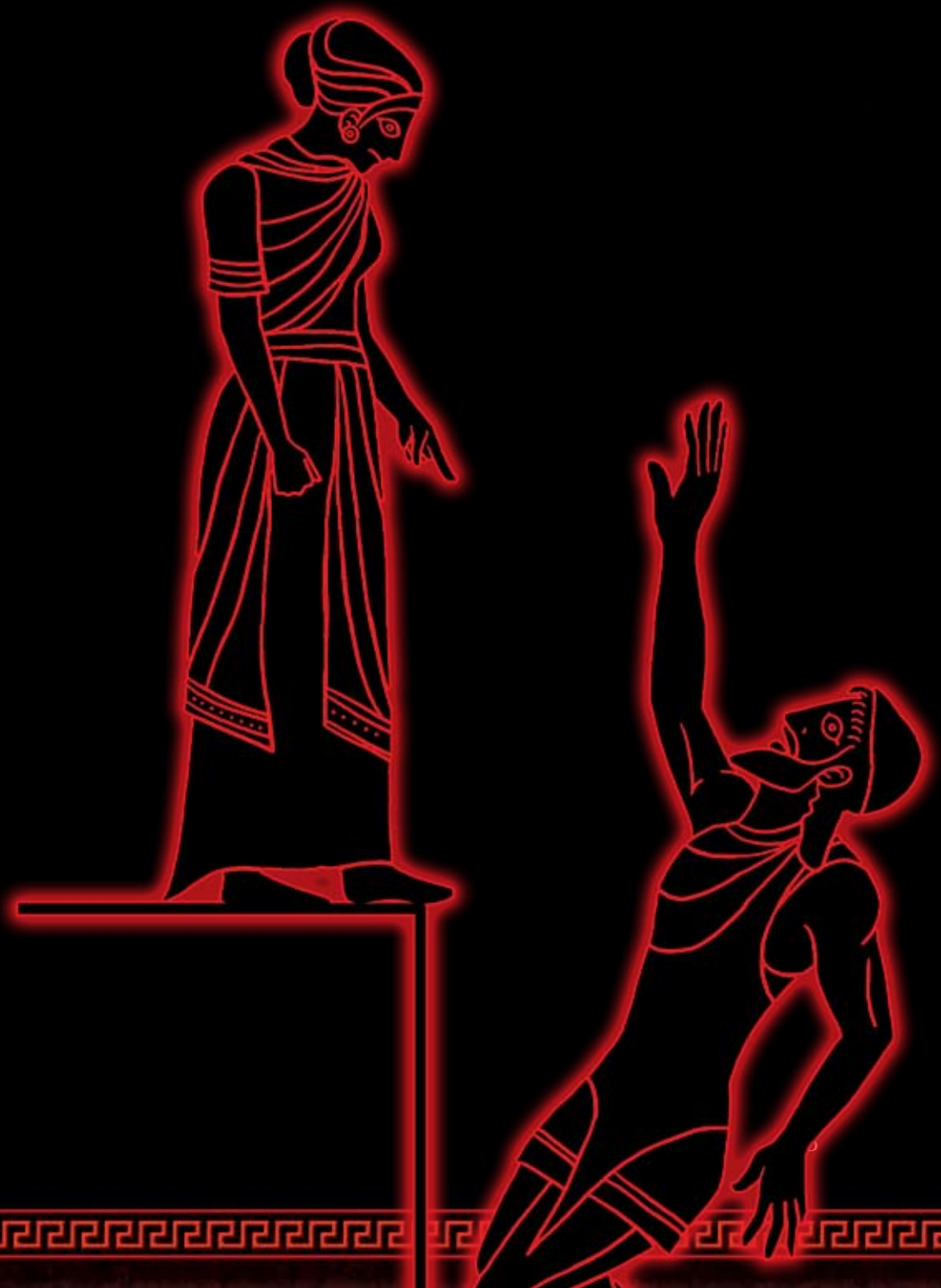
“Ask?”

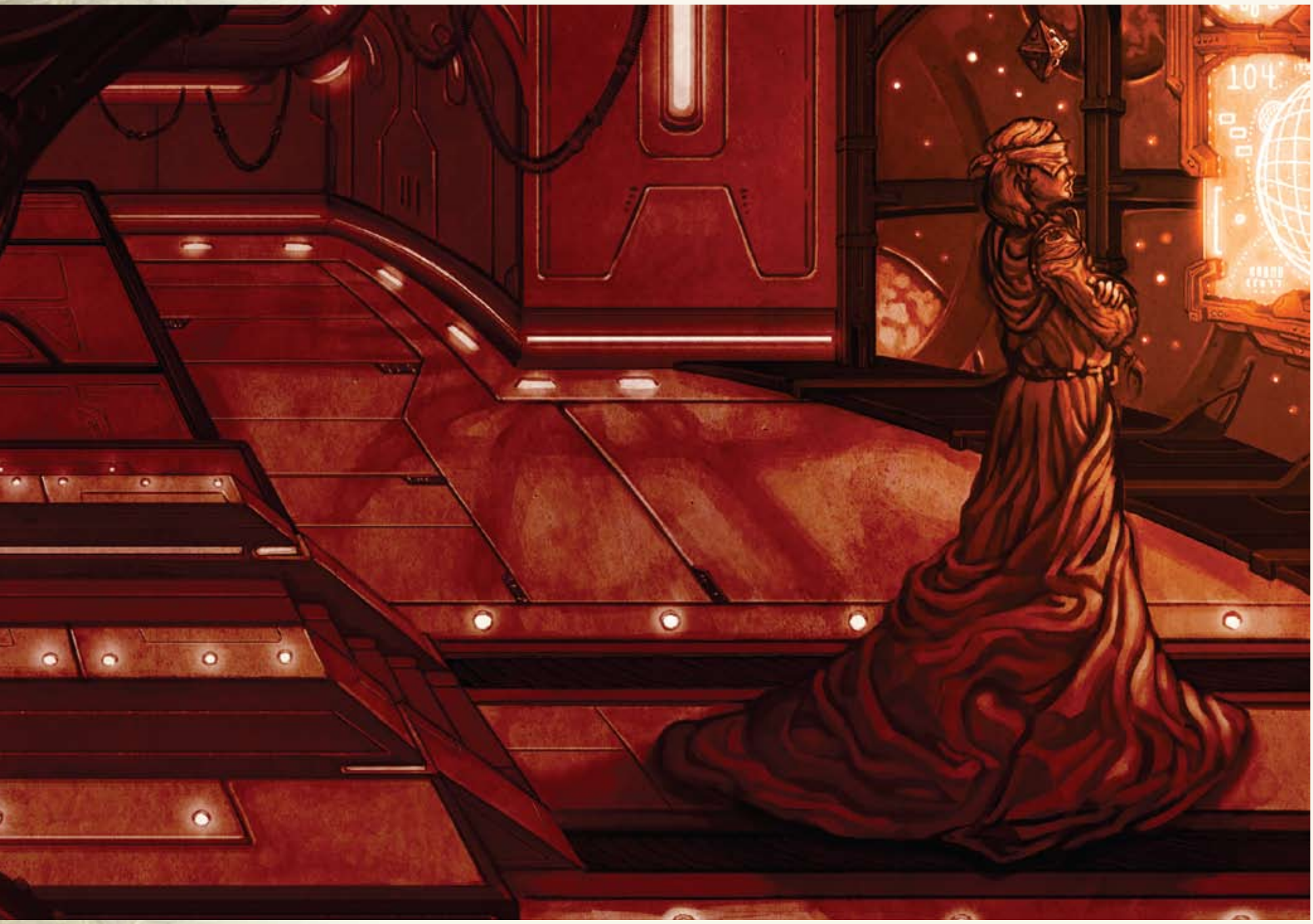
“Yes,” she said, breathing in his ear. “Ask.”

“Can I. . .” he began.

“No,” she said, and pushed him over the rail.

She had no more trouble that trip.




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# THE PANTHALASSA

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

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

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

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

## What are Slipsails?

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

In combat, captains often target an enemy ship's Slipsails to disable their ability to flee. However, Slipspace sail emitters are fairly small (one meter in diameter) and difficult to target with ship-board weapons. Most boarding parties will thus try to capture the engine room, bridge, and Slipspace sail projectors and arrays to quickly cripple the ship.

## What does the Panthalassa look like?

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

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

## Can you enter the Panthalassa while on a planet?

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

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

## What is the weather like?

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

## Are there whirlpools?

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

## Are there planets?

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

## Are there flora and fauna?

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

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

# Strata

Panthalassa has a definite up and down and is not three-dimensionally freeform like normal space; there is a distinct sense of gravity. Without any force holding an item aloft, it will slowly drift lower and lower until it hits bottom. Likewise, a person falling off their ship would float gently down into the lower reaches until reaching the bottom. This can be dangerous, especially if the ship is moving quickly through Slipspace. The poor soul's only hope is that they find an island to cling to before he reaches the netherworld below.

## The Shore

The highest level of Panthalassa is called the Shore and is relatively "close" to normal space; stars can be seen dimly above through the Slipspace. Most commercial and civilian ships travel on this level of Panthalassa. It is the safest area, usually free of the creatures that inhabit the lower reaches. The currents move fast here but are manageable by any novice navigator. For this reason, this level is often more crowded; in planetary systems it is not uncommon to see hundreds, or sometimes thousands of other ships buzzing in and out of the system.

Transceiver satellites often drop in and out of this level to receive or relay a message as well.

**Game Mechanics**

This is the slowest area of Panthalassa, and allows a ship to move 1 parsec per two weeks along charted routes. The pilot must make a piloting and astrogation roll at a DoD of +0. If they stay along normal commonly traveled routes the difficulty is reduced by 1, making the journey that much easier.

## The Open Sea

The Middle current of Panthalassa is a bit wilder but faster moving, as well as darker than the Shore above it. The currents here are less reliable, and move at different unpredictable speeds. Dangerous creatures live among the physical islands of rock and stone — as well as the occasional "ghost ship" — found drifting in the currents; some say these are pieces of worlds. There are no stars above, just the rolling purple clouds of Panthalassa, while below the dark foreboding menace of fiery explosions, lightning cracks, and Ætheric howls fill the sky. Navigators who know their craft travel in these fast-moving currents, but some pay a price in the guise of a visit from unwanted guests such as the Harpies, Sirens, or even the mysterious Kraken from far below.

**Game Mechanics**

This is a very fast level of Panthalassa, and allows vessels to move at a rate of 1 parsec a week. The pilot must make a pilot and astrogation roll with a DoD of -3.

## The Nether Region

A boiling black miasma of Ætheric energy roars in torrential currents through this region of Panthalassa. Ships move at astounding speed, but have to navigate the hazards of horrific creatures, lightning/fire strikes, and large slow-moving "islands" of black rock. The Ætheric air howls around the vessels that travel this deep and the only visible light is that of the ships traveling here.

At the very bottom, Slipspace is rumored to have a "floor" like any ocean. Such rumors tell of a black wasteland, littered with dark boulders shattered by lightning and the corpses of fallen sailors and their wrecked ships, with deadly creatures scurrying among the rubble, intent on killing anything that survived the fall. These, however, are only rumors — no one has ever seen the bottom of Slipspace and lived to tell the tale.

**Game Mechanics**

This is a very fast level of Panthalassa and allows vessels to move at a rate of 4 parsecs a week. The pilot must make a pilot and astrogation roll with a DoD of -10.

## The Lethe of Slipspace

Slipspace is a very important part of life in Hellas, but it doesn't come without its drawbacks. Prolonged stays in Slipspace have a way of affecting the mind. Most ships periodically resurface from the Panthalassa from time to time to reaffirm their place in our reality; without these respites dangerous situations occur.

Most modern ships are equipped with a ballast-like safety feature that forces the ship out of Slipspace after 3 weeks of travel, but failures have been known to occur, causing ships to overstay their welcome in the wine-dark seas.

Prolonged exposure to Slipspace will eventually make the mind forget real space, and the being becomes what is known as a shade, a once-living being that hates the living and wants nothing more than to drag living beings into their shared oblivion. Shades subsist off the nature of Slipspace and have no need to eat or sleep, even though they enjoy killing.

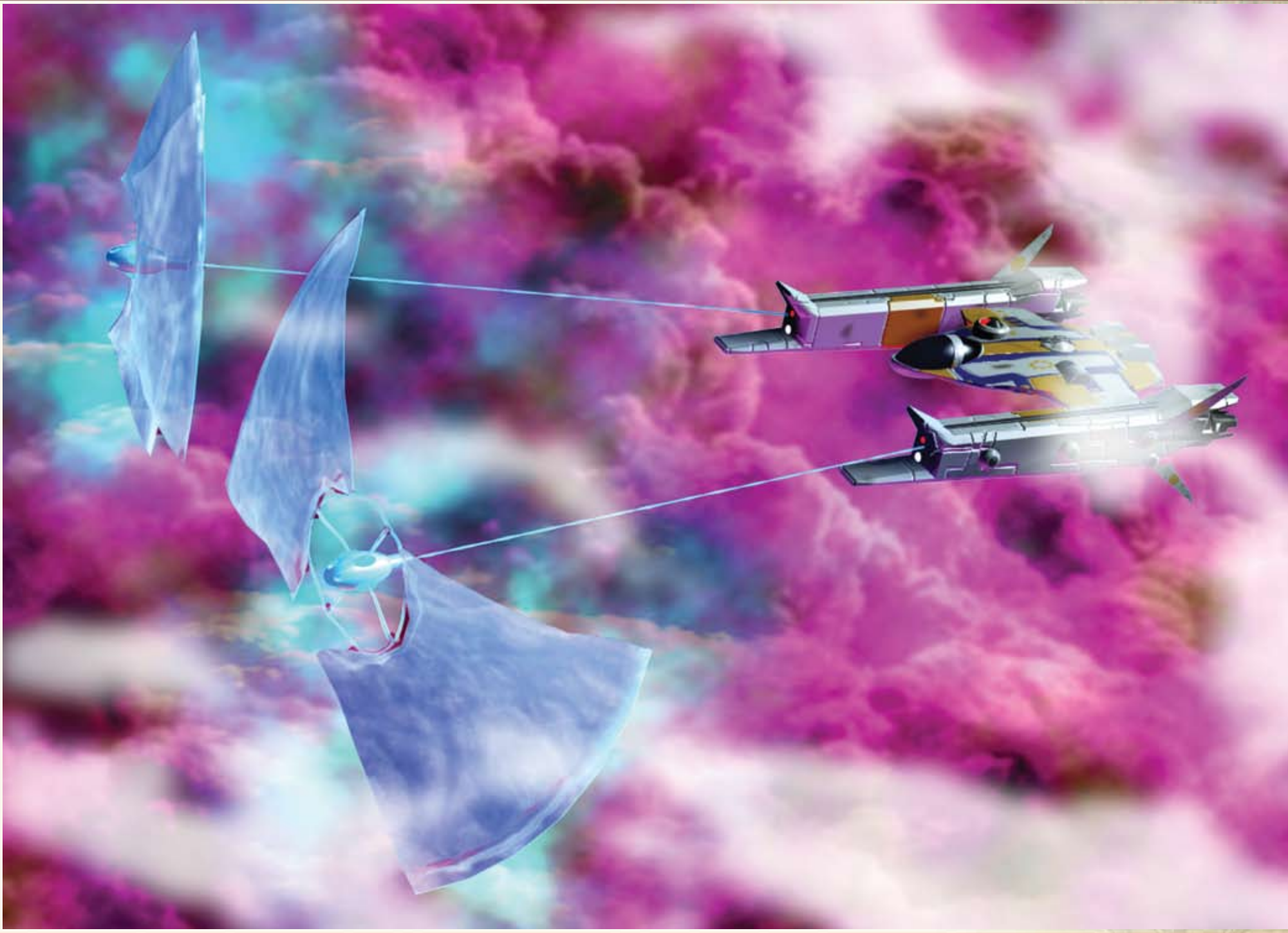
Most shades inhabit the ships they once crewed, or live upon are the small black rocks that float through Slipspace. Some float aimlessly along the tides and currents, eventually impacting a traveling ship.

There are some instances where the crew of a ghost ship will remember an aspect of their past, and these are the most dangerous type of shades. Such ships have been whispered to venture across Slipspace plundering other ships not of valuables but of people, to help them share in their doom.

**Game Mechanics**

A person can stay in Slipspace for two months before they start to feel the effects of the Panthalassa. After two months the Hero will start to forget small things and become absent-minded. Every week thereafter, the Hero must make a WIL roll with a difficulty of -0. Every additional week adds another -1 to the difficulty. If the Hero ever fails the roll he becomes a shade.

Once a Hero has become a shade, he has a number of weeks equal to his WIL before the change is permanent. All that needs be done to change the process is to rise out of Slipspace into the real world. Once the change is complete the shade can never go back to the world of the living, and exposure to real space turns their bodies to dust.



# Trade Routes

Because of the nature and flow of the Panthalassa, travelers and scouts have codified a number of the safest and most reliable routes to the Hellenic worlds and beyond. The routes usually flow strongly in one particular direction allowing for faster travel along that way. Although it is possible to travel against the "current," it is not recommended because it is dangerous and slow going (like traveling in a car on the wrong side of a highway). If a player chooses to go against the flow he suffers a penalty of -2 to his piloting and navigation skills.

Trade routes have many benefits that are listed below.

- They are faster. Travel on a known trade route allows for faster and more uneventful movement. Travel through the Panthalassa on a trade route allows a ship to move as if its Slipspace drive is one higher.
- Safer for travelers. The routes are well taken care of and guarded by patrol ships regularly. Only the deepest regions are still considered dangerous. If a ship becomes lost on a trade route it is more likely to be found.
- Easier navigation. Ships traveling on these routes have a much easier time plotting a course to their destination because these routes are stored in almost all navigational computers. The navigator receives a bonus of +3 when attempting to plot a course.

There are a few banes to trade route travel.

- Heavily patrolled. It is very hard to hide when traveling on a frequently used route. Those who wish anonymity may wish to take roads less traveled.
- They flow one way. When leaving a planet a ship cannot take the same route it arrived by, since it only flows in one direction. A ship may have to use an out-of-the-way route, taking him several parsecs from a planet that is only one or two parsecs away.
- Hard to escape. It is hard to escape the authorities when they know what routes to look for a ship on. Some planets only have one or two routes in or out of a system and those are easily guarded and patrolled.

## Herma (plural hermai)

Hermai are trade route markers in the great streams of the Panthalassa, used as beacons when a ship is lost in the Panthalassa. All are dedicated to the Goddess of travelers, Hermia. These large cylindrical devices are rounded on one end, with a small transmitter and light on the other, flatter end. The beacons denote the safest and fastest routes in Slipspace, and are used as signals when a ship is lost in the Panthalassa. Similar devices are also used as boundary markers on roads and borders on planets, and in some areas of real space (especially within crowded systems).

Most travelers consider it good luck to rub a marker during their travels, and bad luck to deface one or destroy it.





# Slipspace Storms

The Panthalassa is fickle and unpredictable even at the best of times. Large storms roll and twist through the nether regions of Slipspace causing havoc and injury to any unfortunate ship passing through them.

When any ship enters Slipspace the GM rolls on the chart below to see what the "weather" is like. Normally Slipspace navigators default their altitude to the open sea but some may wish to skirt the Shore or even dive deep into nether space far below. The magnitude of storms is modified by the depth at which the ship sails with the Shore being much calmer and the nether regions being more violent. Ships entering at the Shore add +4 from their roll while ships in the nether regions suffer a penalty of -6 to their roll.

| Roll D20 | Result |
|---|---|
| 1–5 | Still waters. The area of Slipspace is slow and sluggish. Reduce the ships Slipspace speed by 1 |
| 6–14 | Calm conditions. Normal travel speeds |
| 15–19 | Turbulence and strong tides |
| 20 | Slipspace Storm. Roll on Intensity chart |

## Slipspace Storm Intensity Chart

Modify the roll by -4 if the ship enters the Shore strata and add +4 if the ship enters the Nether Region strata. Rolls while entering the Open Sea are not modified.

| Roll D20 | Result |
|---|---|
| 1–3 | Intensity level 1 (-1 to piloting rolls) |
| 4–5 | Intensity level 2 (-1 to piloting rolls) The ship must roll on the ship shield blown or control disabled |
| 6–7 | Intensity level 3 (-1 to piloting rolls, -.5 to ship's speed) The ship must roll on the Ship shield blown or control disabled |
| 8–9 | Intensity level 4 (-2 to piloting rolls, -.5 to ship's speed) The ship must roll on the Ship Lightly Damaged chart |
| 10–11 | Intensity level 4 (-2 to piloting rolls, -1 to ship's speed) The ship must roll on the Ship Lightly Damaged chart |
| 12–13 | Intensity level 5 (-2 to piloting rolls, -1 to ship's speed) The ship must roll on the Ship Lightly Damaged chart |
| 14–15 | Intensity level 5 (-2 to piloting rolls, -1 to ship's speed) The ship must roll on the Ship Heavily Damaged chart |
| 16–17 | Intensity level 6 (-3 to piloting rolls, -2 to ship's speed) The ship must roll on the Ship Heavily Damaged chart |
| 18–19 | Intensity level 6 (-3 to piloting rolls, -2 to ship's speed) The ship must roll on the Ship Severely Damaged chart. The ship is dragged into the Nether reaches of Slipspace |
| 20 | The ship hits a whirlpool that drags it down and spits it into a random region of space. Intensity level 6 (-3 to piloting rolls, -2 to ship's speed) The ship must roll on the Ship Severely Damaged chart. |

# Interstellar Travel

Interstellar journeys can take hours, days, weeks... even months. Since the ship's computers handle almost everything, crew members and passengers have few responsibilities.

Luxury liners provide a wide variety of entertainment: gourmet meals, music, dancing, holovid shows, and even theatrical entertainment. Ship personnel often spend time studying up on astro-nav and other vital skills. Other people pursue hobbies such as model building, playing games, prayer, reading, and gambling.

Smaller ships present less enjoyable conditions. Being cooped up in a cramped utility transport for days at a time takes its toll even on the closest of friends. The food tanks may spew nutritious paste, but there's only so much people can take of three square meals a day of white, flavorless glop. Ships' computers may carry holovids, games, and other pre-recorded entertainments, but these libraries are normally limited to what personally interests the captain and crew.

During the game, the GM can often skip over the trip and cut to when the ship emerges into material space and closes in on its destination, but he can also use Slipspace trips to good effect. The characters might meet some interesting people aboard a passenger liner: "You run into this fellow who has a unique business proposition for some enterprising folks like you," or "One night you are invited to dine at the Captain's table and strike up a conversation with a kindly looking, old noblewoman." The GM can plant rumors or news the players might find useful: "Shipboard scuttlebutt says one of the suns near Telos might go nova any time." He can even stage a major encounter aboard the ship: maybe there's a saboteur aboard; perhaps pirates ambush the vessel; or maybe the player characters accidentally stumble onto some conspiracy they never were meant to hear....

## Booking Passage

If the Heroes do not have a ship of their own they will find it difficult to travel the stars seeking adventure. Most common Hellenes do not own spacecraft and rely on intrepid mariners to take them to their destination. Passenger ships come in a variety of sizes and shapes; some are large and quite comfortable while others offer little more than a semi-dry bunk underneath the main sub-space drive.

Most captains do not allow heavily armed and armored travelers aboard their ship for fear of piracy or other altercations. Upon setting foot on a ship it is customary to hand over all weaponry and armor (including energy shields) to the captain or his first mate to be stored in the ship's weapons locker. Only if there are outside threats would the captain consider arming his passengers.

Aboard a ship the captain's word is law and he will enforce this law for the safety of the ship and everyone onboard; the captain's sole responsibility is to protect his ship and those inside. If the captain deems someone too dangerous he has the authority to lock them up until they arrive at the destination where he can hand them off to the authorities or, in the direst of circumstances, kill them or put them overboard.

## Passage Cost

Depending on the size and amenities aboard the ship the Heroes have the following types of passage available to them.

**Stow Away**

The cheapest way to travel the stars. The Hero will have to find some way to steal food and must make sleeping arrangements that will not compromise his whereabouts.

**Work for Passage**

The cheapest legal way to travel is to work on the ship in trade for passage to a destination. Those who choose this method may still have to pay something but must work out a deal with the captain or duty master aboard the ship. The Hero will be given poor quality food and lodging in trade for hours of work each day.

**Coach**

Passengers are packed in rows of bunks and given enough room for their baggage. During the trip they are given passable food and use of the communal bathroom facilities. Cost: 150dm per week

**Private Room**

Passengers with a private room have enough space for their bunk and a small desk and chair. Private rooms may have their own bathroom facilities but most still use a communal facility. Cost: 250dm per week

**State Room**

A large private room with its own bathroom facility. Usually large and comfortable, and consisting of a living room and one or two bedrooms. Some State Rooms have additional space for a kitchen area and meeting room. Rooms of this size are always well kept and may come with other luxury services such as a private servant or masseuse. Cost: 500dm per week

## Landing and Docking

Most ships traveling to the surface of a planet must get permission from the planetary authority to enter their airspace. Once permitted to enter the atmosphere, the ship must find a place to dock. Most ships landing on a planetary surface dock in large harbors or docking bays when no water is present. Larger ships can only dock in harbors, however, because otherwise they would take up large amounts of space and might crush themselves under their own weight due to their often irregular shape — water is more forgiving. It is not uncommon to see rows of docks that reach kilometers out to sea, with sea- and spaceships moored side by side.

# Starships

## What is a Starship?

A Starship or Spaceship (or, simply, "Ship") is any vessel capable of traveling out of a planet's atmosphere, through a star system, and between stars. Most people who travel regularly on them merely refer to them as ships. Spaceships come in many different classifications, but the HELLAS Role-playing Game groups them into four general categories.

## Space Stations

The largest spaceship constructed by the Hellenes and the other races of HELLAS is the space station. Space stations can be anything from a mobile weapons platform used by the military to spinning colony cylinders used by deep space miners. The size and scope of such craft is staggering and usually dwarf all but the largest capital ships. A small space station is usually over a kilometer long and the largest is over 20 kilometers.

Operating a space station requires quite a few crew members who specialize in certain fields of expertise. These behemoth vessels are run like small colonies with a leader and sub-leaders or managers delegating through out the ship. Space stations have crews ranging from as few as one hundred into the tens of thousands.

Although they generally do not move between locations, most space stations are equipped with small drives that allow them to maneuver so as to avoid obstacles or hazards. Many also have Slipspace capability, allowing them to dip in and out of Panthalassa to transmit/receive messages, etc. A station that dips into Slipspace carries with it any ships currently docked with it.

## Capital ships

Also known as a battleship, a capital ship is any immense vessel designed for deep space combat or transport. They are typically more than 100 meters long, require large crews, and are armed with shields and numerous weapon emplacements. Many battleships carry fighters, drop ships, or cargo craft. Battleships include the Hellene's massive military vessels — large, armed carriers used to transport smaller vessels and ground forces.

Ships of this size use the rules for capital-scale vessels (see the section discussing "Scale" in the "Combat & Injuries" chapter).

Flying a capital-sized vessel requires a crew proficient in various skills (astrogation, comm, gunnery, piloting. sensors, and shields), all coordinated and directed by a competent captain with the command skill.

| | Length (in meters) | Mass (in metric tons) |
|---|---|---|
| **Light** | 101–250 | 500–1,999 |
| **Medium** | 251–500 | 2,000–3,499 |
| **Heavy** | 501–1,000 | 3,500–4,999 |
| **Super Heavy** | 1k–5k | 5,000+ |

## Space Fighters

Fighters are designed for combat in space (real and Slip) and often in planetary atmospheres. Star fighters typically have a crew of fewer than six with almost no cargo space. Some are light, swift, and fragile, while others are larger, heavily armored, and much more durable. Most sport shields and an array of weapons. Many heavier fighters employ Slipspace Drives in addition to their standard engines, allowing them to jump to other systems through Slipspace. Those without Slipspace Drives must rely on carriers to ferry them from one star system to another.

Ships of this size use the rules for fighter-scale vessels (see the section discussing "Scale" in the "Combat & Injuries" chapter).

Since fighter pilots and crews must often take on several duties aboard their craft, they must be proficient in numerous skills.

| | Length (in meters) | Mass (in metric tons) |
|---|---|---|
| **Light** | 5–10 | 1–4 |
| **Medium** | 10–20 | 5–19 |
| **Heavy** | 20–30 | 20–50 |

## Transports

This broad category covers any vessel not specifically designed for combat. These ships often serve to transport goods or people, gather astrographical information, explore new regions of space, and otherwise fulfill a variety of civilian tasks. This doesn't mean they're not armed. Many mount weapons emplacements and shields as a matter of protection, but their primary purpose is not combat.

Transports include exploration craft, utility ships, merchants, cargo cruisers, passenger and cargo shuttles, research transports, luxurious space yachts, freighter transports, and even immense passenger liners.

Determine a transport's scale by its size and crew compliment. Anything larger than a heavily armed fighter requiring a crew of more than five people to fly is considered a battleship. Consider anything smaller as fighter scale. Game information on individual ships indicates to which class it belongs. Use the piloting skills and scale classifications noted for fighters and battleships above.

| | Length (in meters) | Mass (in metric tons) |
|---|---|---|
| **Light** | 20–50 | 50–199 |
| **Medium** | 51–100 | 200–499 |
| **Heavy** | 100–250 | 500–1,999 |

# Ship Systems

To assure safe arrival at its destination, a ship relies on two key systems: sensors and communications.

## Sensors

Ships use a wide array of sensors to detect other vessels, planets, and any potential hazards. The sensor operator uses his ship systems skill.

Sensor difficulty numbers should be based on the kind of scan characters employ to detect and identify various targets. Modify this difficulty depending on objects, situations, or conditions that might affect a sensor's readings.

Difficulties for using sensors depend on several scanning techniques.

One can run a focused scan to find a known target in a specific area. Sensors running a focused scan gather lots of information about a very small area, but they get no information about the areas not being scanned.

Characters can also program sensors to search for information in one specific fire arc (fore, aft, port, or starboard). This is easier than other methods, but it provides data only on the one fire arc under scan, and nothing about the remaining three fire arcs.

Using active sensor methods, characters can gather information about their general surroundings in space. The scanner array sends out pulses in all directions to actively detect and identify targets, but this technique also broadcasts the ship's presence to anyone else in the system.

Characters can also passively scan an area, picking up information transmitted from potential targets and detected by onboard instruments.

Sensors operate in both real space and Slipspace. However, sensors used in real space will only detect ships that are also in real space, and vice versa.

### Sensor Countermeasures

Ships may employ a number of countermeasures to make them harder to detect:

- Since sensors operate on the principle of "line of sight," any ship can "hide" behind a planet or any other sufficiently large spatial body. By placing the obstacle between itself and the scanning ship, the target vessel can remain undetected. Of course, the sensors may detect a ship's energy emissions if they are too large.
- Any ship that uses its sensors passively is less likely to be detected than a ship using sensors to actively scan, search, or focus on targets.
- Craft can also run silent — the ship powers down all major systems, including engines, weapons, and shields and drifts in space, with its life support systems running on minimal power. Vessels can seldom run silent for longer than five minutes before life support systems must be recharged from the ship's main power generators. A ship running silent has a much higher chance of remaining undetected at long distances. Craft that are running silent in the Panthalassa will not sink, but will be subject to the currents.
- Any ship can use its sensors to jam scanner readings, flooding an area with "static noise." Although any nearby vessels certainly detect this noise — they'll know a ship is causing the jamming — they'll have a tough time determining if the jamming is caused by a small freighter, or a battleship, or an entire armada. Spaceships may also employ devices specifically designed to hide from or confuse other ships' sensors. Such devices are normally listed with the ship's sensor statistics.
- Some vessels employ sensor decoys, small probes, or miniature vessels that duplicate the "sensor image" of the launching ship. When a craft deploys a decoy, an enemy sensor operator now detects two identical ships where before there was only one.
- Particularly expensive sensor baffles can nullify the energy signatures of active scans. When activated, sensor baffles add a certain number of points to the difficulty to detect the ship.
- Ships can alter or mask their true transponder identification codes, though this is highly illegal and actively prosecuted by authorities. Transponders broadcast information about a vessel — classification, captain, registry numbers — to others contacting it with transmitted requests for identification. All ships must log their transponder codes with the Athenoi Ministry of Stellar Commerce Information Control Bureau. Some unscrupulous captains alter their ship's transponder code to identify it as another vessel; for example, with a false transponder code, a known pirate ship might pose as a legitimate utility transport, especially if it needs to visit a major planet for serious repairs. While false transponder codes are difficult to create (and expensive if you pay someone else to install the code) they make it much easier for a notorious ship to slip through a system's patrols. Others find ways to bribe officials, hack data records, or otherwise alter information on file with the registry. This usually requires hundreds of drachmas in bribes, or some risky computer work to penetrate the Ministry's well-protected databanks.

## Communications

Ships normally rely on several communications systems that function in material space only. Although some communication technologies employ some form of Panthalassa transmission, communications do not work between ships in Panthalassa and normal space unless they are on the shore.

### Panthalassa Transceivers

High-level political vessels and military craft use Panthalassa transceivers to communicate almost instantly over vast distances. They're prohibitively expensive, extremely delicate, and consume a tremendous amount of power. Messages relayed through Slipspace travel at a speed of one parsec a week, the same speed as a commercial Slipspace engine (1.0).

### Material Space Transceivers

Most ships are equipped with transceivers for real-time communication through material space. Most vessels have a short-range unit, usually good for clear communication up to a maximum range of 2 light years. With sufficient power, material space transceivers may boost signals to a range of 8 light years or more. You can also use these devices to send out distress signals if a ship is damaged in open space.

### Comms

Most starships have speed-of-light radios (more frequently known as "comms") for ship-to-ship and ship-to-planet communications. Most comm chatter occurs while talking with other vessels and flight controllers when landing and taking off. Spaceports use a pre-set comm channel to broadcast announcements to travelers providing landing protocols, such as weather, traffic patterns, conditions at the docking facility, and other general spaceport information incoming pilots must know.

### Intercoms

Most vessels include internally wired intercom systems to communicate between different sections of a ship. Sometimes these broadcast announcements over speakers, but they often require crew members to plug comm headsets into the system. Most intercom traffic cannot be overheard by other nearby vessels. Spies often employ electronic surveillance devices, piggyback transmitters, and other gadgets to listen in on internal intercom communications.

### Comm Lasers

Only a rare number of vessels employ comm lasers, usually those engaged in espionage or otherwise needing to transmit data covertly. Comm lasers send their message in a microsecond flash pattern of laser light, a compressed digital-coded message. Since it's not a true radio emission, most sensors and comm units won't detect the transmission. Both parties must have comm laser broadcast and receiving equipment to communicate, and must be in line of sight. This technology is ineffective for communicating over distances longer than the breadth of a star system. Comm laser arrays are extremely expensive. Their interface coding and linked encryption engines are complex and delicate. Government authorities track such technology. The Hellenes have declared comm lasers illegal unless one is working under the government's authority.

### Comm Frequencies

It's very difficult to find a communication signal without knowing its frequency — there are literally billions of different frequencies for subspace communications. There are established military and government bands for the Hellenes and its member factions, as well as "secret" frequencies for secured messages, which are often electronically scrambled.

Local governments regulate the use of frequencies for civilian, business, emergency services, and military communications. Groups may also use unauthorized frequencies for covert communications.

## Antikythera Navigation Computers

To handle the overwhelming complexities of calculating interstellar trips, most ships are equipped with Antikythera navigation computers. A ship's astro-navigator uses the Antikythera computer to plot a safe trip through Slipspace. Antikythera computers hold a tremendous amount of data, storing the coordinates for the locations of fast or sluggish currents, standard routes, whirlpools, and asteroid debris floating in the wine-dark dimension. Navigators use this information to determine the best routes to avoid these obstacles.

As a route becomes well-known and its hazards are better understood, interstellar journeys can be plotted with more precision at faster speeds. In some cases, travel times between specific planets may decrease. In other cases, large obstacles may drift into the known route and cause the time to increase.

In general, the greater the physical distance between planets, the longer the journey in Slipspace takes. However, even systems that are in close proximity to one another may require roundabout routes because of the nature of Slipspace currents and other hazards.

# Ship Operation

Ships have two types of drives: in-system (or sublight) drives and interstellar drives.

## In-System Travel

In-system drives are used for getting off-planet as well as traveling around a system. They could take a ship to another planet, but generally only generation or automated ships attempt such a journey.

Here are some rough guidelines for in-system travel times using normal drives:

- Five minutes to fly from orbit to a safe interstellar transition point.
- Half an hour to fly from a planet to one of its moons.
- Two to six hours to fly from one planet to the nearest planet in the system.
- Anywhere from 10 to 48 hours to fly from a star to the outer limits of the system, depending upon distance and the presence of any hazards such as asteroid belts or gas clouds. As one example, a typical system of a single yellow star and less than a dozen significant planetary bodies would take about 15 hours to reach the outer limit from a terrestrial world near the star.

## Interstellar Travel

Most "modern" spaceships use a Slipspace Drive to journey from one nearby star to another. Traveling long distances is best accomplished through the wild extra-dimensional realm known as Panthalassa, a.k.a. Slipspace. Those vessels without Slipspace Drives cannot enter and travel through Panthalassa to other systems. The actual Slipspace drive takes 1 to 6 minutes to "cycle up" and then "sinks" the ship into Slipspace in a single round. While the drive is cycling up large Ætheric sails automatically unfurl in front of the ship held in place by cables and belts.

When characters wish to travel to another system (and they didn't get someone else to do the driving), they follow four steps:

1. Determine the trip's destination and duration.
2. Make calculations for the interstellar journey.
3. Figure out the navigation penalty.
4. Find out the navigation results.

**Determine the Trip's Destination and Duration:** The first step a ship's captain needs to take is deciding where she's going and how she wants to get there. One Parsec takes a standard ship one week. Once the base duration is determined, the navigator may then divide that number by her drive's class to get the actual amount of time the ship will take (assuming perfect conditions).

**Make Calculations for the Trip:** Figuring out the best route and then inputting it into the computer isn't easy, even with the incredible computers available on modern ships. How much time it takes to perform the calculations depends on where the ship is supposed to end up. A character can rush the calculations, but doing so modifies the difficulty by -3. Many ship captains begin navigation calculations while they wait in space dock, so they can leave as soon as the local authorities clear them for departure.

Use these guidelines to figure out how much time it takes to make the navigation calculation.

- Well-plotted route or pre-calculated coordinates: 1 minute.
- Known systems but best route has not been determined: 30 minutes.
- Never been to the system: Several hours.
- Lost because of a miscalculation or unknown obstacle: 1 day.

**Figure Out the Navigation Difficulty:** All trips have a base DoD of -2, with modifiers that adjust it higher for easy trips (such as one core world to another) or much lower for particularly perilous routes. Use the accompanying chart to determine the final difficulty.

## Space Navigation Modifiers

| Situation | Modifier |
|---|---|
| No navigation computer | -10 |
| Each extra day added to trip | +1 |
| Each day saved on trip* | -1 |
| Obstacles (gas clouds, large space debris, black holes) | -1 to -10 or more |
| Not on a standard route | -2 |

**Find the Space Navigation Results:** Once the destination, duration, and route have been decided — and the navigation difficulty is determined — the player rolls her character's navigation skill to see how well she did. Find the result points (the difference between the difficulty and the skill total) and compare them to the accompanying chart to decide what happens. In this case, result points can be positive or negative.

## Space Navigation Results

| Die roll | Result |
|---|---|
| Critical Success | Saved 20% of the time on the trip |
| Success | Trip occurred without mishap |
| Partial | A radiation surge or other mishap affects drive performance and damages another system on the ship (Game Master selects). The characters need to use the appropriate repair skill with a +3 difficulty to fix it. The trip is extended by 7 hours |
| Failure | The calculations were good enough to get the characters to a destination, just the wrong one (perhaps from a computer malfunction or an unplotted obstacle) |
| Mishap | The interstellar drive cut out to avoid collision with an obstacle. A systems repair roll is necessary to get the engines back on line. The characters also need to plot a new course |

# Planets of Hellas

## Hellene Space

### Theta Constellation

- Akhaia Sikyon Region
- Elis Region
- Olenos Region
- Arkadia Region
- Troizenos Region
- Argos Region
- Lakonia (Lakedaimonia) Region
- Messenia Region
- Pylos Region

### Zeta Constellation

- Euboia Region
- Dryopia Region
- Boitia Region
- Megaris Region
- Attika Region
- Korinthos Region
- Lorkris Region

### Omega Constellation

- Magnesia Region
- Phlegyai Region
- Doros Region
- Lapithai Region
- Ormenios Region
- Pherai Region
- Thaumakia Region
- Phylake Region
- Perrhaibia Region
- Thesprotia Region
- Pythia Region
- Akarnania Region
- Aitolia Region

## Non-Hellene Space

### Ionia

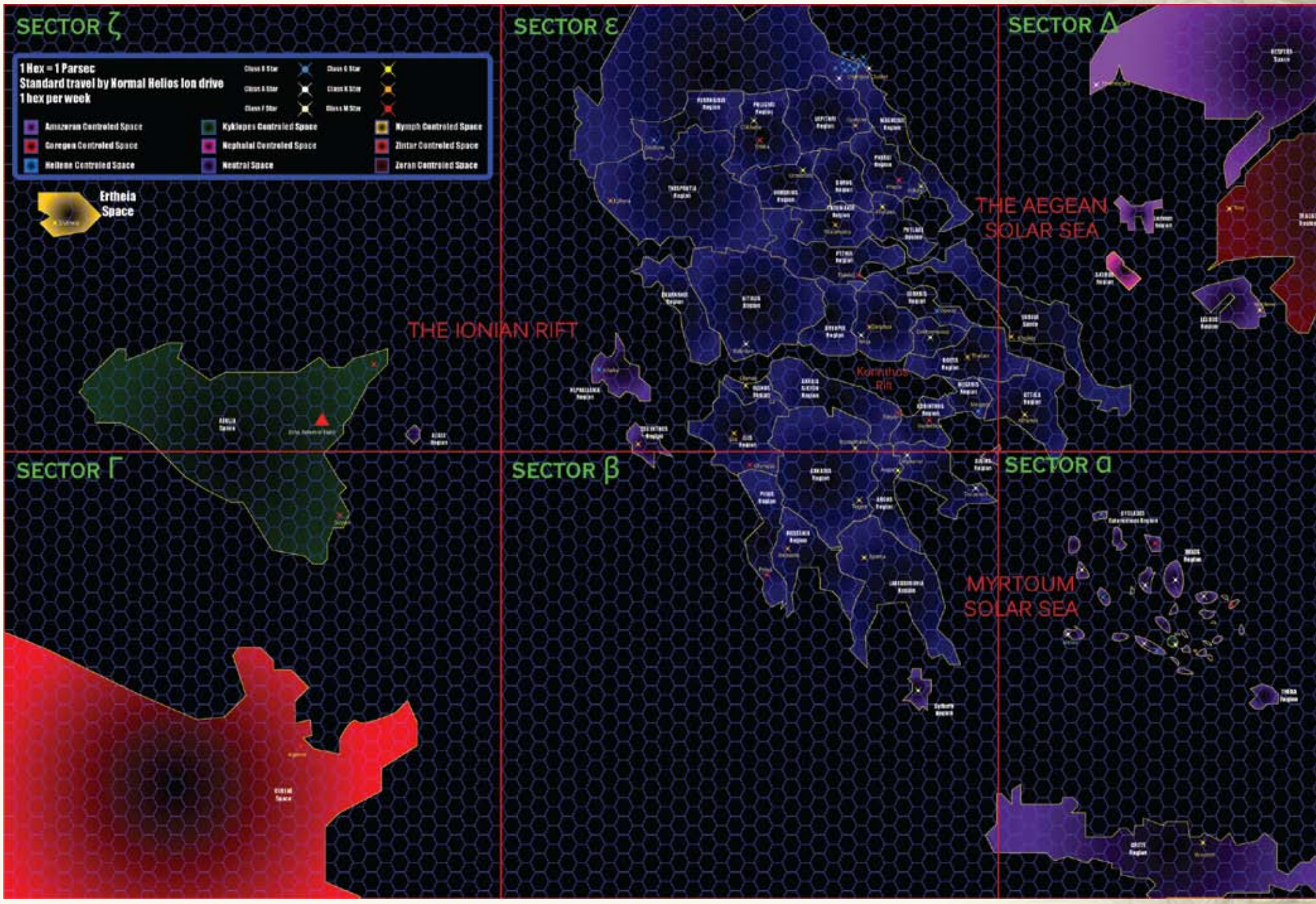
- Erytheia Space
- Phorcys Space
- Aeolia Space
- Aeaea Region
- Kephallenia Region
- Zacynthos Region

### Aegea

- Traoas Region
- Hespera Space
- Skyros Region
- Aegina Region

### Myrtoum

- Cyclades Autonomous Region / Delos Region
- Cythera Region
- Crete Region / Thera Region

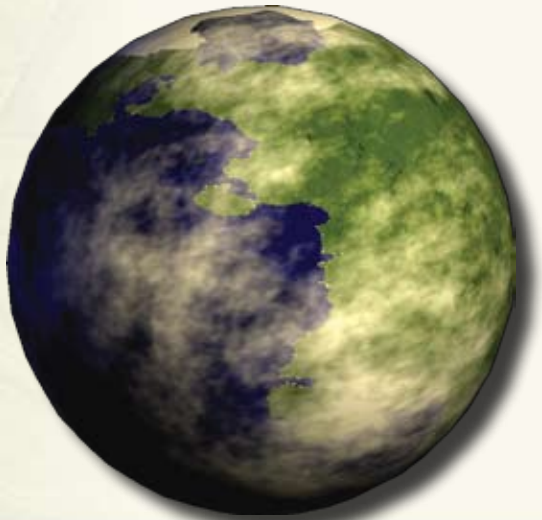

SECTOR ζ
1 Hex = 1 Parsec
Standard travel by Normal Helios Ion drive
1 hex per week
Class B Star
Class G Star
Class A Star
Class K Star
Class F Star
Class M Star
Amazonian Controled Space
Kyklopes Controled Space
Nymph Controled Space
Goregon Controled Space
Nephalal Controled Space
Zintar Controled Space
Hellene Controled Space
Neutral Space
Zeran Controled Space
Erthela Space
THE IONIAN RIFT
SECTOR ε
Korinthos Rift
SECTOR Δ
THE AEGEAN SOLAR SEA
SECTOR Γ
SECTOR β
SECTOR α
MYRTOUM SOLAR SEA

# Hellene Space

Hellene Space is comprised of between two and three dozen Regions, each of which includes one or more inhabitable systems (mostly planetary, but some artificial in nature). The thirty or so Regions are generally grouped into three clusters known as Constellations (i.e. groups of stars), based in part on their proximity to one another and in part on allegiances that are often (but not always) struck between them in times of conflict. Boundaries between Regions are not fixed — due to the constant ebb and flow of battle, territories shift constantly, sometimes on a daily basis — but they are nevertheless an accepted way of referring to otherwise indistinguishable stretches of open space.

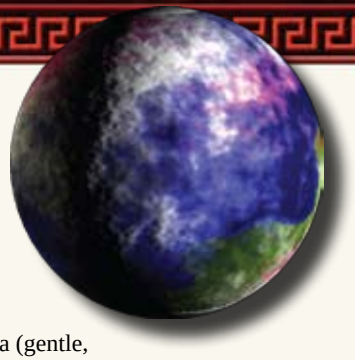
The standard Hellenic naming convention generally assumes that the name of the Region's home System, that System's main star, the name of its temple moon, and the main planet (or base) around that Star share the same name. For example, in the Akhaia Sikyon Region, Sikyon is the name of the main System and its star, as well as the planet upon which the majority of the System's inhabitants reside and the temple moon around that planet. Note in particular that a Temple Moon does not always orbit a Home System. While the Temple Moons share much in common — for example, they are all the same size and shape (having been constructed by the Gods) — not all of them revolve around their system's main habitable planet. These, and other exceptions, are noted accordingly.

The entirety of Hellene Space is occasionally referred to as the Hellas Cosmopolis (literally, "universe-city"); each individual Region is referred to as an Astropolis (pl. Astropoleis, literally, "star-city"); planets that are entirely urbanized are known as Ecumenopoleis (literally, "world-cities"); and unified clusters of cities and countries upon the surface of specific planets (or moons, stations, etc.) are called by the generic term of "Poleis" (literally, "city-states"). Most systems are unified under a single form of government with a single leader, but this is not always the case.



# Theta Constellation

aka Peloponnesian League



## Akhaia Sikyon Region

**Chief Deity:** Aphrosia, the Lover
**Chief System/Temple Moon:** Sikyon
**Primary Government:** Monarchy
**Key Personalities:** Tyche on High, chief priestess of Aphrosia (gentle, passionate), Koronos Apollonius, king of Sikyon (boisterous, energetic)

Akhaia Sikyon was the very first system explored by the Hellenes after their exodus from Thera, and Sikyon was the first planet they settled upon. The original landing site, on the eastern shore of the planet's single continent, is now a monument of sorts, and many flock to the system to pay homage to the ancient Heroes who brought the Hellenes here to safety so long ago. The buildings that compose the shrine, like much of the planet's Hellenic architecture, are some of the most beautiful in the entire universe (at least to Hellenic eyes), taking full advantage of the subtle optical illusions caused by the planet's red sun and its dense, shifting atmosphere, which causes auroras to appear day and night.

Despite the fact that it was the Hellenes' first home away from home, Sikyon is for the most part uninhabitable, and now fewer than a million inhabitants call the planet home. Although the climate and weather are more than tolerable, and the planet produces ample fruits and vegetables to feed the inhabitants, the presence of many large predators and poisonous wildlife (fish, reptiles, insect, and birds alike) makes the prospect of a safe and happy life an uncertainty at best. Those craving adventure and danger might journey into the wild, but those that return (if they return at all) are often permanently scarred by the experience.



## Elis Region

**Chief Deity:** Heuson, the Father
**Chief System:** Elis
**Temple Moon:** Olympia
**Primary Government:** Democracy/Kritocracy
**Key Personalities:** Aethlius, chief justice (stern, quiet), Oxylia, justice (deceitful, self-serving), Troilus, athlete (confident, egotistical)

Elis is one of the regions where the main system (Elis) and the system that bears its Temple Moon (Olympia) are separate from one another. Elis, though large, is rather unremarkable, and despite that it is home to one of the largest populations of Hellenes anywhere, it is generally seen as a birthplace rather than a destination. Every year, thousands of Hellenes depart the system for other worlds, never to return, unable or unwilling to cope with the planet's restrictive laws and regulations, which are remarkably austere and overreaching, even by lawful Hellenic standards. While these rules keep the planet essentially crime-free (and a policy of shipping all prisoners off-world to Olenos keeps it criminal-free), few can tolerate it for long.

The Olympia system, by contrast, is a destination for many, being home not only to the Elis Region's Temple Moon, but to the planet Olympia upon which the Hellenes hold the Pan-Hellenic Games every five years. Most events (the biathalon, Slipspace-racing, etc.) are considered traditional and have been held without fail for centuries, but each game also features one new event that is announced only on opening day, offering an even playing field to all competitors willing to enter without knowing beforehand what it is they're signing up for. It has become tradition for great Heroes and leaders to enter the games, and many of the Hellenes' most famous personalities are game veterans.

## Olenos Region



**Chief Deity:** none (Heuson, the Father)
**Chief System:** Olenos
**Temple Moon:** None
**Primary Government:** Anarchy
**Key Personalities:** Phorbas, self-proclaimed king of Olenos (insane, malicious), Baitulos, prisoner (kind, deceitful)

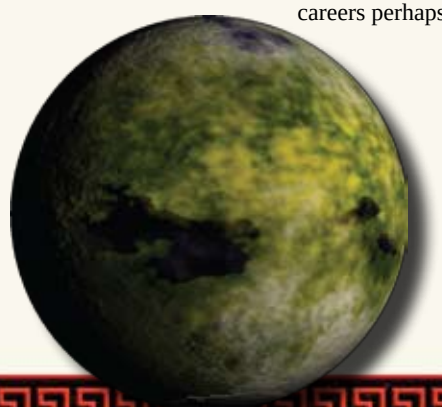
The Olenos Region is the garbage heap of the universe. Peculiarities of the space-time continuum have, over the millennia, resulted in the depositing of random detritus, strange errant energy clusters, and other hazards within this vast region of space, affecting both "real space" and "Slipspace." Hellenic scholars and their allies have studied the various phenomena in an attempt to catalog, understand, and predict the curious currents that run through the area, but thus far the Region remains a mystery.

Despite (and, in fact, because of) the danger, the Olenos Region is home to the Hellenes' worst prisoners. Due to the unpredictable Slipspace currents in the area, the only safe passage to and from the area is from nearby Elis and the journey takes several months. For this reason, prisoners sent from Elis to Olenos are generally sent to the planet via a one-way shuttle. Many undoubtedly never arrive at the planet, running out of food, water, or fuel along the way. Those who make it reside on the single large planet at the center of the Olenos System, in a part of the Region ringed by deadly belts of radiation. The planet's surface cannot support life, but beneath the surface are layers of warrens and tunnels within which the prisoners reside in barless cells, given free reign to govern themselves as they see fit. Some have attempted to recreate a lawful society, but many refuse to kowtow to any authority, and wandering the tunnels is hazardous and unpredictable. Persistent rumors place an unknown "treasure" deep within the planet's mantle, below the deepest prison tunnels; some claim a cache of weapons while others say it is a mechanism for escape.

## Arkadia Region

**Chief Deity:** Artesia, the Hunter
**Chief System:** Stymphalos
**Temple Moon:** Tegea
**Primary Government:** Democracy
**Key Personalities:** Euthymenes, athlete (brave, humble), Kostia, tracker (introverted, reliable)

The chief planet of the Arkadia Region is Stymphalos, a heavily forested, low-gravity planet where, since local law prohibits the cutting down of any tree or plant, the vegetation stretches up to the limits of breathable atmosphere. From space, the entire planet is wreathed in clouds, the small oceans and many rivers that course across its surface covered by the dense canopy that engulfs the planet, and the canopy itself covered in a perpetual cloud bank that essentially creates one all-encompassing rain forest. Yet despite the primeval nature of its flora and fauna, the planet is heavily inhabited, with the Hellenes building above, around, and below trees and other obstacles, blending in rather than cutting down. Within the forests, pirates, poachers, and others on the run find plenty of places to hide, but within the confines of the many cities that encircle the planet, law abides.



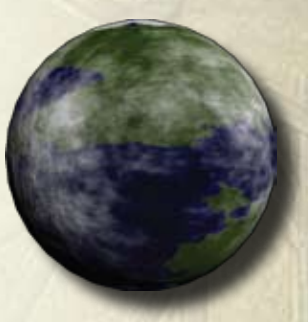
Stymphalos is also notable in that more than thirty small moons surround it, although none of them is habitable. For this and other reasons, the Arkadia Region's Temple Moon can be found not near Stymphalos, but rather in the Tegea System. Tegea itself is completely covered in water, and is subject to stunning blooms of algae that sweep across the entirety of the planet in a matter of days, arguably influenced by the tidal pull of the Temple Moon. Some claim that the planet represents Artesia's eye, and that the color of the planet is an indication of her moods, with red indicating a readiness to draw blood (as in war), and blue a desire for temperance and patience.



## Troizenos Region

**Chief Deity:** Hoseidon, the Sailor
**Chief System/Temple Moon:** Mykenai
**Primary Government:** none (Timocracy)
**Key Personalities:** Atreus, wealthy landowner (cocky, irascible), Danae, priestess of Hoseidon (extroverted, lustful)

Named for a now-uninhabitable planet — ruined by war between the Spartans and the Athenoians many years ago — the Troizenos Region is home to many of the Hellenes' best navigators and marines, and is a common staging area and battleground for Hellenic fleets, whether they preparing for war with one another or a common foe. Many of the descendants of those who fled from Troizenos during its last days still wander the Region in ships, steadfastly refusing a home world, as this would be seen as taking a side between the Spartans and the Athenoians. However, most of those who live in the region have relocated to Mykenai, and it is in this Spartan-controlled system that the Region's Temple Moon can be found.



Mykenai is a small, rather unremarkable world, with shallow oceans, low mountains, and a chilly, if life-supporting, atmosphere. Terraformed over a period of decades by the Hellenes, it now supports a rather large population and an agricultural industry that exports several delicacies to other systems. Curiously, this rather unremarkable planet has been the birthplace or home world of many great Heroes, sailors, and politicians of Hellenic legend, their careers perhaps spurred on by the rather dull life provided for them on Mykenai.

## Argos Region

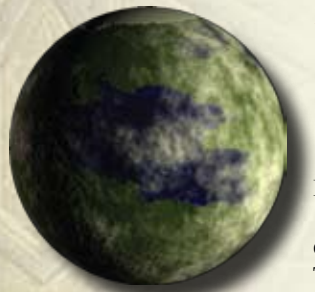


**Chief Deity:** Heiria, the Mother
**Chief System/Temple Moon:** Argos
**Primary Government:** Aristocracy
**Key Personalities:** Cyanippus, wealthy aristocrat (stuffy, elitist), Adrastus, warrior (overconfident, reckless)

A close ally of both Mykenai and Sparta, the Argosians were once an enemy of both, and even defeated the latter force in a notable skirmish some centuries past (the Spartans, of course, deny the engagement ever took place). Since then the Argosians have done their best to move away from their militant ways and have instead become a central cog in the entire Hellenic financial system. While each system has its own currency, the Argo (the Argosian standard, on par with the Athenoian Drachma) is accepted and used almost universally, backed as it is by a plentiful supply of a rare ore found in large quantities beneath the surface of Argos (one of the planet's few natural resources). The deposits of Argosian ore are, of course, closely guarded by Argosian soldiers, who have a reputation for ferocity that nearly matches that of their Spartan cousins. Rather than live on the planet's somewhat barren surface, the many rich citizens of Argos live in large personal estates on secluded private satellites, drifting about in the planet's rings. The farther away from the planet one is, the larger (and more secluded) the estate.

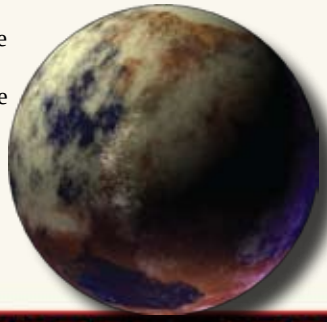
Argos is also notable for being the sole planet in all of Hellenic Space without an extradition treaty. As such, it has come to be known as something of a haven for criminals, who flee here to avoid capture by their pursuers; in particular, criminals from the Elis system will often make the long and hazardous journey across Arkadian space to get here, rather than face banishment to Olenos. Those who do arrive are treated as if their crimes were "forgiven" for the duration of their stay, although this does not apply to crimes committed on Argos. Some choose to remain forever, either in service to some rich banker or politician on his satellite estate, or as a worker in the ore mines beneath the surface. Neither is a pleasant proposition for the long-term, as most soon discover.

## Lakonia (Lakedaimonia) Region



**Chief Deity:** Areson, the Warrior
**Chief System:** Lakedaimonia (none)
**Temple Moon:** Sparta (none)
**Primary Government:** Timocracy/Oligarchy/Aristocracy
**Key Personalities:** Cleomenes, king (spineless, deceitful), Eucleidas, king (confident, foolhardy)

A thousand years ago, the Spartans abandoned the lush planet of Lakonia and moved to the planet Sparta, in part to be nearer their Temple Moon, and in part because the Spartan environment was more hostile and would prove more of a challenge. The decision cost many thousands their lives, but the survivors have gone on to become one of the most feared fighting forces in the entire universe. Rumors persist that some Spartans still reside on Lakonia, but the system appears on no star charts, and the name of the region itself (Lakedaimonia) suggests that it is lost.

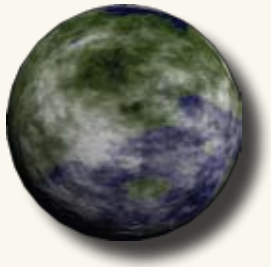


The surface of Sparta is not at all conducive to supporting life: the planet is cold, with a thin atmosphere that borders on unbreathable, rugged terrain, and many large predators (occasionally used in war by the Spartan army). The planet's orbit also takes it through a belt of planetary debris that unpredictably peppers the planet with deadly meteorites. In short, it is the perfect proving grounds for the rugged Spartan soldier, although not the optimal place to foster a society.

The Spartan people themselves live most of their lives belowground in an intricate cave system that honeycombs the entire planet, rarely venturing onto the surface. In fact, most Spartan children never see the light of day until their 19th birthday, when they are sent onto the surface to survive with nothing more than a spear and a shield. Fewer than half survive, but those that make it back are ready for anything.

Sparta has two kings who share decision-making power. The justification for having two monarchs is that rulership can continue if one is killed in battle; as such, one king commands the army and the other deals with more mundane matters at home. Each comes from a different ruling party and is chosen for the position by that party, making the government less monarchical than one might think.

## Messenia Region



**Chief Deity:** (none) Areson, the Warrior
**Chief System:** Messene
**Temple Moon:** none
**Primary Government:** Tyrrany
**Key Personalities:** Epaminondus, Helot leader (clever, naïve), Lycortas, Spartan tyrant (tired, short-tempered)

As the Spartan home world is not conducive to supporting a large population on its own, the Spartans rely heavily on neighboring systems to provide them with food, fresh water, and other resources. The bulk of these supplies come from Messene, a temperate planet in a nearby system that is controlled by the Spartan army.

The Spartans, however, do not actually live on Messene; the only Spartans ever allowed on the surface are those stationed at one of the military posts that ring the equator. From these garrisons the army is able to keep tabs on the workforce of Helots that till the fields. Descended from a band of interstellar gypsies who roamed the region before the Hellenes arrived, the Helots are allowed to remain so long as they agree to serve; those who refuse to work are imprisoned or killed. The tradeoff for their service is that Messene is one of the safest planets in the entire universe, thanks to the constant presence of the Spartan military. Many Helots have come to side with their captors, but some still harbor a lingering resentment.

## Pylos Region



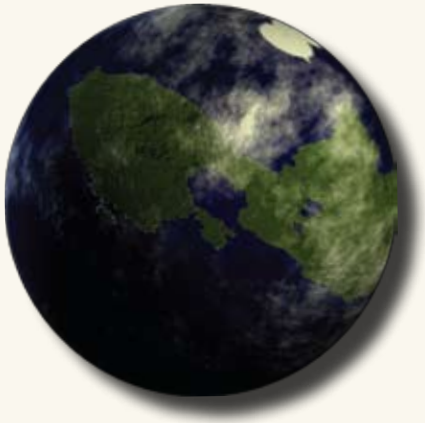
**Chief Deity:** (none) Areson, the Warrior
**Chief System:** Pylos
**Temple Moon:** none
**Primary Government:** Tyrrany
**Key Personalities:** Brasidas, Spartan tyrant (angry, rude)

The Pylos Region is a stretch of space adjacent to Messenia and Elis. The bulk of the region is claimed by the Spartans, but they have not seen fit to devote much energy to holding any but the portion near the Pylos System, an area of tactical importance due to its position on a major Slipspace route.

The planet Pylos is a young, volcanic world thought to be incapable of supporting permenant life, though rich in resources vital to the Spartan military. The still-developing system is heavily populated with asteroids and other debris, making navigation without an accurate map difficult. Also noteworthy is the nearby presence of the Blade Nebula, which serves as a beacon and warning to others drifting too close to Spartan space.

# Zeta Constellation

aka Aegean League



## Euboia Region

**Chief Deity:** Hestia, the Healer

**Chief System/Temple Moon:** Khalkis

**Primary Government:** Democracy

**Key Personalities:** Dystoia, priestess of Hestia (gentle, tired), Dystos, her twin brother (short-tempered, angry)

The Euboia System was the frontline in the most recent conflict with the Zorans and amidst the fighting the planet of Euboia was destroyed and left uninhabitable. The Hellenes residing there fled to the safer Khalkis System on the other side of the Region, and have called it home ever since. The planet Khalkis was always reputed to be a place of healing, being a placid planet replete with natural springs and magnetic anomalies believed to have curative properties, and the influx of Euboians only served to cement its place as the predominant destination for those in need of the healing arts.

The Euboians (as they still call themselves) have attempted to stay neutral in the face of whatever conflict has boiled up around them, tending the wounds of friend and foe alike. Their position near Athenoian Space, however, has forced them to take at least a nominal alliance with the Aegean League, and this has led to a falloff of Spartan support.

## Dryopia Region

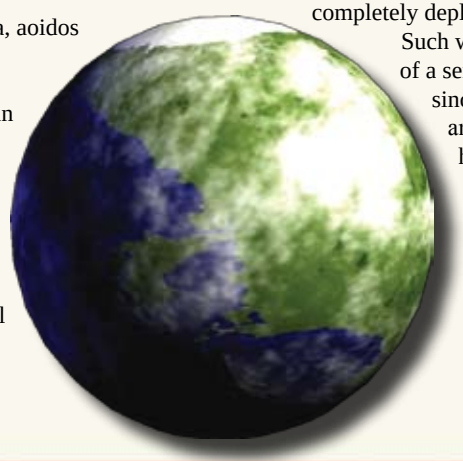
**Chief Deity:** Apollon, the Wrestler

Chief Systems: Krisa, Orkhomenos

**Temple Moon:** Delphoi

**Primary Government:** Democracy

**Key Personalities:** Carystus, athlete (brave, righteous), Styria, aoidos (clever, attractive)



Although all Temple Moons are identical, Delphoi holds a position of predominance, both for its generally central location (in Hellenic Space) and the accuracy of the teachings provided there. So important is Delphoi to all Hellenes that none refer to it by name, with most Star Charts leaving it off, and the region, planet and star being called Dryopia instead. Whether this has any real tactical significance is up for debate, but superstition has allowed the tradition to persist to the present day. Technically the entire region is split in three so as to place Delphoi in completely neutral space, but all except perhaps the Spartans readily admit the entire territory is under Athenoian control.

The planet Dryopia (Delphoi) itself is a paradise world, with huge, towering forests, placid seas, and a temperate climate all year long. Days are generally sunny and nights are filled with gentle rains. Many come to meditate and some never leave, so enraptured are they with the beauty of it all. This is in stark contrast to the much harsher environment found on nearby Krisa, another world heavily populated by the Delphoians. While habitable, Krisa's atmosphere is thinner and its gravity much lighter, making it a destination for acrobats and athletes eager to challenge its many mile-high cliffs, but inhospitable to most others. Most who reside on Krisa live in climate-controlled luxury, rarely venturing out of doors; many of those who live on Dryopia (Delphoi) view these "Krisans" with contempt.



The only other noteworthy System in the region is Orkhomenos, which lies closest to Boitian space in an area traditionally given over to Athenoian control (though see above). Orkhomenos itself is essentially a lifeless icy rock, but the planet holds military significance and is often used as a staging point due to its positioning along a major Slipspace route. Rumors persist of a massive Atlantean ship hidden beneath miles of ice on the surface, but none who have explored the surface have every uncovered anything to prove this.

## Boitia Region

**Chief Deity:** Hephaeston, the Inventor

**Chief System:** (none)

**Temple Moon:** Thebes

**Primary Government:** Technocracy

**Key Personalities:** Plutarchus, chief governor (intelligent, capable), Pindaros, aoidos (patriotic, compassionate)



The Boitia Region is best known as the birthplace of the great Hellenic Hero Heracles, although the exact home world of his birth is impossible to locate — this is in part because no one is sure of its exact location, and in part because it is likely the planet no longer exists. In fact, many of the planets in this Region have been mined into nonexistence by the Boitians, the resources stripped and used to construct a series of Dyson Rings that pepper the area. Most of these are relatively small affairs, being geostationary rings in orbit around large rocky planets, but some completely encircle the equators of planets, and some float free in space and orbit their stars alone, the planets within having been completely depleted already.

Such was the fate of Thebes, the planet's resources being poured into the construction of a series of interlocking rings that encircle the Temple Moon — now a planetoid since it hovers within a series of rings rather than orbiting any planet. Scattered among this ring system is a conglomeration of ships and artificial constructs home to the many inventors, technicians, and other skilled individuals who call Thebes their home. Such is their skill that Thebes was once able to amass enough strength to defeat the mighty Sparta in battle. Today, the system is allied with the Athenoians, although the Thebans still engage in a brisk trade with any willing to pay the price.



## Megaris Region

**Chief Deity:** Aemoton, the Farmer
**Chief System/Temple Moon:** Megara
**Primary Government:** Plutocracy/Democracy
**Key Personalities:** Eupalinia, wealthy landowner (miserly, impatient), Byzas, farmer (wise, optimistic)

Megara is a rainy, fertile planet that feeds not only itself but nearly a dozen other systems, its fields tended by a motley assortment of machines, robots (a rarity in many systems), Hellenes, and alien species willing to trade hard work for a simple, honest life. Large corporations control portions of the planet but many territories are still owned by the farmers who till the soil, leading to the occasional civil war that occasionally shuts down trade to and from the planet. Due to Megara's key importance, such disputes rarely go on for long before the Athenoians and/or Spartans get involved.

Every inch of Megaran surface is used for some form of agriculture, from northern climes to the jungles that ring the equator. Even belowground, extensive tunnels are used to grow various fungi in a fashion originally taught by the Helots who now serve the Spartans in their home System. Some Helots still work here, but they are generally seen as unwanted, in great part due to the ever-present conflict between Athenoi and Sparta.

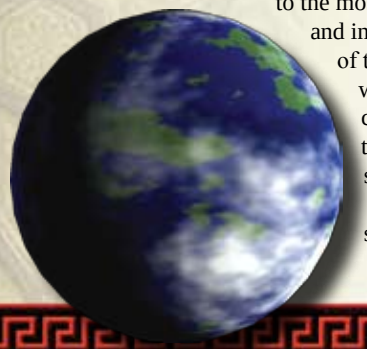


## Attika Region

**Chief Deity:** Athenia, the Seer
**Chief System/Temple Moon:** Athenoi
**Primary Government:** Democracy/Timocracy
**Key Personalities:** Thesia, political leader (wise, confident), Thrasyus, naval commander (persistent, short-tempered), Cimonus, priest of Athenia (charismatic, gentle)

Attikan space was one of the first regions settled by the Hellenes after their exodus from Thera, though the planet Attika itself is now bereft of life, having been abandoned long since by the Athenoian people in favor of the much more habitable Athenoi. It is here that the center of the Hellenic government can be found, and here — despite the wishes of many allied with Sparta — that the future of her people will be determined. So says Athenia, at least, and the Athenoians are quick to discount the advice of Delphoi when their patron Goddess has better words.

Athenoi is a highly just and democratic world, with all free men and women over the age of 18 allowed to participate in every element of government, including serving office. A decade of military service is mandatory, although the definition of "military" is quite broad, and includes positions within the military as varied as cook, bookkeeper, accountant, private investigator, and even poet. Such service may be given in multiple two-year terms over the course of a lifetime, save for during times of war when all able citizens are expected to serve. Most serve willingly, Athenoi being home to the most powerful navy in the Hellenic universe — both on the surface and in the sky. Athenoi itself is a watery planet, spotted with thousands of tiny archipelagos and small continents, and the waters are filled with ships, day and night, while in the skies overhead, onlookers can often see starships from the Athenoian navy as they circle the planet, docking at stations and heading off to defend Hellenic space from enemies.



The Athenoian unit of currency, the Drachma, is a universal standard, on par with the Argosian Argo.



## Korinthos Region

**Chief Deity:** Hermia, the Trader
**Chief System/Temple Moon:** Korinthos
**Primary Government:** Aristocracy
**Key Personalities:** Euphranus, famed architect (scatterbrained, brilliant), Diogenia, philosopher (cynical, ruthless)

At a virtual crossroads between Spartan and Athenoian space, Korinthos serves as the most important Hellenic trading hub, operating as a center for the exchange of not only legal commodities but illegal goods, information, and other, less tangible items. Like the Delphoians and many other Athenoian allies, the Korinthians attempt to remain neutral so as to benefit from the greatest flow of trade through their system, but in times of war they inevitably end up on one side or the other; most often, the Athenoians have deeper pockets.

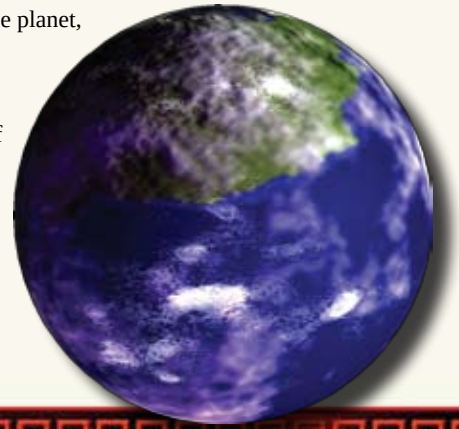
The planet of Korinthos is a sprawling world, the entire planet essentially consisting of one enormous city with no distinct land masses or oceans visible from space — in fact the planet has several continents and three large oceans, but these are only visible to those at the lowest levels of The City (as the megatropolis that encircles the planet is called by the Korinthians). Travel to and from the surface is tightly controlled due to the presence of heavy intra-system traffic, but once on the surface there is little police control or governmental direction to speak of, and visitors often find themselves overwhelmed and easily lost in the throng.

## Lorkris Region

**Chief Deity:** Apollon/Hephaeston, some conflicts but mostly peaceable disagreement
**Chief System:** Opous
**Temple Moon:** none
**Primary Government:** Anarchy
**Key Personalities:** Stephanos the Heated, pirate (extroverted, unforgiving)

Seen by many as part of Thessalian Space, Lorkris is claimed by the Athenoians by virtue of the heavy naval presence they maintain in the area. This is particularly evident in the portions closest to Boitian space, particularly around the Opous System, with other areas possessing a much more "frontierlike" air, some Systems being particularly hostile to Hellenes.

Opous itself is a rather unremarkable planet, with its large northern continent (which encircles the globe) home to most of the planet's residents and all of its technology. The southern hemisphere of the planet is spotted with uncountable volcanic islands, many of them unmapped and constantly changing due to the heavy seismic activity in the region. Few live here, save for the foolish, the brave, and the extremely wealthy, who find a certain security in living within a ring of fire.



# Omega Constellation

aka Thessalian Space

## Magnesia Region

**Chief Deity:** none/all
**Chief System:** Olympos Cluster
**Temple Moon:** none
**Primary Government:** none
**Key Personalities:** none

This portion of Hellene Space is filled in great part with a large gas cloud called the Olympos Cluster, an immense stellar nursery that, in millennia to come, will threaten large portions of inhabited Hellene space. Hellene belief holds that the Cluster is the home of their deities, The Twelve, but whether this is metaphorical or real has never been proven. Some insist that within the heart of the Cluster is a planet upon which The Twelve exist as advanced beings; others feel that The Twelve are intangible beings that take stellar form. Regardless, the Region as a whole contains no inhabitable planets, and the unpredictable gravity makes it deadly for ships to approach. As such the Region is generally only viewed from afar, with naval patrols unnecessary due to its unnavigability.



## Phlegyai Region

**Chief Deity:** Trikka
**Chief System:** Oikhalia
**Temple Moon:** none
**Primary Government:** Anarchy/Meritocracy
**Key Personalities:** none

Allied with Lapithai and Ormenios, the people of the Phlegyai Region are viewed as backwater savages by many Hellenes in other Constellations, despite their being Hellene by stock. The Phlegians are friendly to the Zoran people and many worship their deities, with others devoted to the heretical worship of the large red giant star in their system, Trikka. Their chief system of Oikhalia is a heavily volcanic planet, and most of the people live in the stable regions near the arctic poles, avoiding the dangerous archipelagos that dot the central ocean.

## Doros Region

**Chief Deity:** none
**Chief System:** none
**Temple Moon:** none
**Primary Government:** none
**Key Personalities:** none

This region of uninhabited space is theoretically disputed territory, although as it contains no habitable systems or natural resources, it is generally vacant and unpatrolled, used only as a bypass and trade route between the other systems in the area. The region has been known to harbor Zoran allies in the past, and the Athenoians are believed to keep several ships patrolling the area on a regular basis to keep tabs on the less trustworthy Hellene planets nearby.

## Lapithai Region



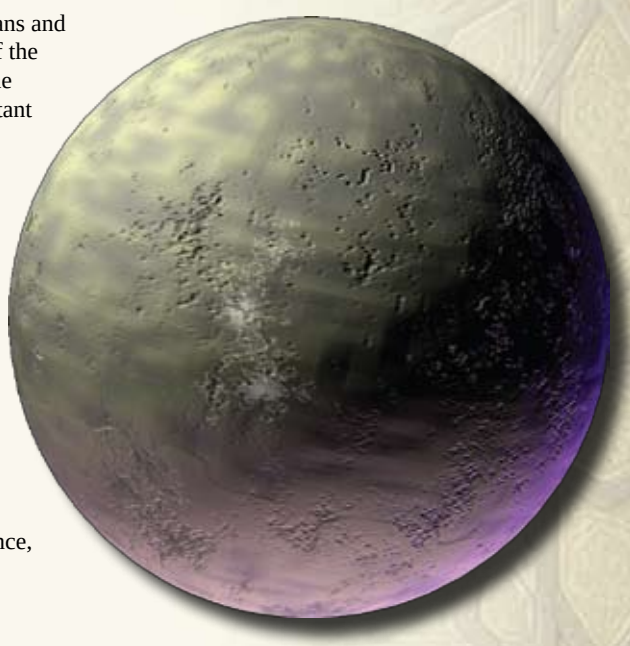
**Chief Deity:** none
**Chief System:** Gyrtone
**Temple Moon:** none
**Primary Government:** Anarchy
**Key Personalities:** none

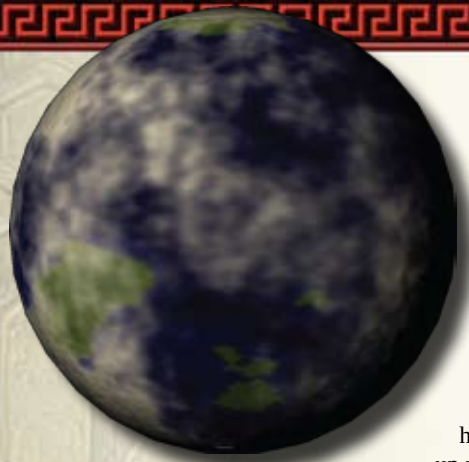
The Lapithians, like their allies the Phlegians and the Ormenians, are generally openly supportive of the Zoran people, and have aided them in the past when the Zorans have moved into Hellene space, seeing them not as conquerors but as a much-needed change from the petty infighting of the Spartans and Athenoians. Their chief System, Gyrtone, is a dangerous and unstable world, covered with water with a surface of miles-thick ice that is occasionally broken by the venting of volcanic gasses from the planet's core. The people live within the thickest and most stable portions of the ice, moving when they must to avoid perishing at the whims of the planet. The people here are known for their heretical atheism, though some worship either local pagan or Zoran deities.

## Ormenios Region

**Chief Deity:** Ormenios
**Chief System:** Ormenios
**Temple Moon:** none
**Primary Government:** Anarchy
**Key Personalities:** none

The Ormenians, like the Phlegians and Lapithians, are openly supportive of the Zoran people, though of the three the Ormenians have been the most hesitant to give themselves over fully to the enemy. Their icy planet harbors a relatively small population of exiles, criminals, and other outcasts from Gyrtone, Oikhalia, and other nearby systems, and it is in part the rebellious nature of the populace that contributes to their rabid sense of individualism. The bulk of the populace is openly atheistic, but the official state religion (to the degree that there is one) is given over to the worship of the star at the center of the system, Ormenius (or, in the common parlance, Hormenius).





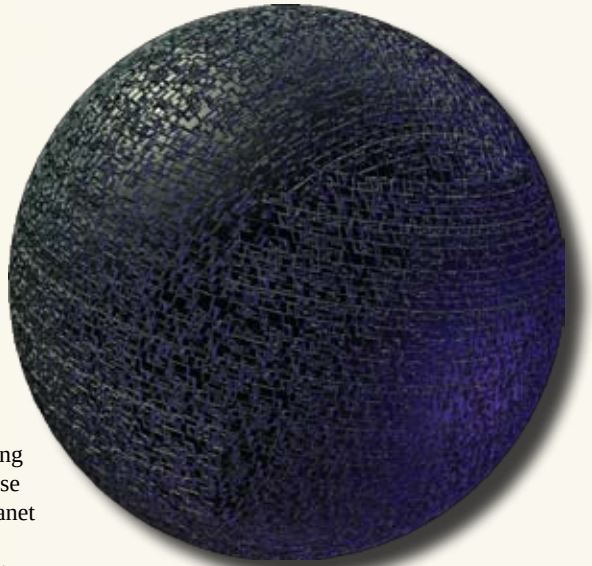
## Pherai Region

**Chief Deity:** none (?)
**Chief System:** Pherai
**Temple Moon:** none (Iolkos)
**Primary Government:** Aristocracy
**Key Personalities:** none

The Pherians, along with the Thaumakians and Phylakians, have formed a rough alliance of sorts, primarily for trade purposes but also to afford some modicum of a military buffer against the alliance of their nearby Hellenic neighbors. Pherai, the nominal head of this alliance, is the most populous and habitable of the three systems so involved, and keeps up relatively good relations with the Athenoians and their allies. However, Zoran ships have been spotted in the system, and the Pherians are known for their reluctance to take a firm stand on any matter, leaving them open to betrayal if it suits their cause.

An interesting anomaly in this region of space has come in recent months with the discovery of what appears to be a thirteenth Temple Moon, in orbit around the small, uninhabited planet of Iolkos. There is no indication who built the Moon for what purpose, or to which God it is intended to be devoted; since there are already Twelve Moons elsewhere, some have theorized the existence of another God, the pending destruction of an existing Temple Moon, or some great heresy to be uncovered. Until the truth is ferreted out the Athenoians and Pherians have agreed to restrict access to the Moon, only allowing designated personnel to land on the surface to explore.

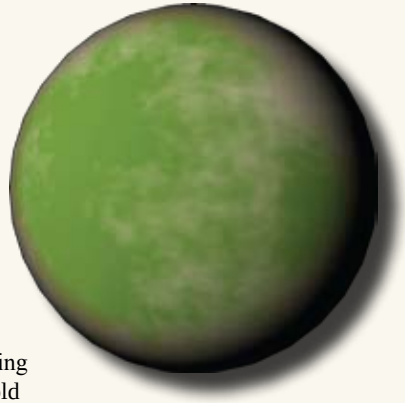
## Thaumakia Region



**Chief Deity:** none
**Chief System:** Thaumakia
**Temple Moon:** none
**Primary Government:** Kleptocracy
**Key Personalities:** none

By population, the Thaumakians account for less than a quarter of the Thaumakia-Pherai-Phylake alliance, a minority role that they compensate for by virtue of the economic importance they possess. The entire planet of Thaumakia is a single crystalline spheroid, and flakes and fragments of the outer parts of this crystal have become the accepted form of currency in this part of Hellene space. Mining the crystal without authorization is an offense punishable by death; construction on the planet generally involves digging into the planet's surface in some regard, and this has broader implications than one might suppose, leading to the emigration of many of the planet's citizens for other more hospitable systems. As a result the Thaumakians have been forced to employ slave and robot labor to handle much of the necessary mining.

## Phylake Region



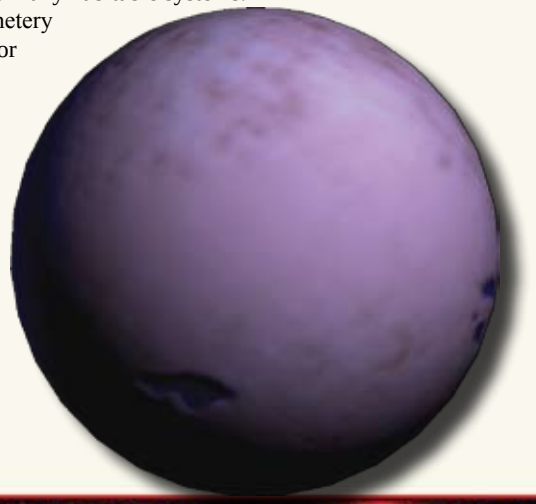
**Chief Deity:** none
**Chief System:** Phylake
**Temple Moon:** none
**Primary Government:** Democracy
**Key Personalities:** none

Phylake is essentially a single giant hydroponic farm, the entirety of the planet's surface covered in floating gardens that flourish in the nutrient-rich shallow oceans encompassing the globe. Beneath the surface, the planet is also rich in fauna, with an assortment of fish, crustaceans, and sea-dwelling mammals also serving as a food supply. All told the planet produces enough to feed the entire Phylake-Pherai-Thaumakia alliance, a necessity since the other major systems grow little or no food of their own. Due to the lack of solid soil to build upon, the Phylakians live instead on floating cities composed of an assortment of smaller vessels and platforms. During times of harvest these cities can quintuple in size over a matter of weeks, only to drift apart as the Phylakian farmers move off to other areas when the harvest is complete.

## Perrhaibia Region

**Chief Deity:** none (Hadon)
**Chief System:** Dodona
**Temple Moon:** none
**Primary Government:** Autocracy
**Key Personalities:** Timon, groundskeeper (creepy, unstable)

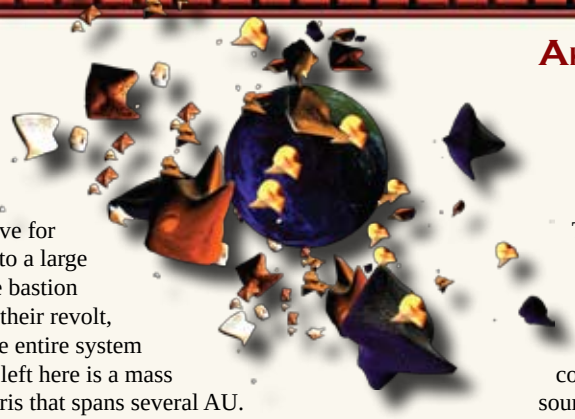
The remote Perrhaibia Region is composed primarily of a few scattered Hellenic settlements, most of them on small moons orbiting unremarkable planets; the region's name comes from a Hellenic word meaning "scattered" or "forgotten." The area is primarily noteworthy for being the location of the planet Dodona, a lifeless husk of a planet orbiting a cold star, far from any habitable systems.



Dodona serves as an official cemetery world for the Hellenes, at least for those who can afford to bury their dead within its hallowed soil. Hellenic tradition holds that those delivered in this fashion will sleep eternally and peacefully within the arms of Hadon, and many families spend beyond their means to assure such a rest for their loved ones.

## Thesprotia Region

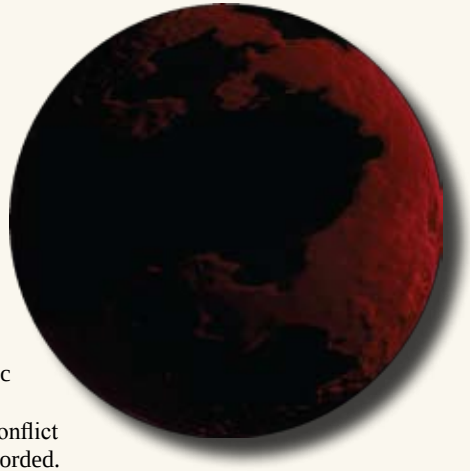
**Chief Deity:** none
**Chief System:** Ephyra
**Temple Moon:** none
**Primary Government:** none
**Key Personalities:** none



Thesprotia is mostly empty, save for one portion of space that amounts to a large stellar junkyard. This was once the bastion that the Machina held onto during their revolt, but ultimately every machine in the entire system was wiped out, and now all that is left here is a mass of twisted metal and planetary debris that spans several AU. At the center of it all is a single idyllic planet within the heart of a large nebula, its surface illuminated in glorious fashion by both the nebula and the local star, Ephyra. Rumors of a great treasure (Weapons? A cache of Machina parts? An ancient Temple?) bring scavengers from countless other systems to scour its surface for what they can find.

## Pythia Region

**Chief Deity:** none (some Apollon)
**Chief System:** Trakhis
**Temple Moon:** none
**Primary Government:** Anarchy
**Key Personalities:** none



There are no Pythians, nor any system named Pythia; the star that bore the name, and the entire system around it, were wiped out in a Hellenic conflict involving the Spartans and outlying territories in ages past — a conflict that has, for the most part, gone unrecorded. The only reminder that anyone inhabited the frontier region at all is Trakhis, a five-planet system near the edge of the Region where descendants of the Pythians are said to live. The Trakhians are strong allies of the Athenoians, but also harbor an independent streak that has thus far kept them just on the other side of the line, literally and figuratively. Though all five planets in the system are livable, the bulk of the population can be found on the third planet, the largest and least hostile. The other four planets are predominantly used for the natural resources they provide, and are slowly being stripped of their capacity to support life.

## Akarnania Region

**Chief Deity:** none
**Chief System:** none
**Temple Moon:** none
**Primary Government:** none
**Key Personalities:** Bzzt'Grr, Scyllan Commander (inhuman, cruel)

The remote stretch of space known as the Akarnania Region contains no habitable systems nor any distinguishing features save one: a drifting black hole called Karibdis at the center of a large asteroid field that, in years past, tore open a wormhole allowing an energy-based race known as the Scyllans into Hellenic space (circa 1200 AE). Though the aliens were defeated, some still roam the area as marauding pirates, and the navigational threat of Karibdis remains. Despite the constant threat, many still make the journey to the area, as the surrounding asteroids are an excellent source of Promethium, the ore used by the Hellenes to power their ships (and almost everything else).

## Aitolia Region

**Chief Deity:** Apollon, Aionisia
**Chief System:** Kalydon
**Temple Moon:** none
**Primary Government:** Anarchy
**Key Personalities:** none

Named for the little-worshipped Goddess of Wanderers (better known as Aionisia), this Region of space is sparsely populated and little traversed, save for the portion that parallels the major Slipspace route cutting through the area near the luminous gas giant known as Kalydon. The planet is wreathed in small Dyson Rings and space stations, with more permanent residences located closer to the planet's surface, some residing inside floating cities within the thin (though breathable) atmosphere itself. As the system has few resources of its own it is heavily dependent on trade, and has relied upon the Athenoian navy to help control access to the Slipspace route, a decision that has rankled the Spartans for years.



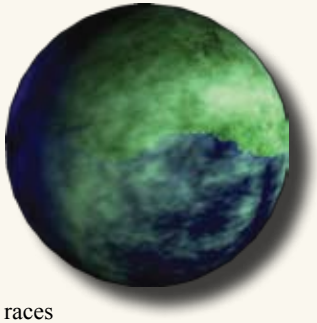
# Non-Hellene Space

## Ionia

Ionia is the general term used to refer to the inhabited regions of non-Hellenic Space within and beyond the Ionian Rift. The Atlanteans and their allies once controlled large portions of this area, and many systems were destroyed or lost in the many battles between the Atlanteans and the Hellenes. Travel across open space in this area is generally safe and without incident due to the general lack of anything or anyone therein; travel near inhabited systems is somewhat less predictable, as not all who reside in these systems are open to visitations from other cultures.

Before it was sunk into Slipspace, the Atlantean home world was originally located somewhere in Ionia, allegedly near Erytheian Space. Its exact former location has been intentionally lost over time.

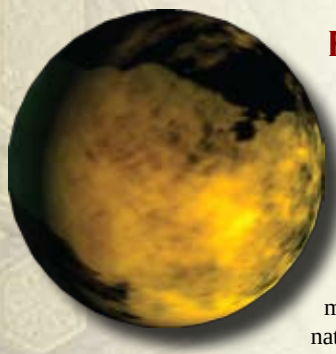
### Erytheia Space



**Chief System:** Erytheia
**Chief Race:** Nymphas
**Primary Government:** Democracy
**Key Personalities:** Aegle, Oread aoidos (gentle, sneaky), Hesperos, Naiad farmer (lusty, overconfident)

Erytheia teems with life of all sorts. Approximately fifty percent of the planet's surface is covered in warm oceans, and the remainder is wreathed in thick, lush forest and jungle filled with all manner of strange flora and fauna. This is the home world of the Nymphas, twin races of shy androgynes: the Oreads dwell within the planet's forested areas and the Naiads live within the shallow portions of its oceans. Both types lack any technology of their own, yet both have a psychic attunement with natural forces that they refer to as a sort of elemental magic; with this they shape and tend the land. Long ago the Nymphas were enslaved by the Goregons and Atlanteans, and much of their old customs were lost; the sole remnant still practiced today is the Symposia.

### Phorcys Space



**Chief System:** Ceto
**Chief Race:** Goregons
**Primary Government:** Meritocracy
**Key Personalities:** Grondor the Strongest, military leader (confident, strong), Lyssia the Toxic, assassin (pleasant, deceitful)

The young world of Ceto would seem incapable of supporting life, wracked with earthquakes and riddled with volcanoes that spew toxic gasses and deadly lava flows. However, help from outside has managed to change the course of nature and, despite its inhospitable nature, Ceto is home to an assortment of creatures, including an intelligent race called the Goregon, the top predators in a complex food chain that includes all of the most poisonous and deadly creatures in known space. Despite having spread to myriad other small planets in the System — every one of them more friendly to life — the Goregons nevertheless treat Ceto as their capital, and what little central government they possess operates from within the nomadic tented city of Agenor, which moves as necessary (often daily) to avoid being swallowed into a fresh chasm.

### Aeolia Space



**Chief System:** Kykyon
**Chief Race:** Kyklopes
**Primary Government:** Kritarchy
**Key Personalities:** Byonis, chief seer (quiet, wise), Kravia, head judge (pompous, snippy)

The Kykyon System features several habitable planets, and the Kyklopes inhabit three of them, including the planet that shares the name of the system's largest star, Kykyon. This, their capital, is a world of extremes. The planet itself is incredibly large (approaching the size of a small gas giant), and has not one but three suns; the largest gives the planet its name, with the two smaller cousins having no official names (Hellenes call them Beta and Gamma). The planet itself is no less extreme, filled with massive mountains that pierce the atmosphere, oceans deep enough to crush any seacraft, and wide deserts that would take months to cross on foot. The planet is home to the more-or-less peaceful Kyklopes, a space-faring race that was pulled along before their time after a chance encounter with a Hellenic Hero (Odysseos) and the discovery of Slipspace. Since then, Sicyon has been ravaged repeatedly by war, but the durable planet, though scoured and scarred, remains a viable home world, albeit one that is sparsely populated; most Kyklopes are born elsewhere, and visit but once in their life.

Another notable feature of Aeolian Space is the massive Etna Asteroid Field, an unpredictable swath of space that has swallowed many a ship, in part because of its shifting, unpredictable nature and in part because it has been the site of many crucial naval battles (fought over the plentiful supply of valuable ores found within the asteroids). Some of the largest rocks are large enough that they have ample gravity and atmosphere to support life, though none has been so brave as to establish a permanent colony therein, lest it be wiped out in a collision with another asteroid.

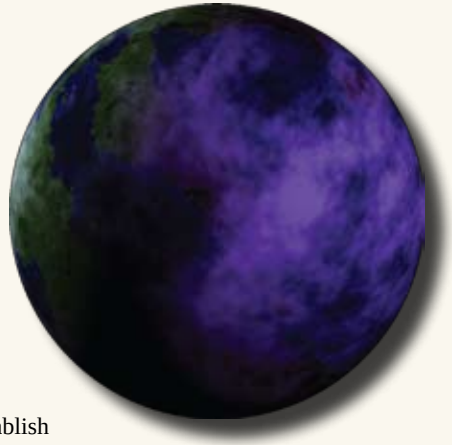
The Kyklopes also maintain a sizable population in the Metis System, located at the opposite side of Aeolian Space closer to the depths of the Ionian Rift. The planet Metis' features are not as rugged or extreme as on Kykyon, and the Kyklopes who hail from this world are often viewed by their brethren as being weaker members of the species (though this is not necessarily the case). Kyklopes from Metis are more likely to keep their original eyes (whereas those from Kykyon are more likely to put them out).

### Aeaea Region

**Chief System:** none
**Chief Race:** none (Syryn?)
**Primary Government:** none
**Key Personalities:** none (Kyrke?)

Hellenic Space was once assaulted by an immense creature that called itself Kyrke (also spelled Circe), one of a Slipspace-dwelling race called the Syryn. Though the creature itself was driven off before its home world could be located in Slipspace, there are some who claim to have seen Kyrke (or perhaps another of its ilk) within this region of Space (so named because it is an area best-avoided at all cost, the word "Aeaea" referring to extreme danger, often shouted in the midst of battle). In the past, Hellene ships would occasionally patrol the area, but never having found evidence of Kyrke's return, the missions broke off when larger threats loomed.

## Kephallenia Region



**Chief System:** Ithaka
**Chief Race:** Zintar
**Primary Government:** Aristocracy
**Key Personalities:** Drandar, the first (cautious, wise), Morissa, the second (ambitious, charismatic)

Kephallenia is a Hellenic transcription of a Zintar word that means, roughly, "home-away-from-home," and is an apt description for the stretch of space inhabited by the Zintar. Having appeared in Hellene space a half-millennia ago, the Zintar at some point decided that they should establish a home of some sort, and they chose this system on the outskirts of Hellenic space, in part because the chief system in the area — Ithaka — reminded them so much of their original home in some far-off system. The watery surface is well-suited to an amphibious race such as the Zintar, who built immense and complex cities beneath the water, with only a few lighthouse-like ports poking above the surface to allow access from those less equipped than the Zintar.

Worth noting is that Ithaka is the traditional home world (though not birthplace) of the Hellenic Hero Odysseos, who settled here long before the Zintar appeared instead of choosing allegiance to a specific sect within Hellenic Space. No evidence remaining of such a tale; nearby Hellenic systems have at times attempted to rewrite history by laying claim to Odysseos' home world. The Elis Region, in particular, is one of the chief proponents of such an attempt to change the past.

## Zacynthos Region



**Chief System:** Strofades
**Chief Race:** none (Harpies?)
**Primary Government:** none
**Key Personalities:** none

This stretch of space is home to the Strofades System, an immense sun surrounded by thousands of small planetoids and asteroid fields, within which can allegedly be found a dark, gaseous world called Arpia. In some legends, this planetoid has a moon called Stamfani that is home to a treasure trove left there by Odysseos himself in the past; in other legends, the planet (and the moon) are home to the monstrous Harpies that once served the Atlanteans in battle (despite the fact that Harpies generally only reside in Slipspace). Some believe that both legends are true, and most generally agree that the mere possibility of a world filled with Harpies is enough to avoid the area entirely.

# Aegea

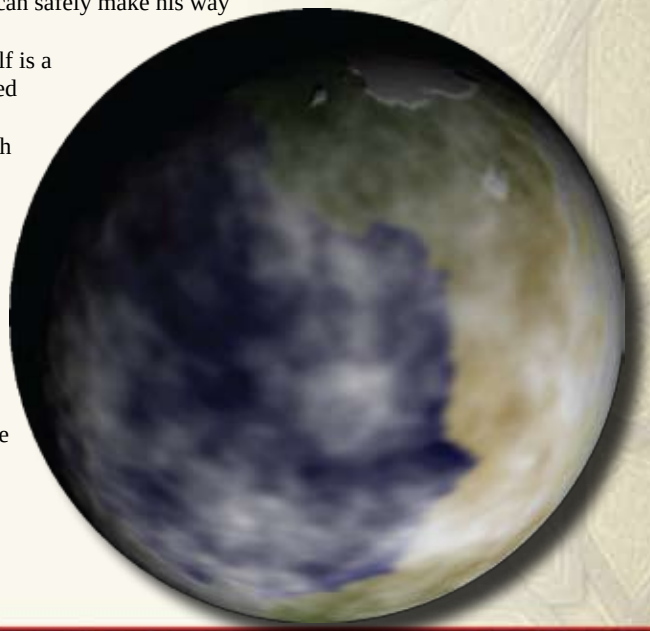
Aegea is the general term used to refer to the inhabited regions of non-Hellenic Space within and beyond the Aegean Solar Sea. The area has always been hotly contested between the Hellenes and the Zorans and, apart from a few havens of neutrality, is considered hostile and dangerous territory at all times.

## Traoas Region

**Chief System:** Troy
**Chief Race:** Zoran
**Primary Government:** Monarchy
**Key Personalities:** Prince Bydeles (ruthless, merciless)

The chief enemy of the Hellenic people over the past several centuries has been the Zoran people, who call the Traoas Region their home (though they refer to it as Anatolia). The exact extent of their holdings is unknown, and experts disagree on whether the Zoran Empire consists of only a few dozen systems, or hundreds. Only the portions nearest Hellene and Amazoran Space have been explored, and then generally only in the midst of open conflict with the Zorans themselves. The Zorans do not have a "capital" as such; with that honor traveling around with the Zoran Emperor (whatever city he happens to be in is the capital at that moment). In the recent past the capital has generally also been the Troy System, which has played a central role in most Hellene-Zoran engagements.

The Troy System is heavily fortified with layers of defenses. Innermost, the Trojan surface is ringed with embankments to fend off both ships and ground troops. Around the planet are four moons, each covered with weaponry (including, it is rumored, a "Doomsday Device" that, if activated, would cause all four moons to fire at Troy itself, destroying the planet). Further out, a thick asteroid field filled with hidden mines and missile banks rings the entire System, the result of the Zoran's intentional destruction of a large neighboring planet in order to better defend Troy itself. The general belief is that similar defenses and booby-traps litter the entirety of Zoran Space, and only a knowledgeable navigator with the proper charts can safely make his way deeper into Zoran territory.



For all its defenses, Troy itself is a remarkably beautiful planet, called by some Hellene poets the most beautiful in the entire galaxy, with its deep blue oceans, iridescent flowers that cover the terrainlike grass, auroras that light up the sky every night all across the planet, and truly awe-inspiring Zoran architecture — towers piercing the atmosphere, winding their way around mountaintops, and diving deep beneath the ocean's surface. Little wonder that the Hellenes have wanted Troy for so long.



## Hespera Space

**Chief System:** Themiscyra
**Chief Race:** Amazorans
**Primary Government:** Aristocracy
**Key Personalities:** Brioa, Queen of the Amazorans (curt, honest), Trian, male farmer (brave, ambitious)

The relationship between the Amazoran and Zoran peoples has been historically uneasy, to say the least, and the refusal of the Zorans to accept the Amazorans as a separate culture has given the latter people some difficulty in establishing concrete borders for their territory. The largest swath of the sky is known as Hespera, but although the Amazorans claim systems quite close to Traoas their actual holdings are fewer and further out.

The current Amazoran capital is Themiscyra, the fifth planet out from a star the Amazorans call Thermodon. The planet itself is quite small, though large enough for the comparatively small Amazoran population that resides there, with over seventy percent of the surface covered in dry land, and about a third of that urbanized. Most of the planet's permanent citizens (over 90%) are males, left at home to tend to their families, grow crops, and perform other essential duties; they are not formal citizens and do not have any say in the governance of Amazoran society. However, Themiscyra is not a police state, and the men are generally given free reign to see to their own affairs, police each other as necessary, and generally keep things running while the women are off at war. Themiscyra is known for possessing a large quantity of large predators and other dangerous animals, and so outside of the walled, settled areas it can be extremely hazardous, and few men venture into these areas; a select group of Amazoran women are trained to deal with and tame these animals for use as beasts of burden or war.

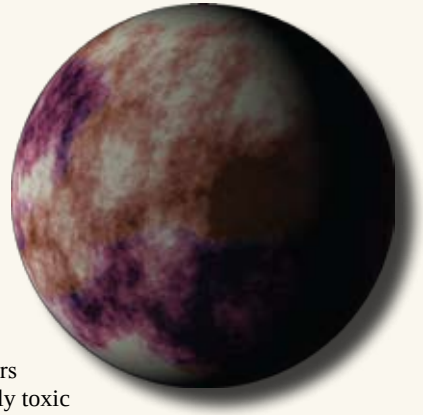
In addition to Hespera, the Amazorans have established a presence in two other Regions bordering Zoran space. The first, Lemnos, is merely a stretch of open space with no habitable systems therein, save for a few small mining colonies. The area is (at least nominally) held by the Amazorans for its strategic importance roughly halfway between Hellene Space and Troy. The other, Lesbos, is a hotly contested area closer to Zoran space, wherein lies the system of Mytilene. The ratio of men to women on this planet is more equitable (about 40% to 60%, in favor of women), and in the past the men of this system have been known to take up arms against Zoran incursions. Such behavior is frowned upon, but is much more tolerated here than on Themiscyra.

## Skyros Region

**Chief System:** none (Okean X)
**Chief Race:** Nephelai
**Primary Government:** Anarchy
**Key Personalities:** Conticlius, trader (shifty, fast-talking)

The mysterious Nephelai call this part of space their home, though it contains no habitable systems, either for the wind-loving Nephelai or for other races. Rather, the Nephelai exist entirely on ships that they cluster together to form rings, spheres, and other shapes, often as large as a small moon or planetoid. The Region is held for purely strategic reasons, as the Nephelai often serve as traders to, and negotiators for, the Hellene, Amazoran, and Zoran peoples, and Skyros is roughly located between all three. The transient nature of the Nephelai means that the exact boundaries of the Region, and the location of their current cluster, change from decade to decade. Each incarnation of a cluster is referred to as Okeanos, in honor of their home System; for the purposes of identification and historical records, the Hellenes and other races generally refer to each new cluster with a number (e.g., Okean 2, Okean 3, etc.). The current cluster, located roughly in the center of the Region, is Okean 41.

To aid in the location of the current cluster, small "beacon-colonies" are left behind at each former clustering point, each containing a small population of Nephelai, some trade goods, medical supplies, and fuel. Several of these have been raided by pirates in the past, which has led some of them to augment their defenses to thwart future attacks.



## Aegina Region

**Chief System:** none (Aegina)
**Chief Race:** Myrmidons
**Primary Government:** Monarchy
**Key Personalities:** none

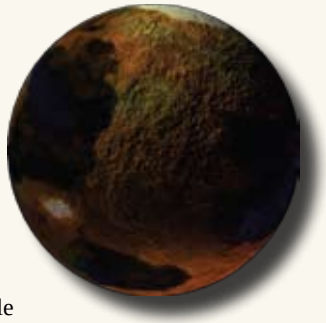
The Aegina System was hotly conflicted in the past, and in a war involving the Athenoians and the Spartans it was made uninhabitable by a plague that wiped out almost every living creature on the surface. The race that would become the Myrmidons survived, however, and flourished. Now, years later, the surface of the planet is still generally toxic to most lifeforms, and thus Myrmidons do not get many visitors on Aegina, nor do they in fact recognize their own home System as "home." Instead, Myrmidons generally leave Aegina as soon as possible and adopt another Hellenic System as their own.

Those who would visit the Region despite the risk to their own life would find countless tunnels beneath the surface, within which the Myrmidons live as a hivemind; these tunnels are of course sized for individual Myrmidons, and as such are far too small for any other intelligent race to enter (save, perhaps, the Nephelai). The surface of the planet is covered with structures built in imitation of the Hellenic way of life, each either hewn from stone or built from the cast-off bodies of deceased Myrmidons. Similar structures drift through open Space, small moons and replicas of ships formed entirely from the blackened husks of countless Myrmidon corpses. The entire Region is, in essence, a necropolis, where the dead outnumber the living by a trillion to one, and a potent reminder of the fact that it was Hellenic civil war that, through the destruction of an entire planet, allowed the Myrmidons to achieve sentience.

# Myrtoum

The Myrtoum Solar Sea is a designation given to the original home worlds of the Hellenic people, and to any areas of habitable space located between those areas and present-day Hellas. The same forces that drove the Hellenes from their original home still exist today, making travel therein difficult and unpredictable, and life more so.

## Cyclades Autonomous Region / Delos Region

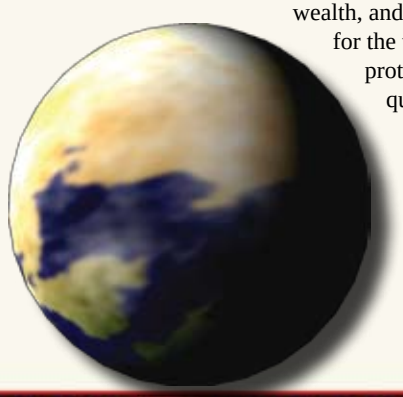


**Chief System:** none (Delos)
**Chief Race:** none
**Primary Government:** none
**Key Personalities:** none

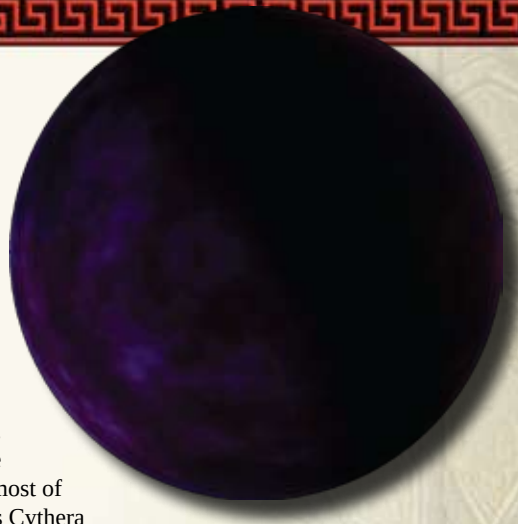
As they fled Crete to avoid the devastation wrought by Thera, the Hellenes passed through an assortment of neighboring systems they dubbed the Cyclades. Several of these systems contained habitable planets, but upon discovery that Thera's influences would eventually reach these areas the Hellenes kept moving, abandoning temporary posts and venturing further outward. Many of these individuals went on to establish what would ultimately become the Hellenic capital, Athenoi. As the Hellenes never spent much time here, history has swallowed the names of many of these early colonies. Only those Systems that were partly habitable still bear names that Hellenes recognize, if only out of legend.

One notable system is the Melos System, where it is said major discussions were held on which direction the Hellenic fleet should continue; most opted to head in one direction as a unified people, but the Spartans opted for a different direction, and split off on their own. Melos today is uninhabitable and deadly to the Hellenes (though not to other lifeforms, it seems).

Another noteworthy set of systems can be found in the Delos Region, wherein the Athenoians kept — for a time — the contents of their treasury, to protect it from invading forces (Zoran, Spartan, and otherwise). When it was discovered that radiation from Thera was not sufficiently depleted to offer long-term protection, the riches were moved to Athenoi itself and the vaults were abandoned. Some claim that remnants of wealth and weaponry were forgotten, and remain somewhere in the Delos Region (the exact system was never specified); others claim the Athenoians never moved their wealth, and that all of it lies in a vault somewhere, ready for the taking. In any case, such vaults are no doubt protected by deadly defenses, dormant but still quite dangerous after countless centuries.



## Cythera Region



**Chief System:** none (Cythera)
**Chief Race:** none (Hellenes)
**Primary Government:** none
**Key Personalities:** none

One of the first areas of space settled by the Hellenes during their Exodus from Crete was the Cythera System, the name alluding to Thera, the erupting star that forced their evacuation in the first place. Several planets in the System were settled for a short time, but when it was discovered that radiation from Thera would inevitably sweep through the area, the System was for the most part evacuated, the inhabitants going on to explore safer systems; most of them ended up in Sparta. Since those early days Cythera has become somewhat safer, and the ruins of the original Spartan colonies on Cythera have become a haven of sorts for refugees and Helots in flight from pursuers.

## Crete Region / Thera Region

**Chief System:** none (Knossos)
**Chief Race:** none (Machina?)
**Primary Government:** none
**Key Personalities:** none

The Crete Region was the original home of the Hellenes before the destruction wrought by Thera forced them to flee, abandoning their old homes and lifestyles in search of new Systems. Systems such as Knossos (one of the original Hellene home worlds) still exist in some form, some only as Stars, others as entire Systems with barren husks of radiation-cooked planets. Almost without exception the entire Region remains uninhabitable due to the latent effects from Thera. Of course, there are always those who claim otherwise: rumors persist that Knossos is habitable, and remains a source of great treasures long-abandoned and forgotten, and some claim that Thera's explosion was — while not mythical — at least greatly overstated, and that Hellenes continue to reside in Cretan space.

# CHAPTER FOUR



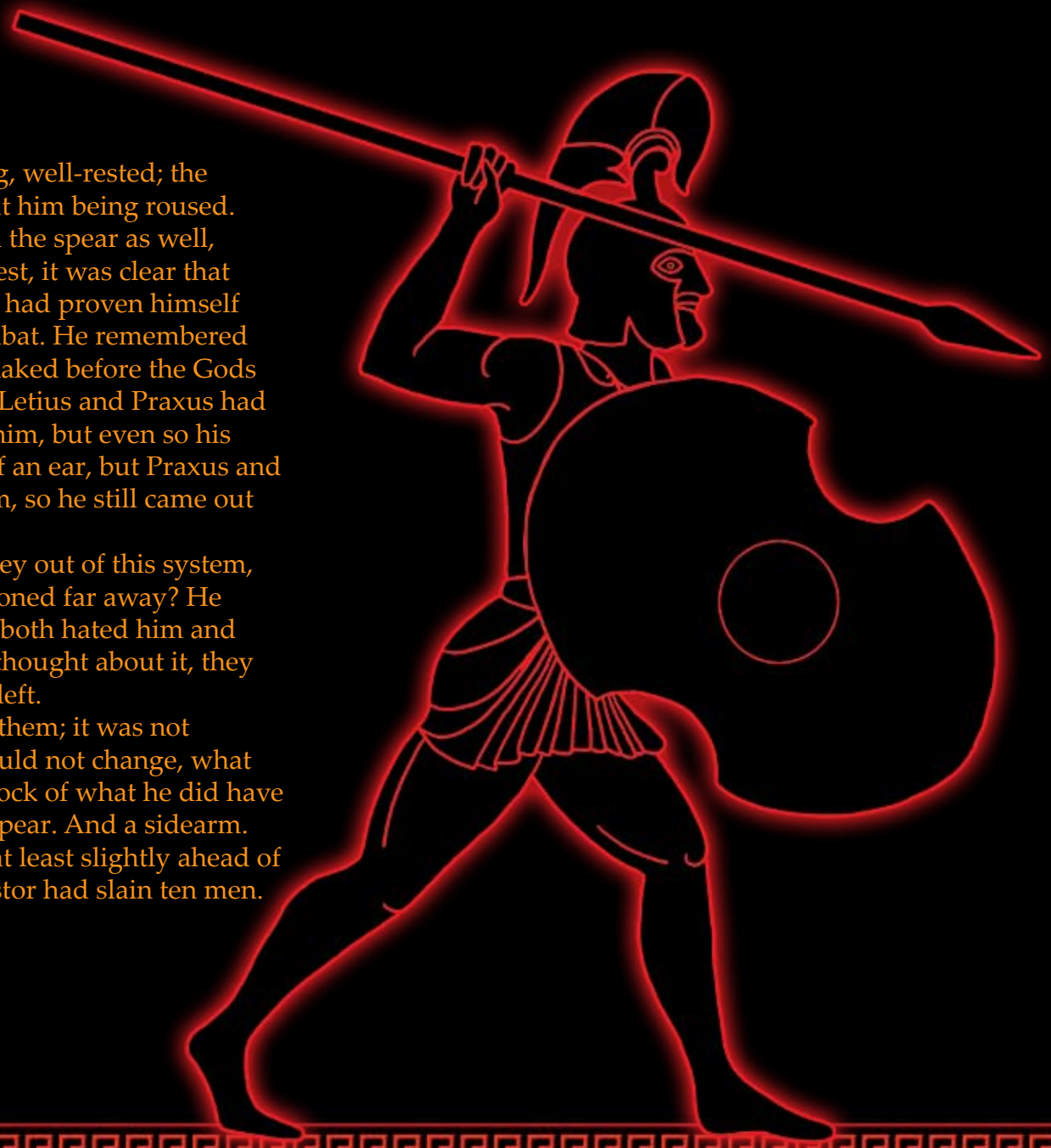
Gone.

Sparta was gone. It seemed impossible, yet Iolaus could not deny the evidence. The ship's scanners revealed nothing but scattered fragments where the planet had been. He had stared at the screens for two standard hours, willing it back into existence, but reality was stronger than his resolve, and he eventually gave up, tears in his eyes.

It was not the end of the Spartans as a people, of course; there were many thousands of soldiers, like himself, who were scattered about the galaxy, performing various duties. Perhaps as many as a hundred thousand Spartans were still alive, including the best, the bravest, and the most capable. Yet the thought gave him little comfort, because with those numbers it seemed that death was still certain, albeit slow in coming. Sparta's destruction had slain countless children, and many — if not most — of their women. It might take centuries, but Sparta would eventually die.

But not, he decided, before those responsible had fallen.

Iolaus stalked the halls of the Drunken Goat, spear in hand like Artesia, hunting down his prey. It was foolish gesture — they were in no danger of being boarded; there was no one to hunt — yet it gave him comfort. The spear had been his father's, and his grandfather's, and he had gotten it from his uncle, the great Leontius himself, the Spartan warrior who had given his life protecting the life of the King when a band of assassins infiltrated his home one night. Leontius slew nine before the tenth cut his legs from beneath him, but with his dying breath the Spartan had hurled this very spear into the back of his assailant, pinning him to a column just inches from the king's bed.



The king awoke the next morning, well-rested; the entire battle had taken place without him being roused.

Iolaus' two brothers each wanted the spear as well, but although Iolaus was not the eldest, it was clear that only he was worthy to hold it, as he had proven himself the best of the three in physical combat. He remembered the day vividly, the three of them, naked before the Gods with blades strapped to their arms. Letius and Praxus had decided beforehand to team up on him, but even so his greater skill won out. He lost part of an ear, but Praxus and Letius lost five fingers between them, so he still came out ahead.

Were they now dead? Or were they out of this system, away on some errand or other, stationed far away? He regretted not knowing, even if they both hated him and wanted him dead. But now that he thought about it, they were possibly all the family he had left.

He quickly buried all thought of them; it was not Spartanlike to focus on what one could not change, what one did not have. Rather, he took stock of what he did have left: Himself. Two allies. A ship. A spear. And a sidearm.

The way he saw it, that put him at least slightly ahead of where Leontius had been. His ancestor had slain ten men.

He would kill many more.



# THE HERO'S JOURNEY

## Character Creation

To be a God
First I must be a God-maker:
We are what we create.
- James Oppenheim,

Creating a Hero in HELLAS is a bit different than in most games using the Omni system. In keeping with the feel of Hellenic Heroic Fantasy that HELLAS is trying to emulate, the system has been tweaked to give the game and the characters more of a Greek-inspired feel.

Hellenic Heroes all have at least one thing in common; they are in some way touched by the Gods – in fact, the Hellene word for Hero, "Heros," actually means "demigod." This touch may be favoritism by the Gods, or in some cases even relations to them. Whatever the case may be, the characters are a step above normal everyday folk, and their backgrounds and histories portray that, setting them apart from the rest of the Hellenes.

First time character creation may take quite some time as the players as a group are collectively creating a history and shared narrative. Be prepared to spend an hour per player in creating Heroes.

### Hero Creation

1. Determine a Race. The first step in creating a HELLAS player character is to select the character's race or culture. This choice will determine the character's general outlook on life. Additionally, each race will have a list of base Attribute ratings, default skill ranks, and special abilities open to characters of the race. These serve to differentiate the races and cultures from each other.
2. Roll on the Life Path. Determine the adventures your Hero had as a child.
3. Determine Profession. By Selecting a Profession the Hero will open his character to new skills, Talents, and equipment that pertain to the occupation.
4. Roll on Calling Paths. By randomly rolling on the Callings Paths charts, the player will further enhance and enrich the Hero with events, dramas, and tragedies that will round out and help define the Hero.
5. Spend Freebie points. Next the Hero will spend a 40 Freebie Points to customize his character further.
6. Determine age and name. Once the Freebie points are spent the he player will determine his Hero's Hero Points, Hit Points, Epithet, and age.
7. GO PLAY!

Now Play may begin.

#### WHAT PLAYERS ARE CREATING

Players are creating a Hero that is favored by a God (the one that he picks) to achieve his destiny and hopefully escape his fate. The player characters are special in some way, a cut above the rest, and a paragon of what it means to be a Hellene. The Hero is unique. He is not like Batman™, Doc Savage™, a Ninja, Han Solo, a Cleric, or a Fighter; he is a Hellenic Hero with a sci-fi twist.

The characters should be painted with broad colorful strokes, leaving the subtle details to be filled in during play. The Life Paths may look daunting but they are there to give your character a bit of shared history between them.

Create a character that is truly deserving of the mantle of "Hero," who brings glory to you and your Gods. It is your destiny!

#### CHARACTER CREATION AS A GROUP ACTIVITY

The character creation method presented is more fun when not done in a vacuum. All interested parties should sit together and discuss who and what they want to play. This will give everyone a chance to talk about how and why their characters know one another.

#### THE LIFE PATH IS THE PLAYER'S MUSE.

Hearing where the Life Paths take a character will give everyone at the table ideas, and the suggestions will start flying as to how to intertwine character histories. There are hundreds if not thousands of twists and turns the paths can take, and connections can be made anywhere along the path. For example, a player character may have met one of the other characters long ago, if they by chance rolled the same life event.

# RACES & ATTRIBUTES

Below is a list of the races available and the special talents attributed to them. Note that these are just general overviews of the race, and that many different variations exist throughout the galaxy; there are billions of Hellenes, for example, and not all of them look or behave identically.

Each race is described in more detail on the pages that follow.

- The Amazorans
- The Goregons
- The Hellenes
- The Kyklopes
- The Myrmidons
- The Nephelai
- The Nymphas
- The Zintar

# Attribute List

Below are the 10 Attributes used to determine the abilities and prowess of a Hero in HELLAS.

INTELLIGENCE (INT) is a measure of the individual's intellect and powers of reason. Intelligence is the deciding factor whenever an individual attempts to deduce the basic meaning of obscure or unfamiliar maps, dialects, or writings, appraise the relative value of goods, solve puzzles and mysteries, and so forth.

PERCEPTION (PER) is a measure of the individual's sensory awareness, taking into account the abilities of sight, hearing, smell, taste, and touch, plus such intangibles as instinct, intuition, and psychic talents. Perception is the deciding factor whenever an individual attempts to detect unseen presences or ambushes, detect illusions, locate lost or hidden articles, notice important details or changes in surroundings, or utilize any sensory ability.

WILL (WIL) is a measure of the individual's willpower, determination, faith, and wisdom. Will Rating determine show well a character is able to resist temptation, bribery, seduction, torture, coercion, interrogation, or influence.

CHARISMA (CHA) is a measure of the individual's powers of persuasiveness, including such intangibles as leadership and the ability to command the respect of others. Charisma Rating affects a character's ability to lead or persuade other individuals, make a favorable impression, negotiate, bargain, or haggle.

STRENGTH (STR) is a measure of an individual's physical power. Strength Rating determines how much weight a character can carry or lift, how much damage a character does with a hand-held weapon, and so forth. It is also the deciding factor in attempts to bend or break objects; force open or hold shut a door, and restrain other characters or creatures.

DEXTERITY (DEX) is a measure of the individual's agility, coordination, and maneuverability. Dexterity Rating is an important factor in most physical skills and determines how well a character can perform acts of manual dexterity, dodge or evade an attack, keep his or her balance, or catch a thrown object.

CONSTITUTION (CON) is a measure of the individual's endurance, stamina, and durability. Constitution Rating determines how well a character can resist the effects of disease, wounds, poisons, toxins, exposure, hunger, and thirst.

SPEED (SPD) is a measure of how swiftly an individual is capable of moving, either on land, in the water, through the air, or by other means. Speed Rating determines Initiative in combat, as well as attempts to pursue others or escape pursuit.

COMBAT RATING (CR) is a measure of a character's natural ability in combat situations. It reflects a combination of physical and mental attributes, cultural and social factors, biological traits, and personal inclination. Combat Rating serves as the modifier for most combat-related skills. Combat Rating affects a character's ability to attack as well as defend.

DYNAMISM RATING (DYN)

The Attribute unlocks the inner power of the Hero to manipulate the universe.



## Attribute Benchmarks

The following provide some guidance as to what various values indicate.

- INT: -8: Insect, -7: Most Animals, -5: Social Predator, -3: Dolphin, -2: Simpleton, +0: Average Hellene, +3: Genius, +5: Polymath
- WIL: -3: Hellene Child, +0: Most Animals, +2: Stubborn or Tenacious Wild Animals, +3: Dedicated Philosopher, +5: Oracle
- STR: -8: Mouse, -6: Domestic Cat, -4: Eagle, -2: Preadolescent Hellene, +0: Wolf, +3: Donkey, +5: Lion, +8: Bull
- CON: -4: Phthisis ("Consumption") Sufferer, -2: Indolent Epicurean, +0: Average Hellene, +2: Athlete, +4: Wild Boar, +5: Champion Marathon Runner, +8: Elephant
- PER: -5: Mole, +0: Average Hellene, +4: Herbivores, +6: Fox, +8: Owl
- CHA: -5: Repellent Boor, -3: Sullen Introvert, +0: Average Hellene, +3: Natural Diplomat, +5: Inspiring National Leader
- DEX: -3: Domestic Cattle, -1: Domestic Sheep, +0: Average Hellene, +2: Athlete, +4: Gymnast, +7: Squirrel
- SPD: -5: Immobile, -4: Tortoise, -2: Mouse, +0: Average Hellene, +3: Serpent, +5: Champion Sprinter, +7: Fox, +10: Horse, +12: Deer, +14: Hare

# Amazorans

Amazorans, as their name suggests, are an offshoot of the Zorans, although their name paradoxically means “Not Zoran.” The moniker was originally applied as a means of differentiating these outcasts from the rest of Zoran society, but over the millennia the race has grown into its own, and the original meaning of the name no longer carries the same weight it once did.

Amazorans live under a strict matriarchy, with men relegated to second-class citizenship status, treated as a type of personal property. However, contrary to popular belief Amazoran men typically do not resent their status, as the Amazoran women who “choose” them are responsible for their life and well-being; those who fail to take care of their men are punished or fined, in accordance with the law. Some men scoff at the somewhat archaic tradition of an Amazoran female taking multiple husbands, but in general they accept things as they are.

In the Amazoran hegemony the rights of a full Citizen (to vote, and hold public office) must be earned through voluntary military service, something that is generally restricted to females (thus excluding men from leadership roles). However, these rights cannot be exercised until after honorable discharge from the Service, which means that active members of the military cannot vote. Amazoran citizens who opt not to perform military service retain the other rights generally associated with Amazoran society (e.g. free speech, assembly, etc.), but can never vote or hold public office.

Amazoran dealings with the Hellenes are generally frosty, due to past incursions by the Hellenes into their home system. Most of their wares and trade goods are purchased through the Nephelai, with whom they have good relations. However, in recent years things have warmed somewhat, and the Amazorans have established military bases within Hellene territory with the permission of their hosts.

## Physical Description:

Amazorans are tall humanoids, standing over 2 meters. They are blue-skinned with hair ranging in color from white or blonde (representing lack of pigment) to assorted shades of deep violet. Those serving in the military typically wear their hair short and close to the scalp, while those who have retired from military activity wear their hair very long. Their eyes are almost always black, although most have gold or violet highlights or flecks that can dominate the black.

Amazorans usually dress for utility, appropriate for the situation or environment they are in. Almost all Amazorans have tribal tattoos that cover their bodies, earned through military service, and most wear some sort of face or body paint.

## Personality:

Amazorans make good allies and terrible enemies. They are known for their ferocity in battle and dedication to their chosen cause. Amazorans often swear a blood or life oath to a cause and will see it through to the end. They are known for their almost exaggerated emotions, quick to anger and love. Amazorans love to laugh, joke, and play at love, but these traits can turn to the blackest hatred the galaxy has ever known if the Amazoran feels slighted. Some have been known to wait for decades to repay a transgression or kill a lover in their sleep if they feel justified.

## Names:

Amazorans have come to adopt the same general naming conventions as the Hellenes.

## Religion:

Amazorans (like the Zorans) worship a pantheon of twelve beings the Hellenes associate with the ancient Titans, the enemies of their own Gods. This has been another point of contention between the two races, although since the Amazorans are significantly less religious than the Zorans (bordering on agnosticism), it is often overlooked.

## Racial Attributes:

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WIL** | +1 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +2 |
| **CON** | +0 | **SPD** | +2 |
| **CR** | +0 | **DYN** | -1 |

**Attribute Adjustment**: None
**Hit Points**: 20

**Skills**: Computers (personal) +1, Cultural Studies (Amazoran) +7, Ride +1, Speak Language (Amazoran, native), Speak Language (Any –Basic)+3, Stealth +1, Weapon (Rifle)+2

**Alacrity**: Amazorans are very quick thinkers, receiving a +1 on all initiative rolls.

**Combat Tenacity**: Amazorans are tenacious in any endeavor they choose to pursue; in combat this is doubly true. An Amazoran can call upon her sheer force of will to keep going even after a mortal wound. An Amazoran may stave off fear, the effects of fatigue, or even mortal wounds when in combat. When an Amazon has taken a critical hit and must make a CON roll they may add their WIL When resisting Fear an Amazoran may double their WIL Attribute.

**Sharp Shot**: Amazorans have incredible hand-eye coordination and excel at the use of ranged weapons. All Amazorans receive a +2 to any one ranged weapon skill. Examples are Bow, pistols, rifles, thrown.

**Swift Footed**: Amazorans are fast on their feet and gain an addition +10m to their movement rate.

# Goregons

Goregons hail from the hot, dangerous jungle planet of Ceto in the Phorcys Region. Their world is dominated by very dynamic geological activity, and it is not uncommon to have several earthquakes a day and volcanic eruptions every week. The primordial environment is harsh on its inhabitants, giving rise to many large predatory animals and some of the most poisonous creatures in the galaxy. All this has kept their home world safe from incursion through most of their existence, and toughened the Goregon, although none of it was enough to keep the Atlanteans from enslaving them.

The Goregons were a primitive people until nearly a millennia ago, when a lost and damaged Hellene ship crashed on their planet and jump-started their technology, which was in the early stages of an industrial revolution at the time. Within a few hundred years, the Goregons were a spacefaring race, and it was then that they had an unfortunate first encounter with the Atlanteans, who promptly enslaved them and turned them into servant-warriors. They remained this way for several hundred years until, seeing an opportunity to throw off their yoke; they rebelled with the aid of the Hellenes, Nymphas, and Kyklopes, and declared their freedom.

In the years since, the Goregons have completely revamped their military and political structure. There is no central government on any of the Goregon worlds, each being broken up into family and tribal sects. Goregon families are huge — consisting of well over forty to fifty individuals — with their extended family ranging into the hundreds or thousands. Goregon women have equal standing in the tribe and are revered for the amount of children they can produce; although they are equal as warriors, their preference for focusing on family growth keeps many of them out of the line of fire through most of their lives.

## Physical Description:

Goregons are large serpentine creatures (up to 4 meters in length) with the upper body of a powerfully built Hellene and the lower body of a serpent, covered in thick, shiny scales ranging in color from dark blackish green to bright mottled yellow, red, and brown. Their hair is always black and generally worn in thick matted locks woven with ringed bands to denote their status. Men and women are difficult to tell apart, as Goregons do not nurse their young, but men are generally broader in the shoulders.

## Personality:

Goregons are rough and loud but generous with their fortunes and the spoils of war. They believe in living life to the fullest, because tomorrow could bring their death. A Goregon will never betray a member of his personal tribe, and those that do are cast out and never forgiven. This policy also covers personal relationships — when a Goregon gives his heart it is for life, and betrayal of any sort almost inevitably results in the death of one of the two mates.

## Names:

Most Goregon children are given at least four names at birth. The first name is a personal name and may relate to the circumstances of the family. The second name is a complimentary and attributive name that expresses the personality of the child or what the child is hoped to become. The third name relates to the child's kinship, and may refer to the earliest ancestor such as a legendary Hero or a God, or be a word for trees or other objects held sacred by the families using it. The fourth name describes the region or world the Goregon is from or associates with. In dealings with other races, only the first name is generally used, and often these names follow Hellenic conventions.

## Racial Attributes:

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WIL** | +0 | **CHA** | +0 |
| **STR** | +3 | **DEX** | +0 |
| **CON** | +2 | **SPD** | +0 |
| **CR** | +0 | **DYN** | -1 |

**Attribute Adjustment**: None
**Hit Points**: 25

**Skills**: Cultural Studies (Goregon) +7, Speak Language (Gorgon, native), Weapon (2-Handed) +1, Weapon (Hafted) +4

Goregons are powerful creatures, a product of the dangerous, inhospitable planet they are from. The following abilities are common, but not possessed by all Goregons:

**Poison Immunity**: With 90 percent of the flora and fauna on Ceto being poisonous, Goregons are able to process most poisons without ill effect. Gorgons may add double their CON to resist natural organic poison; Goregons do not gain this benefit from synthetic poisons. Goregons have slightly poisonous blood, and may coat their weapons with their blood to cause additional damage. For every Hit Point of blood used they may coat a melee weapon with enough poison to do +1 additional points of damage. A maximum of 5 Hit Points may be used in this manner, and the poison lasts for 2 hits.

**Paralytic Stare**: Goregons have perfected a method of hypnotizing their prey by staring into their eyes and making a dynamism connection with their prey's brain. Goregons may hypnotize an opponent by making eye contact and beating them in an opposed test of WIL. Opponents under the effect have their dice actions and Speed Attribute reduced by a -2 for 3 rounds.

**Coiling tail**: Goregons have powerful tails that can be used to coil and grapple or slap an opponent. This attack counts as an extra action that can be used in addition to any other melee attack with multi-action penalties. The tail does (DR3+STR).

**Bloodlust**: When a Goregon in battle is reduced to 50% of his Hit Point he must make a WIL roll. Failure indicates that he loses control and flies into a blood rage. While enraged the Goregon may not attempt to evade or dodge incoming attacks and always presses his assaults receiving +3 to his attack rolls. To escape the effects of bloodlust, he must kill his foe or else remove himself from the presence of others. Once alone, he may make WIL rolls every combat round to shake off the bloodlust.





# Hellenes

The Hellenes are the dominant force in the galaxy, being among the most numerous and prolific as well as the most aggressive in spreading their influence. Having fled their home system when it was destroyed in a supernova, they have established homes among systems across the galaxy, and continue to expand. The Hellenes believe that they were awakened by the Gods, and are divinely chosen to spread across creation. This has brought them into conflict with every other race at one point or another, and over a span of centuries they may find allies becoming enemies, or vice versa, based on their stance at the time.

The Hellenes were blessed with the presence of the Gods from very early in their recorded history, and so they rapidly advanced from a primitive culture into a spacefaring race. Many of them have been blessed with "divine fire," bestowing upon them the ability to use the gifts of the Gods and turning many into demigod-like Heroes. Those so blessed are, as one might imagine, often even more pompous and haughty than their kin; those bestowed with such power tend to use it as they see fit, in ways that often conflict with the desires of others.

The Hellenic political and military structure is often in a state of chaos. The Hellenes are presently divided into a number of "poleis," each state (often encompassing one or more Systems within a Region) allying itself with a particular God or Gods and carving out a section of space for itself. Border disputes, civil wars, assassinations, and other political machinations are not uncommon, and the Hellenes can often be found fighting amongst themselves, even while embroiled in major conflicts with other enemies. Their familial structure is generally patriarchal (although in some areas it is matriarchal), and they tend to live in small families consisting of mother, father, and children. Widowed female relatives will generally move in with the closest surviving male relative, effectively becoming a second (or third) wife or child, as is appropriate to the situation. As the Hellenes are a militant race, there are many widows, and such arrangements are quite common.

## Physical Description:

Hellenes average two meters in height, with skin tones ranging from brown to ivory. Their hair ranges in color from light blond to deep black, including various shades of brown and red, and their eyes vary in shade from green and brown to blue and violet. Men are slightly taller and broader in the shoulders, and women are somewhat smaller, thinner, and broader-hipped.

## Personality:

The Hellenic personality and outlook is something that is shaped by the region they live in and the Gods they worship. A Spartan lives a very different life than the average Athenoian. However, overall the Hellenes have a somewhat haughty sense of self-importance, believing themselves to be the chosen of the Gods; this can be a positive thing, making them courageous and loyal fighters, or a negative, bringing them to hubris and self-ruin.

## Names:

The Hellenes follow the naming convention described later in this book.

## Racial Attributes:

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WIL** | +0 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +0 |
| **CON** | +0 | **SPD** | +0 |
| **CR** | +0 | **DYN** | +0 |

**Attribute Adjustment**: Hellene characters may increase one or more Attributes up to a total of +5 (each of 5 Attributes by +1 or any one Attribute by +5, etc.). Optional: reduce one Attribute by 1 point for an additional point to add to one other Attribute.
**Hit Points**: 20

**Skills**: Note that Hellenes are a bit more flexible in their selection in skills because of the numerous planets and cultures they have. Most Hellenes fall into four basic categories, demonstrated by the civic- and political-minded Athenoians, the spiritual Delphoians, the technically minded Boetians, and the martial-focused Spartans.

- **Athenoian**: Deduce Motives +1, Diplomacy +1, Cultural Studies (Hellene) +7, Etiquette (Hellene) +3 , Speak Language (Hellene, native), Speak Language (Any-Basic)
- **Delphoian**: Brawl +2, Evade, +2, Cultural Studies (Hellene) +7, Perform +2, Speak Language (Hellene, native), Survival +1, Theology +1
- **Boetian**: Computers (personal) +1, Disable Mechanism +1, Engineer +1, Cultural Studies (Hellene) +7, Science (of choice)+2, Speak Language (Hellene, native), Speak Language (Any –Basic)
- **Spartan**: Command +2, Evade +2, Pankration +2, Parry +2 Lore (tactics) +2, Etiquette (Hellene) +3, Speak Language (Hellene, native), Weapon (of choice) +2.

**Leadership Ability**: Due to their confidence, Hellenes are natural leaders. Hellenes receives a +2 bonus to all *command* and *diplomacy* rolls.

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

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

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

# Kyklopes

The one-eyed Kyklopes call the Aeolia Region their home, living on several planets within the triple-sun system of Kykyon. Their home is a large world of extremes, with massive mountains, deep ocean trenches, and broad deserts, well-suited to the development of the large, perceptive race.

The Kyklopes were a spacefaring race when a colony of theirs in the Metis System was discovered by the Hellene named Odysseos, but they had not yet developed technology to take them much further, or through Slipspace. His encounter pushed their advancement forward by centuries, and it took them several decades to cope — decades filled with new alliances with the Hellenes, as well as new conflicts with the Goregons and Atlanteans that would leave their home system ravaged by war. Many Kyklopes would leave their home for Hellene space, and in the modern era most Kyklopes are born outside of Aeolia. Most try to visit their home world at least once in their lifetimes, but some never get the chance.

Although their organizational structure was once quite different, many centuries spent side by side with the Hellenes has led most Kyklopes to adopt Hellenic traditions and practices. Their government, military, and even familial habits mirror those of the Hellenes. This habit was cemented by the Kyklopes named Drako, who technically governed all Hellenes for a time when he seized control of Athenos to save it from chaos.

## Physical Description:

The Kyklopes resemble large, handsome Hellenes, standing over 2.5 meters tall, bearing jet-black skin and dark hair (often shaven, as is all their body hair). They wear little or no clothing, preferring to be "in direct contact" with their surroundings, so as to better experience it. The most notable Kyklopean characteristic is the crystal box that hovers around their heads. When they come of age, Kyklopean tradition dictates that all Kyklopes "impair" their normal pair of eyes (often with bands of steel, patches of cloth or, in severe cases, hot irons), allowing them to "see more truly" through a third eye, which is created from their pineal gland. More details can be found below.

## Personality:

Kyklopes are generally reserved, and prefer to be in the background observing rather than taking action themselves. They never take rash or quick actions, and choose to study things carefully first when they do act. Kyklopes are generally open to new ideas or sensations and are sometimes considered hedonists. Many bear a grudge against the Goregons, who nearly destroyed their home system long ago.

## Names:

Kyklopes have followed the Hellene naming convention since their initial encounter with the Hellenes.

## Racial Attributes:

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +3 |
| **WIL** | +1 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +0 |
| **CON** | +0 | **SPD** | +0 |
| **CR** | +0 | **DYN** | +0 |

**Attribute Adjustment**: None
**Hit Points**: 20

**Skills**: Appraise +3, Computers (personal) +2, Cultural Studies (Kyklopes) +7, Speak Language (Kyklopes, native), Speak Language (Any –Basic)

**Third Eye**: All mature Kyklopes (i.e., those who have passed puberty and become adults) have a "third eye," which revolves around their head in a crystal box or sphere. The eye itself comes from the forehead of the Kyklopes, in whom the pineal gland is more developed than in other races; carving it out of the forehead opens it up to new perceptions, but only when the other eyes are permanently shut. The crystal box within which the "third eye" is kept is made from some nearly indestructible material mined from among the Etna Asteroid Field. It is kept in constant motion through a psychic bond with the Kyklope's mind, making it difficult to strike or destroy (and thus, not any more of a liability than normal eyes).

The third eye allows a Kyklopes to see things beyond the understanding of the other races of the galaxy, grasping concepts and aspects of a subject that normal beings would miss or never experience. Kyklopes usually specialize in a single subject and pursue it to its natural conclusion. This has led to their becoming some of the finest craftsmen, shrewdest politicians, astute teachers, wily tacticians, and passionate lovers.

**Poor eyesight**: With their normal eyes (assuming they have not gouged them out), Kyklopes have very poor eyesight and colorblindness. Those Kyklopes who still have their old eyes can use them if they must, but these eyes are not accustomed to use, and thus result in a 50% "failure chance" applied to all activities until the old eyes are rebound. "Normal" vision will eventually be regained (over a period of months), but Kyklopes generally commit suicide or go mad if they are forced to see the universe in this mundane way after a lifetime of seeing its true nature. A Kyklopes who somehow loses his third eye will often choose total blindness in lieu of normal vision.

**Kyklopes may take one of the following abilities below;**

**Find Weakness**: Some Kyklopes have the ability to determine the flaw in an object or being and exploit it. The Kyklopes rolls his Perception Attribute and with a success may add his Perception in automatic damage on the target. Finding a weakness requires the Kyklopes to use an additional action during combat.

**Artificer**: Some Kyklopes can make an existing piece of technology better by studying its purpose. The task of enhancing the object takes 7 days minus the Kyklopes' Perception Attribute (minimum of one day). After the allotted amount of time the Kyklopes rolls his Perception Attribute and if successful may add a bonus equal to his PER to the item's primary function or ability. If the roll is a failure the item's function or ability is reduced by the same amount. On a critical failure the item is broken and in some cases beyond repair (GM's option).

**Empathy**: Some Kyklopes have the ability to recognize a being's emotional state, and to influence it. This can be done from a picture or a piece of art; Kyklopes can determine a lot by a person's actions, works, or deeds. Deduce Motive +3

**Enigmas**: Some Kyklopes have the esoteric ability to figure out the universe and all its secrets. Kyklopes have used this discipline to crack codes, answer riddles, and realize truths long forgotten by the Hellenes and other beings. This ability is one of the most difficult, but in due course the most rewarding to the Kyklopes. Ultimately the Kyklopes will learn the truth of the universe and with that enlightenment ascend to what they call the "Next Juncture." A Kyklopes' player may ask the GM one question pertaining to a situation in-game per point of PER Attribute per game.

**Aisthetike**: Some Kyklopes practice a philosophy called Aisthetike, which means "the science of how things are known via the senses." Aisthetike is a branch of philosophy called value theory or axiology, which is the study of sensory or sensori-emotional values, sometimes called judgments of sentiment or taste. The Kyklopes have been known to become so engrossed in a subject that they have sometimes put themselves in harm's way to "experience" it. When so focused, they receive a bonus equal to their Perception Attribute on the subject they are focused on, but suffer -2 to all other subjects. The Kyklopes must spend at least 5 minutes in contemplation of the subject and may retain the bonus and penalty indefinitely, or until he decides to focus on some other subject.





# Myrmidons

The Myrmidons — a hive culture of tiny living creatures — originated on Aegina, a world once inhabited (briefly) by the Hellenes. The planet, rich and fertile, was a haven for insect life, and the Myrmidons existed peaceably among the other insects for millennia, most of their number living deep underground in the cool earth amidst massive colonies numbering in the billions and trillions.

In the midst of civil war, Aegina was abandoned by the Hellenes after a plague-bearing weapon wiped out nearly every living inhabitant. However, the Myrmidons (then still a primitive, nonsentient race) survived the initial assault, with the plague remnants causing a rapid mutation and evolution that brought the Myrmidons to a level of sentience. Having watched the Hellenes from afar, the Myrmidons attributed their ascension to these "Hellenic Gods" — how could they see one of their beloved planets go without some sort of life? The Myrmidons thus chose to honor their Gods by making their colonies resemble the Hellenes. Over the course of hundreds of years, they worked at emulating their cousins, and when they were rediscovered by the Spartans, they eagerly joined the Hellenes as allies, using a combination of Hellenic technology and their own primitive — but effective — ways to traverse the galaxy and interact with their fellows.

In all aspects other than physical appearance, the Myrmidons resemble their Hellenic allies. They emulate their political, military, and family structures, even going so far as to mimic the act of reproduction to produce new "offspring." After some negative reaction from Hellenes, the Myrmidons agreed to keep this practice private in the future.

### PHYSICAL DESCRIPTION:

Myrmidons vary in color from bright red to deep black, with "skin," "hair," and "eyes" being slightly different shades, ever-shifting and in motion. They speak with a crackling buzz created by hundreds of tiny insects rubbing their legs together, and they smell slightly of ammonia. What appears to be one Myrmidon is actually an entire colony of small, 2-centimeter long, six-legged insects, made up of hundreds of different specialized types of Myrmidons acting to move, feed, protect, or reproduce the colony. However, they behave and act as one, controlled by a single queen who resides in a small hard shell in the center of what is the "head" — for this reason, many Myrmidons identify as "female" in situations where it becomes relevant, though of course for all practical purposes they are sexless.

### PERSONALITY:

Myrmidons love Hellenes and try to imitate them at every opportunity. A Myrmidon will usually find a Hellene that it likes and try to emulate his/her behavior and vocation. This can serve either as a point of annoyance and ridicule, or a cause for respect and honor for the Hellene in question.

### NAMES:

The Myrmidons follow the Hellene naming convention.

RACIAL ATTRIBUTES:

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WIL** | +0 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +3 |
| **CON** | +2 | **SPD** | +0 |
| **CR** | +0 | **DYN** | -1 |

**Attribute Adjustment**: None
**Hit Points**: 20

**Skills**: Contortion +4, Cultural Studies (Myrmidon) +7, Evade +1, Speak Language (Myrmidon, native), Speak Language (Any –Basic)

**Regeneration**: Being a large colony of individual insects, it is very hard to kill a Myrmidon. A body can be annihilated, but if the queen lives the Myrmidon will eventually replace the body and live on. As long as the queen remains, a Myrmidon can regenerate lost limbs by shifting other areas of the colony to replace the sisters that were lost there. A Myrmidon heals at double the normal healing rate. If the queen is killed, the other members of the colony scatter mindlessly and eventually die, unless they are lucky enough to find other Myrmidons in the area that they can join with (assuming they are welcomed).

**Shapeshift**: A Myrmidon can alter the shape of its body to fit into areas that a normal being could not. By compressing or thinning an area, a Myrmidon can creep under doors and through cracks. This ability also allows a Myrmidon to add extra limbs (one additional for each CON point, minimum of one extra). Each additional limb may be used but causes a multiple action penalty.

In combat the Myrmidon can alter its body to attack an opponent; slipping through openings in their armor to attack from within. In combat the Hero must first make a successful grappling attack. Once the Myrmidon has a grip on its opponent it may spend additional actions covering and biting with its myriad small pincers. As long as the opponent is held in a grapple the Myrmidon colony may attack in this way doing their CON in bonus damage.

**Clustering**: Several Myrmidons can act together, clustering to form larger structures such as bridges across rifts, armor, or even airtight crafts that can move through space or under water, protecting those within. An adequate number of Myrmidons must be sacrificed to create the structure (e.g., two colonies could form a raft; several hundred would be required to form a spacecraft), with the remaining queens huddling together in the remaining "live" colony until such time as more living Myrmidons can be found to replace the lost colonies.

Large asteroid-like clusters of this sort are believed to allow the Myrmidons to colonize other planets, with the outer shells of dead Myrmidons protecting the living queens inside through the cold of space, the heat of re-entry, and the shock of crashing onto a new planet. After touchdown, the shell breaks open and the living Myrmidons inside spill forth to colonize a new world.

**Homunculus**: Myrmidons may attempt to break off a part of their "colony" to do work remotely, creating a small Hellene shape swarm and sending it on a task. The Homunculus starts with 0 skills and -1 in all attributes, and minimum of 5 hit points must be spent to create it. For each 5 HP spent, the player can add 1 attribute point or 5 skill points, chosen from among the skills the Myrmidon knows. The player can opt to spend as many as all the Hero's hit points except 1 HP which must be reserved for the queen herself.

The player must make a WIL roll normal DoD -2 to create the body. If the roll, fails nothing happens. If successful, the body splits; the Homunculus leaves behind all armor and equipment the Myrmidon was carrying, and is now more flexible, able to slip through cracks, under doors, etc., but cohesive enough to perform physical tasks. As the Homunculus does not possess a queen, it can only be given a single, specific task that may involve only one skill that the Hero possesses (e.g., open a door, retrieve an object, pull a lever, enter a code, etc.)

Creating a Homunculus strains the queen's ability to keep cohesion and control, and so the Hero must make a WIL roll DoD -1 (cumulative) for each minute the Homunculus is away. If in a stressful situation (combat) the Myrmidon must roll his concentration skill every round. If a roll is failed while the Homunculus is abroad, the swarm looses cohesion and falls apart, scattering in all directions. Half of the Homunculus' HP will be recovered from returning colony members in minutes equal to the time spent away from the queen. If the Homunculus is destroyed during his errand, the HP are lost and must be regenerated normally.

**Omni Vision**: Because hundreds of thousands of tiny insects make up the body of one myrmidon they may see in all directions as long as it is unobstructed by clothing. Seeing in all directions does not distract the Myrmidon and it may function and perceive normally.

# Nephelai

Although the Okeanos system is their original home, the mysterious Nephelai do not maintain a large presence there, with most of their population spread thin across the known universe. Little is known of the windy worlds they originally hailed from, and although the Nephelai claim to have been the first beings created by the Gods, there is no evidence of this to be found anywhere they inhabit. Nephelai are not fond of permanence, and the worlds they inhabit are often either featureless rocks or stormy gas giants with no permanent structures, agricultural areas, or any other evidence that any beings whatsoever ever lived there.

The Nephelai do not appear to be an advanced civilization, as they have no technology per se, and do not appear to have advanced (or, indeed, changed at all) since the Hellenes first encountered them as they expanded their territory. Although these incursions were somewhat hostile, the Nephelai treated the Hellenes as they do most other races — with dispassionate neutrality bordering on amusement. They do, however, have some dislike for the Goregon and Zintar, tolerating their presence but preferring to avoid prolonged contact; the reason for this has never been made clear. Nephelai generally keep to themselves, avoiding politics and warfare when possible, and taking a neutral but active stance in some conflicts (assisting both sides, rather than refusing to assist either). Many offer their services as seers or oracles, tapping into their apparent gifts for prophecy and playing upon their belief that they are of divine heritage.

In keeping with their transient nature, Nephelai have no formal military or political structures. They have no central government, and no notion of family, with all Nephelai in effect being related to one another. Young Nephelai are never seen, and there is some debate as to whether or not Nephelai can die, or if their spirits are simply swept back to their home world and reincorporated into other Nephelai. The Nephelai themselves do not discuss such matters, deeming them unimportant. Nephelai have no apparent need for exercise or food to keep in shape, instead feeding upon particles and energy within wind. On planets with atmospheres breathable to a Hellene they have an abundant food source but on planets with thin or poisonous atmospheres they starve.

## Physical Description:

Nephelai are gaseous, transparent, bluish-grey winged beings, with very fine hair that seems to blow in a non-existent breeze. They vary in height between 2 and 4 meters in length, and appear vaguely humanoid, although their limbs tend to shift in shape, and lack distinct fingers or toes. Despite their appearance, they are tangible, and feel somewhat spongy and cold when touched. Nephelai reproduction has never been witnessed or even discussed, and although some identify as male or female in the presence of other races, no such distinctions are made among the Nephelai. All Nephelai appear to be the same age (which is to say, ageless); there are no “teenage” or “elderly” Nephelai.

## Personality:

Nephelai are very slow to anger and generally calm and impassive, but when pressed into action they are quite dangerous fighters due to their impassivity and mild psychopathic tendencies; as they view themselves as essentially immortal, they do not have trouble taking the lives of others who get in their way. Because of their patient and quiet natures, the Nephelai make very good seers and ambassadors. There are rumors that their dispassionate nature also makes them excellent torturers and interrogators, but this has not been officially substantiated.

## Names:

When in mixed company, Nephelai use the same naming convention as the Hellenes, although amongst themselves they do not distinguish between individuals other than as “I,” “You,” and “We.”

## Racial Attributes:

| | | | |
|---|---|---|---|
| **INT** | +2 | **PER** | +1 |
| **WIL** | +1 | **CHA** | +1 |
| **STR** | -1 | **DEX** | +0 |
| **CON** | +0 | **SPD** | +0 |
| **CR** | +0 | **DYN** | +0 |

**Attribute Adjustment**: None
**Hit Points**: 20

**Skills**: Aerial Combat +3, Cultural Studies (Nephelai) +7, Lore (any) +2, Speak Language (Nephelai, native), Speak Language (Any –Basic)

The Nephelai are masters of the winds, and possess abilities unique to their race.

**Flight**: The Nephelai are able to use the natural air currents of their surroundings for limited flight. They may fly at SPD +10, or up to the speed of the wind in the area, provided they are flying in the direction of the wind. They may move directly into the wind by tacking, but do so at their normal SPD.

**Intangibility**: Nephelai can change their density for a period of time, becoming wraithlike. The change takes one full round to complete and while in this state they cannot harm or be harmed physically (although Dynamism and sound attacks work normally). Items worn or carried by the Nephelai fall from the body and are not brought into the intangible state leaving the Nepehlai naked. They may stay in this state for rounds equal to their WIL +5. This feat may be done a number of times a day equal to their CON (minimum of once).

**Sound Manipulation**: A Nephelai can hear a whisper carried on the wind or send a message hundreds of miles on a breath of air. Nephelai may make sound-based Perception checks with double their search skill. Nephelai may send a sound-based message over the air directly to their targets’ ear with a whisper at a range of 100 meters per rating of WIL Attribute.





# Nymphas

The Nymphas are two branches of a single species that originated on the planet Erytheia. The planet is awash with life, and those portions not covered by warm ocean waters are covered in thick forests and jungles. Erytheia's plentiful natural resources unfortunately garnered the attention of other races, and early on in their history the Nymphas found themselves enslaved by Atlanteans (through their then-servants, the Goregons). Due to their lack of physical build, those so enslaved were used in non-labor intensive fashions that were no less humiliating or degrading. Many Nymphas never knew a time before slavery, and most of those born offworld have never seen their home planet.

The Nymphas never developed advanced technology of their own. Rather, both types of Nymphas practice a form of elemental "magic" that they attribute to the Gods, with some of the scientifically minded races calling it more of a "psychic attunement" to natural forces. The land-dwelling Oreads are more skilled with the manipulation of air and fire (aka Hel) and the water-dwelling Naiads base their skills around the manipulation of water and earth (aka Las). Both types are very religious and devoted to their particular Gods; these "Gods" have no particular names and are more generally accepted as forces of nature, though in recent years the Hellenes have "converted" many Nymphas to the worship of equivalent Hellenic deities (in particular, Aemoton),

The Nymphas are treasured for their spiritual guidance and service in Hellenic courts, in part because of their neutrality and simplicity. They have no political or military structures of their own and thus can serve in a completely unbiased fashion, having no preconceptions or prejudices. Their home world's only standard cultural practice was a religious festival known as Symposia (described below), and many Nymphas no longer practice it.

## PHYSICAL DESCRIPTION:

All Nymphas are beautiful androgynes; although there is a slight difference between the male and female of the race, generally only other Nymphas can tell. Both male and female have small mammary glands and shapely round hips, and without looking at the actual genitalia a Hellene would never know the true gender of a Nymphas.

Oreads are small, standing only a meter and a half tall. They have green or brown skin, and brown stringy hair that appears as if it were composed of grasses, twigs, and weeds (in fact, many Oreads weave such materials in with their normal hair). Their eyes have no pupil or iris, appearing as either solid silver or gold. They smell of sweet-flowering plants or rich fertile earth.

Naiads are two meters tall and have green or black skin, large black eyes, and hair resembling long, silky seaweed. Gills are evident on the sides of the neck and abdomen, and both feet and hands are webbed.

## PERSONALITY:

Nymphas are a very shy, secluded, and fearful race, having been enslaved for most of their history. They are not physically built for hard work, and so they are generally averse to it, relying on their wiles to get others to do hard manual labor for them (something that served them well during their long servitude under the Goregons and Atlanteans). Nymphas have never developed advanced technology and most are never offered the opportunity to become educated or skilled in a trade, and so they tend to specialize in the softer arts, focusing on human interaction and manipulation. Nymphas have kept the secret of their beguiling touch a secret for fear that others would use it for their own ends.

## NAMES:

The Nymphas language is similar to that spoken by the Hellenes, and their names generally follow the Hellene naming convention.

## RACIAL ATTRIBUTES:

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WIL** | -1 | **CHA** | +4 |
| **STR** | -1 | **DEX** | +1 |
| **CON** | +0 | **SPD** | +1 |
| **CR** | +0 | **DYN** | +0 |

**Attribute Adjustment**: None
**Hit Points**: 18

**Skills**: Deception +3,Cultural Studies (Nymphas) +7, Seduction +3, Sleight of Hand +1, Speak Language (Nymphas, native), Speak Language (Any –Basic) +3

**Environmental Familiarity**: A Nymphas can travel through her chosen environment with little trouble. An Oread can travel through mountains and woods at double the normal movement while Naiads can travel at a like pace through waters or Slipspace.

Naiads may survive under the high pressure and chilling cold of the ocean depths.

Oreads eat through photosynthesis like plants, and are never in need of food if they can "root" themselves and leech nutrients from the earth and bask in the sunlight.

Both types of Nymphas gain a bonus to hiding in their respective environment equal to 2 plus their Perception Attribute.

**Environment Deprivation**: When a Nymphas spends more than four weeks outside of her normal environment (forest or sea, arctic region, etc.), she loses a portion of her connection to the world. For each week beyond the fourth, the Nymphas must make a WIL roll or she loses 1 point from CON. Each week the penalty increases by -1. If any of her CON falls to -5, she immediately falls into a coma, staying that way until brought back into her environment (but losing no further Attribute points). Healing occurs at a rate of 1 point per day spent in her native environment.

**Manipulation**: Both types of Nymphas possess a special ability to manipulate others using their pheromones. When a Nymphas touches his flesh to another being he can secrete a chemical that will make the target more pliable to his will. Goregons are resistant to this (having had many decades to build up a racial resistance) but other races are susceptible, especially the Myrmidons and Zintar. A Nymphas may add double his CHA Attribute for a number of social Influence rolls equal to 4 + his CON Attribute.

**Symposia**: Many Nymphas practice Symposia for one week out of every three months, an event to which all are welcome, including other races. The Symposia is a large party held in sacred gathering places (usually in the woods or a sacred underwater grotto) where wine and food is available in mass quantities. Depending on the occasion, the Symposia could also include games, songs, flute-girls, slaves performing various acts, and hired entertainment. A Symposium is overseen by a Symposiarch who decides how strong or diluted the wine for the evening will be, depending on whether serious discussions or merely sensual indulgences are planned. Certain formalities are observed, most important among which are libations served by nude Nymphas. The Nymphas' ability to manipulate others (see above) is doubled during this period of time in regards to all attending the Symposia.

# Zintar

The mysterious Zintar appeared in Hellene space at the dawn of the Third Age a half-millennia ago. They claimed to originally hail from a watery planet in a distant system, but no living Zintar can recall ever living there, all being born in various colonies or aboard spacefaring vessels. The Zintar themselves claim that they exist only to serve the Hellenes and their allies; many question this statement as well as their sudden, mysterious appearance, but to date the Zintar have proven able allies. Although they have a military, they are not generally inclined towards offensive actions, preferring support or defensive roles where possible.

The Zintar are an advanced race, their bodies being adapted to integrate directly with technology — especially their own, but also (with some minor adjustments) that of other races. For example, when traveling in a ship, one or more Zintar actually fuse with the ship, the entirety becoming a sort of living entity tapped directly into their nervous systems. Much of this adaptation appears to have been developed over time as the Zintar traveled across space, rather than being an inherent inborn trait; in other words, the Zintar have been the agents of their own rapid evolution.

Zintar follow a political, military, and familial structure that is rather pyramidlike. They have many offspring that are cared for in a communal fashion by all related parents, who in turn owe allegiance to elders, and so on, up to the family's eldest Zintar, who has legal obligations over the rest. Their political structure and military organization work much the same way, with every Zintar slotted into the structure somewhere, and only one Zintar at the top of the pyramid in each case. Anyone higher in the structure commands allegiance from anyone below. Thus, every Zintar knows exactly where he fits into the overall structure in each case, and most pay very close attention to births, deaths, and other changes that alter his own placement and power base. A marriage or unexpected death can shift an entire family's power base in a single day, and a major battle could result in the complete rearrangement of the entire military structure overnight.

## Physical Description:

In their natural form, Zintar are very powerfully built amphibious cephalopods, standing only half a meter tall. Their head appears roughly humanoid; however, their faces have protective cartilage for lips (although some have this surgically altered), with two air slips where a nose would normally sit. Perhaps most dramatically, where a true humanoid would have legs, they have between four and ten long tentacular "spinal columns" that emerge from their lower torso.

The Zintar range in color from fleshy pink to purple, and in some instances are blue or red. They move poorly on dry land on their own but are completely at ease in the sea. To make up for their handicap on dry land the Zintar have created small vehicles that they "wear" on their lower half; most commonly this takes the form of some wheeled mechanism or a four-legged chassis.

## Personality:

Zintar are very straightforward in how they think and pursue life; if they want something they will work tirelessly toward the goal of achieving it. They are well aware of exactly where they fit into Zintar society, and spend hours each day keeping careful track of where they stand in the hierarchy, and how best to take advantage of their situation. Zintar take pride in being able to cite exactly how far from the top of various social structures they are, even it they are only thirty-seventh in line for head of the family, or ten-millionth in line for rulership over all the Zintar.

Despite this focus on order and structure, Zintar are notorious for being overly indulgent drinkers and carousers, and when intoxicated they are given to violence and considered generally uncultured where Hellenes are concerned. They are notorious for not remembering such carousing after they have sobered up, however.

## Names:

The Zintar naming structure is highly organized and shifts constantly, as it is based upon their rank and placement within their own family structure, and can include hundreds of syllables representing those above and below them. In mixed company, the Zintar follow the Hellene naming convention, preferring a single syllable for simplicity.

## Racial Attributes:

| | | | |
|---|---|---|---|
| **INT** | +2 | **PER** | +1 |
| **WIL** | +1 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +1 |
| **CON** | +0 | **SPD** | -1 |
| **CR** | +0 | **DYN** | +0 |

**Attribute Adjustment**: None
**Hit Points**: 18

**Skills**: Drive +2, Cultural Studies (Zintar) +7, Swim +4, Sleight of Hand +1, Speak Language (Zintar, native), Speak Language (Any –Basic) +3

**Amphibious**: Zintar can breathe on land and in water with very little effort.

**Aquatic Movement**: Zintar bodies are made for the vast ocean floor of their water-covered world. When outside of this environment Zintar have difficulty moving under their own power. While on dry ground (outside their carapace), Zintar move by dragging their bodies along the ground at a SPD -1. In an aquatic environment Zintar move easily by crawling along the sea floor, or swim by expelling a jet of water from a contractile mantle, aiming it via a muscular siphon; this gives them a movement at SPD 5. In Slipspace a Zintar may move freely while outside of its carapace maneuvering as if they are swimming in water.

**Camouflage**: Zintar have specialized skin cells containing yellow, orange, red, brown, and black pigments and white reflective cells. These allow them to change the apparent color, opacity, and reflectiveness of their skin. Zintar receive +2 to any type of hide skill check when out of their carapace and hiding.

This color-changing ability can also be used to communicate with or warn other Zintar without the use of verbal speech. This form of "color" speech can be done at a range of 20m and cannot be interpreted by any non-Zintar due to the subtle nature of the color shifting.

**Enhanced Sense of Sight and Touch**: Zintar have incredibly acute vision and are able to see in different spectrums of light. Because of the habitat the Zintar are from they can easily see in absolute darkness. Also, because of their acute vision Zintar may reduce the range of any sight-based penalties by 10m.

Zintar skin is very sensitive allowing them to read the print off a piece of paper by touch, or feel the approach of someone walking by the minute vibrations of the floor. If a Zintar's tentacles are in physical contact with the ground (outside their carapace), they may sense their surroundings (+1 on sensory-based Perception checks).

**Technophile**: Zintar are highly advanced in the fields of electronics, kybernetics, and machine interfacing. Because of this Zintar receive a +2 bonus to any tech-related skill checks.

**Vehicle Interface**: Zintar are adept at interfacing with machines and piloting them. They do this through their extremely advanced kybernetics, heightened sense of touch, and mechanical acumen. Zintar receive a bonus of +2 when piloting or driving a vehicle that is outfitted with a Zintar Interface pod.

**Carapaces**: Because of how Zintar are built they have a very difficult time interacting in non-aquatic environments. To overcome this handicap the Zintar have built robotic carapaces that house their bodies and allow them to interact with the other races. The carapaces come in a variety of shapes and sizes and fulfill a variety of tasks. Most Zintar have two or three carapaces for different occasions and duties. When in the carapace, the machine reacts with all the physical attributes of the user except for its physical strength, movement, and resistance to damage. Almost all carapaces provide some protection for the Zintar inside.

It takes a Zintar at least 30 seconds (5 combat rounds) to properly suit up and activate a carapace and an equal amount of time to leave. Emergency ejections are possible, but doing so ruins the seating mechanism due to the explosive discharges that propel the Zintar out.

Below is an example of the most common type of carapace available to the Zintar.

**Standard carapace**
**Hit Points**: 30
**SPD**: 0
**Armor**: 4
**STR**: Same as user
**Cost**: 1,200 dm



# LIFE PATHS

This is where the Hero's journey begins. Players do not have to complete the Life Path that follows, and can just move on to assigning points to the character, but we strongly encourage the use of Life Paths. Once a player has completed this section, he will have selected a series of events that will make up his background. It is up to the player to take these events and shape them into the Hero he wants to play.

Certain combination of results may seem contradictory. In these cases the GM and player may choose to create a plausible explanation or reroll the result

*Example: A player determines that both parents are dead but his fate is to be killed by his father. Possible explanations may include his real parents aren't dead, the dead father is not his real father, his father is now a Phasma in Slipspace, etc.*

## Month of Birth

What month were you born under? The Hellene calendar consists of 12 months each with 36 days, and is based on the Athenoi year; thus, while every System (and, in fact, each planet) will have its own unique calendar, all Hellenes (particularly spacefaring ones) also know of the Athenoian calendar. The New Year begins in the summer with the month of Hekatombaion and ends with Skirophorion. The first eight days of every month are considered festival days celebrating the birth of the Gods. Each month also has a unique and special festival that pertains to it.

The seasons are divided into two major groups identified with the elements of Hel and Las. The Spring and Summers months are identified as the months of the sun (Hel) and the fall and winter months are identified with the earth (Las).

Note: All Holidays are based on the season and calendar of Athenoi. Most but not all systems follow the same conventions.

| Roll D20 | | | |
|---|---|---|---|
| 1–5 | The spring months of Hel | | |
| 6–10 | The summer months of Hel | | |
| 11–15 | The autumn months of Las | | |
| 11–20 | The winter months of Las | | |
| **Roll D20** | **Season** | **Notes** | **God** |
| | **Summer** | | |
| 1–6 | Hekatombaion | New Year's Day | Athenia |
| 7–12 | Metageitnion | Veteran's Day | Areson |
| 13–18 | Boedromion | The Great Hunt | Artesia |
| 19–20 | Born on a Festival Day. You choose | | |
| | **Autumn** | | |
| 1–6 | Pyanepsion | Harvesting Day | Hephaeston |
| 7–12 | Maimakterion | Mother's Day | Heiria |
| 13–18 | Poseideon | Great Sea Race | Hoseidon |
| 19–20 | Born on a Festival Day. You choose | | |
| | **Winter** | | |
| 1–6 | Gamelion | Festivus | Hermia |
| 7–12 | Anthesterion | Father's Day | Heuson |
| 13–18 | Elaphebolion | Feast of Flesh | Hestia |
| 19–20 | Born on a Festival Day. You choose | | |
| | **Spring** | | |
| 1–6 | Mounichion | Planting Day | Aemoton |
| 7–12 | Thargelion | Lovers' Day | Aphrosia |
| 13–18 | Skirophorion | Year's End | Apollon |
| 19–20 | Born on a Festival Day. You choose | | |

## Planet of Birth

What planet was your Hero born on? This doesn't need to be the planet that he currently lives on. Consult the appropriate column for race and roll D20

Note:Planetary birth does not necessarily denote race or ethnicity. A Hellene may be born on Ceto and a Goregon may be born and raised on Athenoi. At the GM and player discretion the planet of birth may be chosen to accommodate a character concept.

| | Hellene Nymphas Zintar | Amazoran | Goregon | Kyklopes | Myrmidons | Nephelai |
|---|---|---|---|---|---|---|
| 1 | Troizenos | Argos | Phylake | Trakhis | Khalkis | Troizenos |
| 2 | Messene | Stymphalos | Khalkis | Troizenos | Phylake | Argos |
| 3 | Argos | Etruria | Delphoi | Argos | Ceto | Stymphalos |
| 4 | Stymphalos | Stymphalos | Athenoi | Stymphalos | Stymphalos | Tegea |
| 5 | Sparta | Etruria | Korinthos | Metis | Sparta | Melos |
| 6 | Delphoi | Delphoi | Cythera | Delphoi | Delphoi | Cythera |
| 7 | Athenoi | Athenoi | Pylos | Athenoi | Athenoi | Pylos |
| 8 | Korinthos | Etruria | Ithaka | Ithaka | Argos | Okeanos |
| 9 | Tegea | Themiscyra | Ceto | Kykyon | Aegina | Okeanos |
| 10 | Elis | Themiscyra | Ceto | Kykyon | Aegina | Okeanos |
| 11 | Mykenai | Themiscyra | Ceto | Kykyon | Aegina | Okeanos |
| 12 | Messene | Themiscyra | Ceto | Kykyon | Aegina | Strofades |
| 13 | Thebes | Themiscyra | Ceto | Kykyon | Aegina | Thebes |
| 14 | Themiscyra | Themiscyra | Ceto | Kykyon | Aegina | Themiscyra |
| 15 | Kalydon | Mytelene | Tegea | Ithaka | Tegea | Kalydon |
| 16 | Pylos | Tegea | Elis | Strofades | Elis | Pylos |
| 17 | Cythera | Elis | Mykenai | Pylos | Mykenai | Cythera |
| 18 | Ithaka | Mykenai | Messene | Cythera | Messene | Ithaka |
| 19 | Olympia | Troizenos | Thebes | Phylake | Trakhis | Khalkis |
| 20 | Sicyon | Thebes | Trakhis | Delos | Delos | Thebes |

## Parents

Are your parents alive or dead? Roll D20

| | |
|---|---|
| 1–2 | Orphaned and raised self |
| 3 | Never knew your real parents |
| 4 | Parents dead and raised by relative |
| 5–8 | Mother dead |
| 9–12 | Both alive |
| 13–16 | Father dead |
| 17 | Both parents dead |
| 18 | Father dead and mother remarried |
| 19 | Mother dead and father remarried |
| 20 | Orphaned and raised by community |

## Parents' social Station

What do your parents do for a living? Roll D20

| | | |
|---|---|---|
| 1 | King/Queen | Wealthy Talent, +5 Glory |
| 2 | Criminals | +1 intimidate skill |
| 3 | Engineers | +1 engineering skill |
| 4 | Slaves | +1 to survival |
| 5 | Priest | 1 random zero-Glory divine gift |
| 6 | Senator | 5 Glory |
| 7 | Peasants | +1 in survival skill |
| 8 | Great Warrior | +1 any fighting skill |
| 9 | Nobles | Royal Favor Talent, +5 Glory |
| 10 | Delphoi Legion | Mode (choice) +1, +5 Glory |
| 11 | Merchant | +1 seduction skill |
| 12 | Scholars | +1 lore skill |
| 13 | Scholar | +1 lore skill |
| 14 | Retired Hero | +3 Glory, +1 in skill of your choice |
| 15 | Doctors | +1 medicine skill |
| 16 | Thieves | +1 disable mechanism skill |
| 17 | Artisans | +1 handicraft skill |
| 18 | Entertainer | +1 perform skill |
| 19 | Sailors | +1 pilot skill |
| 20 | | Player Chooses |

## Family Status

How is your family looked upon by their peers and the Gods? Roll D20

| | |
|---|---|
| 1–2 | Family is under a curse of some kind |
| 3–4 | Entire family killed in a great war |
| 5–6 | Family is well loved by the people and has many allies |
| 7 | Family power is in decline because of machinations of a rival |
| 8 | Family is corrupt and evil but hides under an exterior of benevolence |
| 9 | Family lost all wealth through betrayal or mismanagement |
| 10 | Family status is on the rise but tenuous |
| 11 | Family imprisoned by a rival and you alone escaped |
| 12 | Family is reviled for some past deed |
| 13 | Family is blessed by the Gods for some past deed done by their family |
| 14 | Family is split and opposed to one another in a feud |
| 15 | Family enslaved by harsh evil masters |
| 16 | Family is poised for greatness or unbelievable failure |
| 17 | Family is feared because of some advantage or great power |
| 18 | Family is revered and guarded by the community |
| 19 | Family is hunted and on the run |
| 20 | Family is destitute and powerless. You are their only hope |

## Siblings

How many siblings does the Hero have? Roll D20

| | |
|---|---|
| 1 | 1 older sibling |
| 2 | 1 younger sibling |
| 3 | One twin |
| 4 | Two older siblings |
| 5 | Two younger siblings |
| 6 | One older and one younger sibling |
| 7–13 | No siblings |
| 14 | One older and three younger siblings |
| 15 | Two older and two younger siblings |
| 16 | Three older and one younger sibling |
| 17 | Four older siblings |
| 18 | One twin and two older and one younger sibling |
| 19 | One twin, one older, and two younger |
| 20 | One of a group of triplets |

### Relationship with your Siblings

Now roll for each sibling to determine how they feel towards you and/or you towards them. Roll D20

| | |
|---|---|
| 1–2 | They hate you with a passion |
| 3–4 | They love you |
| 5–6 | You love them with all your heart |
| 7–8 | They worship the ground you walk on and admire you |
| 9–10 | You share a mutual love for one another |
| 11–12 | You admire them and want to be just like them |
| 13–14 | Sibling admires you and follows you wherever you go |
| 15–16 | You dislike them |
| 17–18 | You love them but they hate you |
| 19–20 | Sibling is a competitive rival but loves you. He may put you in harm's way but would never betray you…or would he? |

## Special Gift

Parents will usually pass down a gift of some kind to their children. Heroes are sometimes passed down gifts of great importance. The gifts below represent some item that the Hero holds dear. Some gifts will be very powerful while others will have some minor advantage, but regardless, they are all important to the Hero. At character creation every player character receives a gift. Roll D20

| | |
|---|---|
| 1 | A grant of land on Delphoi |
| 2 | A small fortress on a Theban asteroid |
| 3 | A sacred chest of fine wood, locked and enigmatic |
| 4 | A Lion or Dragon skin cloak |
| 5 | Parent's hoplite sword |
| 6 | Grandparent's Helios Runner Spaceship |
| 7 | A ring |
| 8 | A Grandparent's armor |
| 9 | Boots |
| 10 | An ancient book from the 1st Age |
| 11 | A servant Machina |
| 12 | Parent's spear |
| 13 | Parent's chiton clasp |
| 14 | Grandparent's cloak |
| 15 | War helmet |
| 16 | Grandparent's lyre |
| 17 | A family pet |
| 18 | Æther weapon |
| 19 | 1st Age shield belt (class A) |
| 20 | Player picks |

*Note: All the items on the list will be of exceptional quality. They are well made and fashioned as works of art. People will notice the gift as something special or may even know the legend that surrounds the item. These items are very special and will identify the Hero for what he is.*

## Divine Heritage

All Heroes have been touched in some way by the Gods. Greatness is not made in the hearts of men but put there by the Gods themselves…or so they would have you believe. Players may choose later what God (or Goddess) they are descended from. Roll D20

| | | |
|---|---|---|
| 1–3 | Great-Great-Grandparent on father's side had a divine parent | Gain 2 Glory |
| 4–6 | Great-Great-Grandparent on mother's side had a divine parent | Gain 2 Glory |
| 7–9 | Grandparent on father's side had a divine parent | Gain 5 Glory |
| 10–12 | Grandparent on mother's side had a divine parent | Gain 5 Glory |
| 13–15 | Great-Grandparent on father's had a divine parent | Gain 3 Glory |
| 16–18 | Great-Grandparent on mother's had a divine parent | Gain 3 Glory |
| 19–20 | Both parents have divine blood from their parents | Gain 10 Glory |

## Divine mark

Children with the blood of Gods all have some sort of mark or physical characteristic that denotes them as greater than the rest. This mark is not an affliction but something special about the character they do not hide. Roll D20

| | |
|---|---|
| 1 | Born warrior (+1 CR) |
| 2 | Stature of Heuson (Aura of Nobility Talent) |
| 3 | Very handsome, beautiful hair, or bright eyes (Enchanting Beauty Talent) |
| 4 | Strong body (+1 STR that can take character beyond racial maximum) |
| 5 | Fleet of feet (+2 SPD) |
| 6 | Intelligence (+1 INT that can take character beyond racial maximum) |
| 7 | The God's Sigil upon his person (+10 Glory and roll again) |
| 8 | Courageous (+1 WIL) |
| 9 | Larger than normal. Double CON to determine Hit Points |
| 10 | Leader of men (Authority Talent) |
| 11 | Quick on his feet (+1 DEX, can take character beyond racial maximum) |
| 12 | Very Wise (+1 PER that can take character beyond racial maximum) |
| 13 | Great Self Worth ( Force of Personality Talent) |
| 14 | A unique talent or skill (pick one free skill at +5) |
| 15 | Beloved by all (+1 CHA that can take character beyond racial maximum) |
| 16 | Hardy (+1 CON that can take character beyond racial maximum) |
| 17 | Commanding voice (Voice of Command Talent) |
| 18 | Sixth Sense (Danger Sense Talent) |
| 19 | Eyes of Athenia (Aura of Wisdom Talent) |
| 20 | Strong of Mind (+1 WIL that can take character beyond racial maximum) |

## Childhood Encounter

Someone visited the Hero or he encountered some special event as a child. The encounter touched the child in a lasting way that changed his life forever and set him on the path of the Hero.

Roll D20

| | |
|---|---|
| 1–5 | Encountered someone special |
| 6–10 | Witness to an Event |
| 11–15 | Family Intrigue |
| 16–20 | Perilous Adventure |

### 1–2: Encountered Someone Special

| | |
|---|---|
| 1 | Met your cousin who would later become a Hero (perhaps a fellow player). |
| 2 | Met a Hero from the past and told a story of things to come. |
| 3 | Met who you believed to be a God in a grove of trees. He told you a story of your future. |
| 4 | Met a great philosopher whose teachings changed your life. |
| 5–6 | Met the love of your life. |
| 7 | Met a young person who grew up to be a fellow Hero (one of the players). |
| 8 | Met who you believe to be your future self. He gave you a task to complete that he never could. |
| 9–10 | Met a great Hero in a market. She took a liking to you and gave you a small trinket and told you to hold it safe. You never saw her again. |
| 11–12 | Helped an old hermit on the side of the road. They blessed you and called you a future king. You never saw this person again. |
| 13–14 | Met a strange creature in a cave while lost. Instead of eating you it tasked you with solving a puzzle. When you completed the task it let you go. You never saw this creature again and no one believes your tale. |
| 15–16 | Met a ghost that told you of your tragic fate. |
| 17–18 | Mentored by a great Hero of a different race as a child. |
| 19 | Met your lifelong rival. |
| 20 | Met a great king and given a special gift. |

### 3–4: Witness to an Event

| | |
|---|---|
| 1 | Witnessed the birth of a great beast |
| 2 | Witnessed the death of a sibling you were helpless to stop. |
| 3 | Witnessed a great space battle and almost died during the fight. |
| 5–7 | Witnessed a Delphoi Legionnaire fight off a group of assassins in a city street. |
| 8 | Almost died witnessing the death of a star. |
| 9–10 | Witnessed the death of a parent you were helpless to stop. |
| 11–12 | Witnessed the death of a great Hero you were helpless to stop. |
| 13–14 | Witnessed a Kraken devour a ship whole. |
| 15 | Witnessed a great miracle by a God. |
| 16 | Witnessed the birth of a fellow Hero (perhaps a fellow player character) |
| 17–18 | Toured the known universe as a child and saw many habitable Hellene worlds. |
| 19 | Stood at the deathbed of a great Hero and watched a God take his soul to the stars. |
| 20 | Saw the ghost ship of a long-lost Hero in Slipspace. When the ghost ship passed yours you saw yourself in one of the passenger windows. |

### 5: Family Intrigue

| | |
|---|---|
| 1 | Real father returned to claim his rightful place. |
| 2 | A family enemy tried to kill one of your family members. |
| 3 | Found out who your mother/father really is. |
| 5–7 | Sibling mistakenly killed by you. |
| 8 | Family member arrested by Legionnaire of Delphoi. |
| 9 | Family cursed by a priest. |
| 10 | Parent caught in scandalous infidelity. |
| 11–12 | Family member found to be a traitor. |
| 13–14 | Given to the enemies of your family as a “truce” gift. Spent 1D20 months as a servant to the family’s enemies before being rescued. |
| 15–16 | Raised by wild beast from birth until the age of 5. |
| 17–18 | Raised by another race and gained one of their inborn traits somehow. |
| 19 | Kidnapped and raised by pirates for 1D20 months. |
| 20 | Grew up hidden from family enemies on a distant planet. |

6: PERILOUS ADVENTURE

| | |
|---|---|
| 1 | Hid in a space station under siege by Zoran invaders |
| 2 | Lost for 1D20 months on an uncharted planet. |
| 3 | Kidnapped by space pirates for 1D20 months. |
| 4 | You eloped with what you though was the love of your life (perhaps a fellow player character). You spent several weeks on the run but finally decided it was best to go home to your families. |
| 5 | Aboard the only ship to ever track and kill a Kraken. |
| 6 | Was instrumental in stopping a coup plot on Athenoi. |
| 7 | Helped carry the remains of a Myrmidon Hero to its final resting place |
| 8 | Your cousin (perhaps a fellow player character) and you had a perilous adventure in the forest seeking refuge from a wild beast. |
| 9 | Switch places with a prince and asked to rule in his stead. After 1D20 months the prince returned and took his rightful place |
| 10 | Ran the Goregon mazes on Ceto. |
| 11 | Helped find a lost treasure and returned it to its rightful owner. |
| 12 | Helped in the hunt of an evil spirit on board a ship in Slipspace. You found the being and dispatched it alone. |
| 13-14 | Stopped an assassination attempt on your family. |
| 15 | Outwitted the Zoran King Darius during a hunt on his throne world. |
| 16 | You and another young person (perhaps a fellow player character) were kidnapped and escaped. You spent several weeks lost on a strange world. |
| 17 | Helped steal an egg from a Sphinx. |
| 18 | Taken by your parents and dipped in sacred waters on a deserted asteroid in Slipspace. |
| 19 | Helped put away a crime lord on your home planet. |
| 20 | Helped in the rescue of a King/Queen when his/her vessel sunk in Slipspace. You encountered Sirens that almost dragged you to your death. |

## Choose a God

The Hero is favored by one of the Gods as his divine patron. The player chooses which God. The God should fit the type of character the player envisions his character being, or inversely play against cast; consider a warrior who is favored by Aphrosia, or a warrior favored by Hestia because of his love of home and family. Choose wisely.

| | |
|---|---|
| **Aemoton**, the Farmer<br>Domains — Agriculture, growing, plants, heat, light, life, warmth, rain | **Heiria**, the Mother<br>Domains — Wisdom, charity, kindness, love, forgiveness, emotion, children, marriage |
| **Aphrosia**, the Lover<br>Domains — Charisma, charm, deceit, persuasion, sex, artistry, trickery, lies | **Hephaeston**, the Inventor<br>Domains — Crafting, forging, technology, manufacturing, inventing, cleverness |
| **Apollon**, the Wrestler<br>Domains — Brawling, athletics, strength, running, speed, acrobatics, endurance, health | **Hermia**, the Trader<br>Domains — Haggling, commerce, fate, manipulation, money, banks |
| **Areson**, the Warrior<br>Domains — War, weapons, fighting, blood, death, fear, nightmares | **Hestia**, the Healer<br>Domains — Healing, home, safety, medicine, doctors, recovery |
| **Artesia**, the Hunter<br>Domains — Tracking, hunting, animals, accuracy, shooting, targeting, sight, the evil eye | **Heuson**, the Father<br>Domains — Sternness, obedience, law, justice, punishment, government |
| **Athenia**, the Seer<br>Domains — Wisdom, prophecy, omens, language, investigation, police | **Hoseidon**, the Sailor<br>Domains — Sailing, piloting, navigation, survival, flying, risk-avoidance, predictability |

## Destiny

A character's destiny can be any NOBLE effort that would be worthy of the Hero to accomplish and for a God to be inspired to help with. A heroic destiny is never to milk the cows before sunrise; a heroic destiny is to milk the Golden Bulls of Apollon on the lost planet of Trikolos to bring the liquid back to cure the ailing planet of Argos. A destiny is not something the Hero will achieve in one adventure, but rather something he will work and strive towards during play. Eventually the Hero will achieve her Destiny, or succumb to her Fate.

While on the journey to his eventual destiny the Hero will be helped along the way by a God (the one the player has chosen) and his companions (the other player characters) to achieve this worthy endeavor. The God will not do it for him, but will give him greater opportunities than the normal Hellene, since the Hero is seen as special and favored by the God.

Sometimes the destiny is prophesized before the Hero is born, and sometimes it is what the player chooses; sometimes it is hidden from everyone, and sometimes it is known far and wide. Whatever the case, the Hero is drive towards this goal and the immortality that it brings.

Sample Destinies include:

- Become king of Athenoi
- Slay the great Kraken of the Panthalassa
- Bring prosperity to the planet of Skelos
- Defeat the Titan that slew your family and claim his wife as your own

## Fate

All great Heroes have a fate, and most often they are tragic. In Hellene mythology, there was a triumvirate who controlled the destiny of everyone from the time they were born to the time they died. The three Goddesses were called The Fates or Moirae. They were Clotho, the spinner, who spun the thread of a person's life, Lachesis, the apportioner, who decided how much time was to be allowed each person, and Atropos, the inevitable, who cut the thread when one was supposed to die. Nothing is done against the ordinances of Moirae. Life must meet its end at some point and at the end of life another realm takes over.

Most Heroes find out their fate in some way during their many adventures. The fate of a great Hero can become part of his legend and known far and wide.

More about the Moirae can be found in Chapter 9.

### Should the Hero Choose his own Fate?

Before rolling for your Hero's Fate, consider letting your Game Master secretly roll it for you instead, marking it down somewhere for later use. This option allows the Game Master to utilize the information in the form of prophecies and hints as to what may befall your Hero in the future. For the player who knows his Hero's Fate is to be killed by a raging beast, it may be almost anti-climatic to experience a reveal about it later on, but the player who does not know will be able to feel the impact of that knowledge from that moment forward.

Roll D20

| | |
|---|---|
| 1–3 | Killed by a raging beast |
| 4 | Killed by a foreign warrior |
| 5 | Killed by a blood relative |
| 6 | Killed by father |
| 7 | Killed by poison |
| 8 | Dies mad and alone |
| 9 | Killed by his own children |
| 10 | Fated to betray the Gods and then suffer their wrath |
| 11 | Fated to die alone after destroying a kingdom |
| 12 | Fated to die a traitor to his people |
| 13 | Fated to kill the love of his life |
| 14 | Fated to be killed by lover |
| 15 | Fated to die by the hands of a noble |
| 16 | Fated to die in the dark |
| 17 | Fated to die when his true love is found |
| 18 | Killed by the mother |
| 19 | Fated to kill his own family and become a pariah |
| 20 | Pick two and combine them |

# PROFESSIONS

Ambassador
Aoidos or Playwright
Artisan
Athlete
Doctor
Engineer
Fighter Pilot
Free Trader
Herald
Hoplite
Mariner
Priest/Priestess
Pirate
Scientist
Scoundrel
Scout
Amazoran Creature Handler
Amazoran Fire Lancer
Goregon Oracle
Goregon Terror Trooper
Hellene Oracle
Hellene Spartan
Kyklopes Teacher
Kyklopes Crafter
Kyklopes Tactician
Myrmidon Hoplite
Myrmidon Oracle
Myrmidon Worker
Nephelai Seer
Nephelai Void Pilot
Nephelai Assassin
Nymphas Thief
Nymphas Courtesan
Nymphas Traders
Zintar Kybernetes
Zintar Bounty Hunter
Zintar Engineer

When they are not off saving the universe from certain doom, many Hellenes also have another profession that they pursue, which may provide them with additional skills, gear, and/or money. All Characters may take one profession at the start of the game.

### Under each profession are a few listings:

- **Attribute Adjustment**: The primary Attribute most closely associated with the Profession. The Attribute is modified by the amount shown.
- **Callings**: These are suggested Life Paths that the Hero should take to better fits the profession's concept.
- **Skills**: The skill given to the Hero when the profession is chosen.
- **Talents**: The Talents given to the Hero when the profession is chosen.
- **Starting Gear:** The equipment the Hero starts the game with.
- **Money**: The amount of drachmas the Hero starts play with. The Hero rolls his Attribute + Professional skill and checks the result.
  - **Failure & Partial Failure**: Hero receives half the base amount listed
  - **Successes**: Hero receives the amount listed
  - **Critical Successes**: Hero receives X2 the amount listed

## AMBASSADOR

Ambassadors are political officials who are responsible for representing a group's interests before other like groups. Ambassadors might serve a group as small as a few hundred people (a neighborhood), a poleis, or an entire planet or system. Ambassadors frequently are able to negotiate with even hostile enemies without being attacked, although not all systems and groups afford such protections.
**Attribute Adjustment**: CHA +1
**Callings**: Legionnaire of Delphoi, Noble, Priest, Sailor, Scholar
**Skills**: Administration +2, Command +2, Deception +3, Deduce Motive +4, Diplomacy +4, Etiquette +4, Seduction +4, Speak Language +3, Profession (ambassador, CHA) +4
**Talents**: Negotiator
**Starting Gear**: Doric Chiton and Hitmation of Noble quality, Mid-size ground vehicle, and a Diadalos hand comp
**Money**: 2,000dm base

## AOIDOS OR PLAYWRIGHT

Aoidoi are oral storytellers, traveling from city to city, planet to planet to entertain crowds with their improvisational takes on classic stories. Some such entertainers choose to formalize these stories as plays, after which point they are acted out by other artists. Both Aoidoi and Playwrights will often shape the stories they tell to the whims of their audience, based on local situations that might be thematically relevant.
**Attribute Adjustment**: CHA +1
**Callings**: Noble, Priest, Rogue, Sailor, Scholar
**Skills**: Deception +3, Etiquette +3, Evade +2, Handicraft (fine arts) +4, Lore (folklore) +3, Perform +4, Research +1, Seduction +3, theology +3, Profession (aoidos, CHA) +4
**Talents**: Well Traveled
**Starting Gear**: Doric Chiton and Hitmation of Noble quality, Diadalos hand comp full of classic literature, a musical instrument.
**Money**: 750dm base

## ARTISAN

Artisans craft tangible objects of value from other resources, either natural or recycled. Some such objects might have monetary value, but many are created for merely aesthetic reasons. Some systems view Artisans who focus on such works of art as wastes of resources, but many Hellenic systems (and especially the Kyklopes) see that art has an inherent value above and beyond its monetary worth, and treasure Artisans highly even when the objects they fashion are impractical or otherwise "worthless."
**Attribute Adjustment**: PER+1
**Callings**: Noble, Priest, Rogue, Sailor, Scholar
**Skills**: Appraise +4, Evade +2, Forgery +4, Handicraft (artificer) +4, Handicraft (fine arts) +4, Lore (history) +2, Research +2, Seduction +2, theology +2, Profession (artist, PER) +4
**Talents**: Natural Talent
**Starting Gear**: Artisan tools and a Doric Chiton of Noble quality
**Money**: 750dm base

## ATHLETE

Many of the most renowned Heroes have been athletes, proving their worth in games of skill and feats of daring. Some win universal fame at the official Pan-Hellenic games at Olympos, but many more still participate in local events in their home systems and villages, and might be known only to a select few. Of course, fame does not necessarily equate with capability, and some of the most talented athletes are unknown.
**Attribute Adjustment**: STR or DEX +1 (Player's choice)
**Callings**: Legionnaire of Delphoi, Noble, Rogue, Sailor, Warrior
**Skills**: Acrobatics +4, Balance +2, Brawling +3, Climb +2, Contortion +2, Evade +4, Ride +2, Seduction +4, Swim +3, Profession (athlete, DEX) +4
**Talents**: Adrenaline Rush
**Starting Gear**: Doric Chiton of Noble quality, personal small ground vehicle, various medals and awards
**Money**: 1,000dm base

## DOCTOR

Doctors study the arts of preventing, diagnosing, and curing illnesses and injuries. Some choose to specialize in a specific field, such as Brain Surgery, Psychology, Pediatric Medicine, or Sports Medicine, but a great many (especially in smaller communities) are generalists, absorbing as much raw medical knowledge as they can and then serving the needs of their community as situations unfold.
**Attribute Adjustment**: INT +1
**Callings**: Noble, Priest, Sailor, Scholar
**Skills**: Administration +2, Heal +4, Lore (herb lore ) +3, Lore (history) +3, Medicine +4, Research +2, Science (medical) +2, Speak Language +3 , Torture +3, Profession (physician, INT) +4
**Talents**: Natural Remedy
**Starting Gear**: Med kit, Synthskin, 2 doses of Pharmaka Polyidos, and a Diadalos hand comp.
**Money**: 1,000dm base

## ENGINEER

Whereas Artisans craft items from other things, Engineers are more focused on studying the way things work, maintaining and improving their function. An Artisan might design an aesthetically perfect spacecraft, but an Engineer would be tasked with making sure that it actually flew and functioned as expected.
**Attribute Adjustment**: INT +1
**Callings**: Rogue, Sailor, Scholar, Warrior
**Skills**: Computers (mainframe) +4, Demolition +2, Disable Mechanism +4, Drive +4, Engineering (electronics) +4, Engineering (mechanical) +4, Handicraft (vehicle) +2, Research +2, Profession (engineer, INT) +4
**Talents**: Jury Rig
**Starting Gear**: Tool kit, Diadalos hand comp, welding kit, 2 hover plates
**Money**: 750dm base

## FIGHTER PILOT

These are the brave men and women who risk their lives and fight among the stars. The Fighter pilot seeks his glory and immortality in the daring acts performed in the cockpit of his craft.
**Attribute Adjustment**: DEX +1
**Callings**: Rogue, Sailor, Scholar, Warrior
**Skills**: Computers (ship systems) +4, Drive +3, Lore (regions) +3, Navigate +1, Pilot +4, Seamanship +4, Speak language +3, Weapon (pistol) +4, Profession (pilot, DEX) +4
**Talents**: Dog Fighter
**Starting Gear**: Enviro suit, tool kit, heavy leather vest, Hoplite pistol, Diadalos molecular grappler and gun unit
**Money**: 750dm base

## FREE TRADER

Free Traders roam from place to place, often between systems, in order to obtain the best possible return on their investments. A Free Trader might purchase rare silks on one planet and then transport them across the galaxy to a planet where silk is unknown, in the hopes of doubling his profits. The drive to constantly squeeze every last drop out of an investment leads many Free Traders to skirt the edges of the law, though most are honest when dealing with customers.
**Attribute Adjustment**: CHA +1
**Callings**: Noble, Priest, Rogue, Sailor, Scholar, Warrior
**Skills**: Administration +4, Appraise +4, Computers (ship systems) +2, Deduce Motives +3, Gambling +3, Navigate +3, Pilot +3, Seamanship +3, Weapon (pistol) +1, Profession (merchant, CHA) +4
**Talents**: Negotiator
**Starting Gear**: Diadalos hand comp, high fashion Chiton, Hoplite pistol
**Money**: 750dm base

## HERALD

Heralds are highly respected messengers and couriers who are generally employed by powerful aristocratic families, corporations and governing bodies in Hellenic space. They are entrusted with the delivery of important communications, items, and individuals between various august concerns whether on planet or across space. As speed is often of some importance in the delivery of these messages, heralds serving wealthier employers are often allowed to borrow fast ships and other specialized gear to complete their missions; just as often, heralds serving other employers (e.g., a general in wartime) might be provided with nothing at all, and be expected to cross dangerous terrain on their own.
**Attribute Adjustment**: CHA +1
**Callings**: Noble, Rogue, Sailor
**Skills**: Computers (ship systems) +3, Diplomacy +2, Etiquette +4, Evade +3, Lore (regions) +2, Navigate +3, Pilot +4, Speak Language +3, Weapon (pistols) +2, Profession (herald, CHA) +4
**Talents**: Fleet Feet or Well Traveled (Player Choice)
**Starting Gear**: Chlamys and Short Doric Chiton, Torch Pistol, and a Kerykeion.
**Money**: 1,000dm base

## HOPLITE

Most systems require military service of some sort, and all citizens — poets, politicians, and priests alike — will serve in some capacity. Professional soldiers however are called Hoplites, and these make a career out of serving in military forces. Some are mercenaries, moving from system to system as need dictates, but many serve with a standing force of one sort or another, returning occasionally to fulfill the terms of their contracts.
**Attribute Adjustment**: CR +1
**Callings**: Legionnaire of Delphoi, Noble, Sailor, Scholar, Warrior
**Skills**: Command +2, Evade +4, Intimidate +2, Pankration +1, Parry +4, Weapon (spear) +4, Weapons (pistol) +2, Weapon (blades, lg.) +4, Weapon (rifle) +3, Profession (soldier, STR) +4
TalentsAdvanced Militia Training
**Starting Gear**: Hoplite mesh armor vest, Hoplon shield, Spartan infantry spear, Hoplite Beam rifle, military clothing
**Money**: 500dm base

## MARINER

Mariners are those who dedicate their lives to sailing, transporting people and goods across vast stretches of either sea or space. Some might spend their whole lives ferrying passengers across a rough river or a broad lake, whereas others might eschew life on a single planet and head off into the wild reaches of space, not content unless they are in motion between one port and another. Most serve under the captainship of another more senior Mariner, but it is the desire of most sailors to one day own their own ships.
**Attribute Adjustment**: DEX+1
**Callings**: Noble, Priest, Rogue, Sailor, Scholar, Warrior
**Skills**: Computers (ship systems) +4, Drive +3, Lore (regions) +2, Navigate +3, Pilot +4, Seamanship +4, Speak language +3, Weapon (blades, large) +3, Profession (sailor, DEX) +4
**Talents**: Well Traveled
**Starting Gear**: Enviro suit, tool kit, heavy leather vest, Hoplite infantry sword, Diadalos molecular grappler and gun unit
**Money**: 500dm base

## PRIEST/PRIESTESS

Priests directly serve one of their people's Gods, and while they are not reimbursed monetarily they do receive specialized training, room and board, and additional protections and rights that other citizens can never realize. Most Hellenic Priests serve on one of the Temple Moons, but there are also countless smaller shrines and temples that require the services of a dedicated Priest.
**Attribute Adjustment**: CHA +1
**Callings**: Legionnaire of Delphoi, Noble, Priest, Rogue, Sailor, Scholar
**Skills**: Concentration +2, Diplomacy +3, Heal +3, Literacy +3, Lore (arcane) +4, Perform +2, Social Science (psychology) +2, Speak Language +3, Theology +4, Profession (priest, CHA) +4
**Talents**: Aura of Wisdom
**Starting Gear**: Diadalos hand comp, off-the-rack chiton and chalamys, small holy symbol
**Money**: 250dm base

## PIRATE

Pirates make a living by taking things from others, often by force but occasionally by stealth and trickery as well. The prime target of Pirates are the myriad ships that travel through Slipspace between various systems, but some choose to prey on certain specific systems, either in orbit around a planet or even on its surface.
**Attribute Adjustment**: STR+1
**Callings**: Noble, Rogue, Sailor, Scholar, Warrior
**Skills**: Computers (ship systems) +3, Disguise +2, Lore (regions) +3, Navigate +2, Pilot +3, Seamanship +3, Speak language +3, Weapon (pistol) +3, Weapon (blade, lg. ) +4, Profession (pirate, STR) +4
**Talents**: Nasty Reputation
**Starting Gear**: Hoplite infantry sword, Hoplite pistol, and heavy leather armor vest and helmet
**Money**: 500dm base

## SCIENTIST

Scientists study that which is not yet known in order to increase their own knowledge, as well as that of their people. The definition of Science is quite broad for the Hellenes and often crosses over into Philosophy. A Scientist might dedicate herself to studying planetary geology, the biology of Slipspace races, the practicality of the existence of the Twelve, the nature of being, and other issues that might seem to be beyond the bounds of normal reasoning. Scientists might be employed by an institution (religious, civil, military, or otherwise), or might work for themselves, selling what they know to survive.
**Attribute Adjustment**: INT +1
**Callings**: Legionnaire of Delphoi, Noble, Priest, Sailor, Scholar
**Skills**: Administration +1, Computers (pick sub skill) +3, Engineering (pick sub skill) +3, Investigate +2, Lore (pick one) +3, Research +3, Science (pick sub skill) +4, Science (pick sub skill) +4, Speak Language +3, Profession (scientist, INT) +4
**Talents**: Tech Savvy
**Starting Gear**: Diadalos hand comp, 5 scholar chips, Archimedes P26 hand scanner
**Money**: 750dm base

## SCOUNDREL

Scoundrels come in many varieties. Some are good-natured liars, others are vile thieves, but most just want the easiest and shortest route to wealth and comfortable living. Most scoundrels go from day to day drifting through life depending on their luck and quick wits to get what they want.
**Attribute Adjustment**: DEX or CHA +1 (player's choice)
**Callings**: Noble, Rogue, Sailor, Scholar
**Skills**: Appraise +1, Deception +3, Deduce Motives +2, Disable Mechanism +4, Evade +3, Forgery +1, Gamble +4, Seduction +4, Sleight of Hand +4, Profession (scoundrel, DEX) +4
**Talents**: Social Chameleon
**Starting Gear**: Doric Chiton and Himation of high fashion quality, Electronic keys, Hoplite pistol
**Money**: 500dm base

## SCOUT

There are always frontiers to be explored, and Scouts are generally the first ones there, discovering new planets and creatures, and clearing the way for those that follow. Some search the far reaches of Slipspace and Outer Space, while some plumb the depths of planetary frontiers, climbing the highest mountains, diving to the bottom of the deepest seas, and exploring vast underground caverns.
**Attribute Adjustment**: DEX or PER (player's Choice)
**Callings**: Legionnaire of Delphoi, Noble, Rogue, Sailor, Scholar
**Skills**: Climb +2, Evade +2, Investigate +3, Lore (region) +3, search +4, Stealth +4, Survival (pick sub skill) +4, Tracking +2, Weapon (pick) +2, Profession (scout, PER) +4
**Talents**: Trailblazer
**Starting Gear**: Hoplite pistol, heavy leather vest, enviro suit, Perdix active vision goggles, binoculars, comlink, flashlight
**Money**: 500dm base

# Racial Professions

These careers can only be taken by the respective race.

## AMAZORAN CREATURE HANDLER

Amazorans are known for their ability to tame wild beasts on their home planets. These creatures are often used as beasts of burden, or to bolster the ranks of the army. Creature Handlers are trained to seek out, wrangle, break, train, and maintain these animals. Most Handlers focus on a specific type of creature, but almost all have some degree of affinity for all animals.
**Attribute Adjustment**: CHA +1
**Callings**: Legionnaire of Delphoi, Noble, Warrior
**Skills**: Animal Handling +4, Brawling +3, Command +4, Evade +2, Parry +2, Ride +4, Speak Language +2, Tracking +3, Weapon (spear) +2, Profession (handler, CHA) +4
**Talents**: Animal Affinity
**Starting Gear**: Amazoran creature harness and one creature of choice. A Creature handler may have a number of creatures up to a maximum equal to her WIL
**Money**: 500dm base

## AMAZORAN FIRE LANCER

The elite riflewomen of the Amazoran army, the Fire Lancers are highly trained, first-line shock troops. Lancers are trained with the Amazoran Fire Lance, a combination melee and ranged weapon that requires dedication and intense training to fully master. While Lancers will occasionally learn to use other weapons on their own, they prefer the Flame Lance to all others, even going so far as to personalize and name their weapon.
**Attribute Adjustment**: CR +1
**Callings**: Legionnaire of Delphoi, Priest, Rogue, Warrior
**Skills**: Brawl +3, Command +2, Evade +2, Intimidate +4, Lore (tactics) +3, Parry +3, Ride +1, Weapon (spear) +4, Weapon (rifle) +4, Profession (lancer, DEX) +4
**Talents**: Advanced Firearms Training
**Starting Gear**: Amazoran Lamellar vest, plate helmet, hoplon shield, Amazoran Flame Lance, Shield
**Money**: 500dm base

## GOREGON ORACLE

Every Goregon tribe has a wise man or woman who ministers to the spiritual needs of the people. Oracles study the way of the soul and the ways of war, and in battle they are asked to prophesize future events and give tactical advice.
**Attribute Adjustment**: PER +1
**Callings**: Legionnaire of Delphoi, Priest, Scholar, Warrior
**Skills**: Command +3, Concentration +2, Heal +3, Intimidate +3, Lore (arcane) +3, Mode (sensory) +3, Perform +3, Theology +4, Weapon (blades, 2-handed) +2, Profession (oracle, PER) +4
**Talents**: Aura of Wisdom
**Starting Gear**: Diadalos hand comp, off-the-rack chiton and chalamys, small holy symbol and sacred scrolls
**Money**: 250dm base

## GOREGON TERROR TROOPER

These Elite Troopers are the scourge of the battlefield, trained from enlistment in the harshest environments. They are hardy and ferocious fighters on par with the Spartans.
**Attribute Adjustment**: CON +1
**Callings**: Legionnaire of Delphoi, Sailor, Warrior
**Skills**: Brawling +4, Command+1, Evade +4, Intimidate +4, Parry +4, Tracking +1, Weapon (Spear) +4, Weapon (blade, large) +4, Profession (shock trooper, CON) +4
**Talents**: Hardiness
**Starting Gear**: Goregon carapace vest, Goregon arm blades, Goregon pole axe, and stealth suit
**Money**: 500dm base

## HELLENE ORACLE

The conduits of the Gods, the mouths and hands of the Twelve, they are feared and revered because of their prophetic abilities and special gifts.
**Attribute Adjustment**: DYN +1
**Callings**: Priest, Rogue, Sailor, Scholar
**Skills**: Concentration +2, Cryptography +1, Heal +2, Investigate +2, Lore (arcane) +4, Mode (sensory) +4, Perform +4, Speak Language +3, Theology +4, Profession (oracle, PER) +4
**Talents**: Aura of Wisdom
**Starting Gear**: Diadalos hand comp, off-the-rack chiton and chalamys, small holy symbol and sacred scrolls
**Money**: 250dm base

## HELLENE SPARTAN

The Elite Hellene fighting man, trained from childhood in the ways of warfare. Spartans are considered to be at the pinnacle of Hellene martial ability, even by their enemies and the military forces of other Hellenic poleis.
**Attribute Adjustment**: STR or CR +1 (player's choice)
**Callings**: Legionnaire of Delphoi, Noble, Rogue, Warrior
**Skills**: Brawling +3, Command +2, Evade +1, Intimidate +2, Parry +4, Survival (pick) +2, Weapon (spear) +4, Weapon (rifle) +4, Weapon (blade, lg) +4, Profession (warrior, STR) +4
**Talents**: Advanced Militia Training
**Starting Gear**: Spartan tactical cuirass vest, Hoplon shield, Spartan infantry spear, Spartan slug rifle, military clothing
**Money**: 250dm base

## KYKLOPES TEACHER

The Kyklopes are known for their wisdom and attention to detail, and their teachers are renowned trainers across the universe, even amongst other races. Most Hellenic nobles have their children taught by the wise Kyklopes, and some renowned teachers are even welcomed in the palaces of traditional enemies such as the Zoran.
**Attribute Adjustment**: INT +1
**Callings**: Legionnaire of Delphoi, Noble, Priest, Scholar
**Skills**: Administration +3, Computers (pick sub skill) +3, Cryptography +3, Investigate +3, Lore (pick sub skill) +4, Perform +1, Research +4, Social Science (pick sub skill) +2, Speak Language +3, Profession (teaching, INT) +4
**Talents**: Quick Learner
**Starting Gear**: Small statue of God of choice, Daidalos hand comp, off-the-rack Ionic chiton, and Hitmation
**Money**: 500dm base

## KYKLOPES CRAFTER

Goods made by Kyklopes artisans are sought after throughout Hellene space, more so than any other artisan. No amount of detail is overlooked by these discerning craftsmen, and the objects that they create combine beauty and functionality into a pleasing whole that is greater than the sum of its parts (and much more valuable). However, most Kyklopes Crafters refuse to sell the items they create, feeling that it somehow lessens the item's aesthetic worth.
**Attribute Adjustment**: INT +1
**Callings**: Priest, Rogue, Sailor, Scholar
**Skills**: Appraise +2, Concentration +2, Disable Mechanism +1, Engineering (pick sub skill) +3, Handicraft (artisan) +4, Handicraft (artificer) +4, Handicraft (pick) +4, Lore (pick sub skill) +4, Search +2, Profession (crafter, PER) +4
**Talents**: Jury Rig
**Starting Gear**: Artisan tools and a Doric Chiton of Noble quality
**Money**: 750dm base

## KYKLOPES TACTICIAN

The Kyklopes Tactician has devoted his life to the study of war and martial maneuvers, learning both from victory and defeat. Every avenue of attack and defense is studied, and the values of various outcomes weighed carefully before coming to a conclusion. Many a Kyklopes Tactician will encourage a general to accept defeat rather than press for victory, knowing that the loss will ultimately bring a more favorable outcome, although such advice is often ignored by the foolhardy or shortsighted.
**Attribute Adjustment**: PER +1
**Callings**: Legionnaire of Delphoi, Noble, Sailor, Scholar, Warrior
**Skills**: Administration +2, Command +3, Concentration +3, Deception +4, Deduce Motive +3, Lore (Tactics) +4, Research +3, Social Science (psychology) +2, Weapon (pick) +2, Profession (tactician, INT) +4
**Talents**: Tactician
Starting GearDiadalos hand comp, security Machina
**Money**: 1,000dm base

## MYRMIDON HOPLITE

Some of the most sought-after and famous fighters in the universe are the Myrmidon Hoplites. Though they mimic the Hellenes in overall form and function, they fight with a unison and tenacity that is unmatched by any other warrior. They have never been taught fear or the option of defeat, and exist only to serve the good of the Myrmidon race as a whole.
**Attribute Adjustment**: DEX +1
**Callings**: Legionnaire of Delphoi, Sailor, Warrior
**Skills**: Brawl +3, Command +2, Evade +4, Intimidate +1, Parry +2, Weapon (spear) +4, Weapon (pistol) +3, Weapon (blades, lg.) +3, Weapon (rifle) +4, Profession (hoplite, STR) +4
**Talents**: Advanced Militia Training
**Starting Gear**: Hoplite mesh armor vest, Hoplon shield, Spartan infantry spear, Hoplite Beam rifle military clothing
**Money**: 500dm base

## MYRMIDON ORACLE

Many Myrmidons believe they have a special connection to the God Heuson, who created them, and their Oracles have aped Hellenic worship of the Mighty Thunderer. Though Myrmidon colonies are ultimately headed by a queen, all are seen in some regard to be the spouses of Heuson. This makes all Myrmidons his children, and all Oracles his favored children.
**Attribute Adjustment**: DYN +1
**Callings**: Noble, Priest, Rogue, Sailor, Scholar
**Skills**: Concentration +3, Cryptography +2, Deception +1, Deduce Motive +2, Lore (arcane) +4, Mode (sensory) +4, Perform +3, Speak Language +3, Theology +4, Profession (oracle, PER) +4
**Talents**: Aura of Wisdom
**Starting Gear**: Diadalos hand comp, off- the-rack chiton and chalamys, small holy symbol and sacred scrolls
**Money**: 250dm base



## MYRMIDON WORKER

The Myrmidon Worker has toiled all his life for the collective good of his people. He and his colony of honest hardworking beings may appear alike, but not all have the same skill set. Workers often become specialized in a single chosen field and then happily toil there until the day they die.
**Attribute Adjustment**: Any one +1 (player choice)
**Callings**: Any except Noble or Legionnaire
**Skills**: Drive +3, Handicraft (pick sub skill) +3, Handicraft (pick sub skill) +3, Handicraft (pick sub skill) +3, Profession (worker, STR) +3, any five additional skills at +3
**Talents**: Any, player's choice pick one
**Starting Gear**: Toolkit, one item of choice
**Money**: 500dm base

## NEPHELAI SEER

Nephelai are known for spiritual strength and ability to commune with the Gods, not even most Hellenes can do that. Their strong connection to the Twelve allows them to tap a bit of that power, using wisdom and capability to serve their allies.
**Attribute Adjustment**: DYN +1
**Callings**: Legionnaire of Delphoi, Noble, Priest, Scholar
**Skills**: Command +1, Concentration +2, Cryptography +2, Literacy +4, Lore (arcane) +4, Mode (sensory) +4, Perform+2, Speak Language +3, Theology +4, Profession (seer, PER) +4
**Talents**: Aura of Wisdom
**Starting Gear**: Diadalos hand comp, off-the-rack chiton and chalamys, small holy symbol and sacred scrolls
**Money**: 250dm base

## NEPHELAI VOID PILOT

Nephelai are said to channel Hermia to manipulate the cosmic winds of Slipspace, and pilot ships with great aptitude. For this reason, Nephelai fighter pilots are prized the galaxy over, even among the renowned sailors of the Athenoi navy.
**Attribute Adjustment**: DEX +1
**Callings**: Legionnaire of Delphoi, Sailor, Warrior
**Skills**: Brawl +3, Command +2, Computers (ship systems) +3, Lore (tactics) +2, Navigate +3, Pilot +6, Weapon (pistol) +3, Weapon (vehicle weapons) +4, Profession (pilot, DEX) +4
**Talents**: Dog Fighter
**Starting Gear**: Enviro suit, Nephelai sonic blaster, light leather vest
**Money**: 500dm base

## NEPHELAI ASSASSIN

Nephelai have made good use of their ability to become wraithlike and move unseen like the wind. Although none would publicly acknowledge it, many a ruler has made use of a Nephelai skilled in this vocation — both among the Nephelai and other races as well, including the Zoran and the Hellenes.

**Attribute Adjustment**: DEX +1
**Callings**: Rogue, Sailor, Warrior
**Skills**: Aerial Combat +4, Deception +2, Disguise +1, Evade +3, Pankration +4, Parry +2, Stealth +4, Tracking +2, Weapon (pick) +4, Profession (assassin, DEX) +4
**Talents**: Inconspicuous
**Starting Gear**: Stealth suit, Æther sword, Amazoran bow, and 10 poison arrows
**Money**: 2,000dm base

## NYMPHAS THIEF

Nymphas excel at doing very little to acquire a great many things, and some have never known an honest day's work in their life, preferring to engage in more nefarious avenues of employment. Because of their special talents, Nymphas make very good spies, shrewd grifters, and excellent con artists, but regardless of their specialization they are generally referred to by other Nymphas collectively as Thieves, since they are always taking something from their victim — money, valuables, secrets, or trust.

**Attribute Adjustment**: DEX +1
**Callings**: Noble, Rogue, Sailor,
**Skills**: Appraise +2, Contortion +2, Deception +3, Disable Mechanism +4, Evade +3, Search +3, Seduction +2, Sleight of Hand +3, Stealth +4, Profession (thief, DEX) +4
**Talents**: Street Cred
**Starting Gear**: Doric Chiton and Hitmation of high fashion quality, stealth suit, Nymphas thorn blade
**Money**: 500dm base

## NYMPHAS COURTESAN

These exotic beauties are sought all over Hellene space for their charm, beauty, and other natural talents. The downside of being a sought-after pampered beauty is that at one time Nymphas Courtesans were sold as slaves by the Atlanteans for their dark pleasure. For this reason, some view Courtesanship as a vocation best left to the past.

**Attribute Adjustment**: CHA +1
**Callings**: Noble, Rogue, Scholar
**Skills**: Contortion +2, Cook +2, Deception +4, Deduce Motives +4, Diplomacy +2, Etiquette +3, Perform +3, Seduction +6, Profession (courtesan, CHA) +4
**Talents**: Enchanting Beauty
**Starting Gear**: Doric Chiton and Hitmation of high fashion quality, Nymphas scintillating rings, a musical instrument
**Money**: 2,000dm base

## NYMPHAS TRADER

Nymphas traders are known for their ingratiating disposition and their silvery tongue. A good Nymphas Trader can make his fortune in the universe with a well-placed handshake and a few golden words, but some are not above using other tactics to get what they want, even using their own bodies as a negotiating tactic.

**Attribute Adjustment**: CHA +1
**Callings**: Noble, Rogue, Sailor, Scholar
**Skills**: Appraise +4, Deception +4, Deduce Motive +3, Diplomacy +2, Forgery +2, Gambling +2, Seduction +4, Search +3, Social Science (psychology) +2, Profession (trader, CHA) +4
**Talents**: Haggle
**Starting Gear**: Doric Chiton and Hitmation of Noble quality, mid-size ground vehicle, and a Diadalos hand comp
**Money**: 750dm base

## ZINTAR KYBERNETES

The masters of machines, Zintar Kybernetes can interface with ships, allowing for a more elegant form of control that no other race can achieve. This makes them highly sought out as pilots and navigators, even amongst other races.

**Attribute Adjustment**: DEX +1
**Callings**: Legionnaire of Delphoi, Noble, Sailor, Warrior
**Skills**: Computers (ship systems) +3, Drive +2, Lore (region) +2, Navigate +3, Pilot (pick) +3, Pilot (pick) +6, Seamanship +3, Speak Language +3, Weapons (vehicle weapons) +1, Profession (kybernaught, DEX) +4
**Talents**: Tech Savvy
**Starting Gear**: Zintar interface ring, enviro suit , Spacer carapace
**Money**: 750dm base

## ZINTAR BOUNTY HUNTER

A Zintar in a combat frame is imposing on its own, but when coupled with their keen hunting abilities they become a menace to all those on the run from the law. Zintar Hunters are renowned for their ability to track and make accurate assumptions about the whereabouts of their prey, and many of them boast a 100 percent ratio of found fugitives.

**Attribute Adjustment**: PER +1
**Callings**: Legionnaire of Delphoi, Noble, Rogue, Sailor, Warrior
**Skills**: Brawl +3, Evade +2 Investigation +3, Parry +2, Research +3, Search +3, Tracking +4, Weapon (pick one) +4, Weapon (pick one) +2, Profession (bounty hunter, INT) +4
**Talents**: Dead Shot
**Starting Gear**: Magnetic launch rifle, Zintar impact spear, 2 tangle grenades
**Money**: 750dm base

## ZINTAR ENGINEER

A Zintar Engineer's acute and intimate understanding of the way machines work makes them some of the best engineers in the galaxy, whether working aboard a ship or serving the needs of an army in a siege capacity. Some say there has yet to be a device that a Zintar cannot fix… or at least make work.

**Attribute Adjustment**: INT +1
**Callings**: Rogue, Sailor, Scholar, Warrior
**Skills**: Computers (mainframe) +3, Demolition +2, Disable Mechanism +4, Drive +3, Engineering (electronics) +4, Engineering (mechanical) +4, Handicraft (vehicle) +3, Research +3, Profession (engineer, INT) +4
**Talents**: Jury Rig
**Starting Gear**: Tool kit, Diadalos hand comp, 2 hover plates, welding kit
**Money**: 1,000dm base

# The Calling

The next part of the Life Path details the character's life and adventures in his chosen profession. The character will have unique adventures while traveling through life and the templates represent the skills and talents they gain during those travels.

The first chart under each profession is a "general event" chart. After rolling an event on this chart, continue down to find the second chart that details each specific event. Life Paths may be taken multiple times to represent years and years of service in a chosen field but at a cost of the character's age. Characters start the path at the beginning of adulthood and may take up to a total of 5 paths.

Each time the path is taken the character is aged a number of years minus the Hero's INT (minimum of one year). Roll on the chart below.

| | |
|---|---|
| **1–5** | 5 Years |
| **6–10** | 4 Years |
| **11–15** | 3 Years |
| **16–19** | 2 Years |
| **20** | 1 Year |

Note: The Game Master and players may have realized that this creates characters that are not balanced against one another, and that is fine. Characters of all ages and walks of life populate the world of HELLAS.

## Legionnaire of Delphoi

The legendary League of Delphoi is the most honored and renowned group of Heroes ever to grace the galaxy. Coming from all races and creeds the League's sole mission is to protect the peoples of the galaxy against those that would prey on the helpless. The League travels from world to world helping when needed and standing as a beacon of light against the darkness.

The League is an eclectic group of individuals chosen by the Oracle of Delphoi for some special talent or skill and blessed by their individual God to excel above all others.

NOTE: Legionnaires add 3 years beyond the normal life path time to their age to reflect their training and rarity.

Roll D20

| | |
|---|---|
| 1–2 | Special Event of your choice |
| 3–4 | Enemy |
| 5–11 | Scholarly Pursuits |
| 12–14 | Battle |
| 15 | Great Fortune! |
| 16–17 | Tragedy! |
| 18–19 | Relationship |
| 20 | Legionnaire of Delphoi Special Event |

### Legionnaire of Delphoi Special Event

Roll D20

| | |
|---|---|
| 1–2 | Played a game of chance with what you believed was a Titan and won. Gain +5 Glory and +1 in WIL |
| 3–4 | Freefell through Slipspace and landed on an asteroid where you survived for several weeks with nothing but your wits. Gain +1 in any skill of the player's choice |
| 5–6 | Defeated an Echidna. Gain +1 in any one combat skill |
| 7–8 | Served as a planetary guardian on a foreign world. Gain +20 Glory |
| 9–11 | Guarded the king of Athenoi. Gain +5 Glory |
| 12–13 | Spent a year in contemplation on Delphoi temple moon. Gain +1 in WIL |
| 14–15 | Found the gates to the underworld while traveling in Slipspace. Gain a +1 Lore skill in routes to the underworld |
| 16–17 | Gifted with Dynamism by Athenia herself. (Dynamism Sensory Mode +1) |
| 18–19 | Bathed in the sacred waters of the Amazorans. Gain +1 DEX |
| 20 | Attended a feast held by a God. Gain +5 Glory |

## The Noble

You are a prince or princess. Life has been nothing but one indulgence after another. You long for new sensations or adventures and have decided to strike out on your own. Your parents either think that this is good and will make you a better person, or fret over your decision to leave. Either way, you have chosen to see what the universe has to offer.

Roll D20

| | |
|---|---|
| 1–2 | Scholarly Pursuits |
| 3–7 | Enemy |
| 8–14 | Relationship |
| 15 | Great Fortune! |
| 16–17 | Battle |
| 18–19 | Tragedy! |
| 20 | Noble Special Event |

### Noble Special Event

Roll D20

| | |
|---|---|
| 1–2 | Three Gods reveal themselves to you and ask you to decide a dispute for them. Roll D20: on a 1–10 you decided fairly and gain +4 Glory, on 11–20 you make the matters worse, lose 6 Glory and gain a God as an enemy |
| 3–4 | Settled the labor disputes of commoners on your home world. Gain +1 in Diplomacy |
| 5–6 | Offered the hand of a Zoran Princess and her dowry of lands on a far-away planet |
| 7–8 | Helped foil a coup against a friendly noble |
| 9–11 | Settled dispute between two kings. Roll 1D20: on 1–10 you decided fairly and gain +2 Glory, on 11–20 you made matters worse; -5 Glory |
| 12–13 | Took a role of leadership is a trade dispute, gain +1 in CHA. |
| 14–15 | Cowed an angry mob in the markets using presence and noble stature. +1 in command |
| 16–17 | Gain a servant who follows and attends to you where ever you go. |
| 18 | Caroused with the daughters of kings at the Olympic games. Gain +1 in seduction |
| 19 | Gave a stirring speech on the floor of a great assembly hall, gain +1 in CHA |
| 20 | Become the ruler of your birth planet! |

## The Priest

The pious live their lives in the service of the Gods. Trained to see the active hand of the Gods in everything, the Priests are wise.

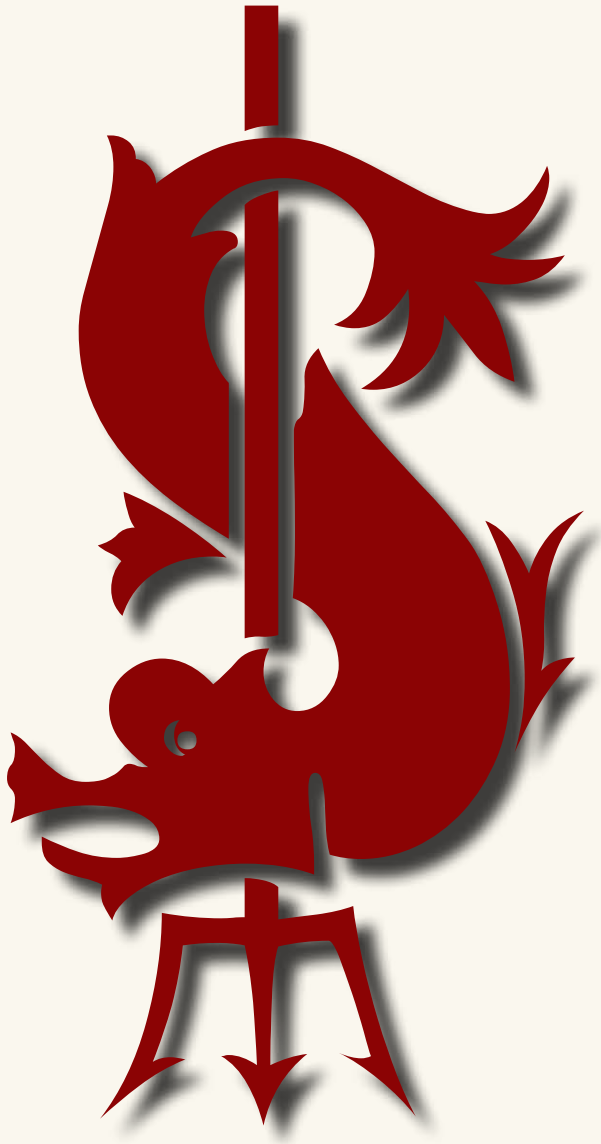
Roll D20

| | |
|---|---|
| 1–2 | Battle |
| 3–7 | Enemy |
| 8–9 | Relationship |
| 10–12 | Scholarly Pursuits |
| 13–14 | Great Fortune! |
| 15–16 | Tragedy! |
| 17–19 | Scholar Special Event |
| 20 | Priest Special Event |

### PRIEST SPECIAL EVENT

Roll D20

| | |
|---|---|
| 1–2 | Plagued by the ghosts of the dead. Gain one spirit who acts as a servant |
| 3–7 | Visited by a spirit who told you of things to come. +1 PER |
| 8–9 | Gave hospitality to a diseased beggar and was rewarded with a story of the past. +1 Lore (arcane) |
| 10–12 | Allowed to study the sacred tomes of Aesculapius. Gain +1 medicine |
| 13–14 | Solved the problems of a King. Gain +1 in lore |
| 15–16 | Favored by the Gods for your service. Gain the Luck advantage |
| 17–19 | Blessed (cursed?) by the Gods with the ability to see the future |
| 20 | Roll twice |



## The Rogue

The good-natured rogue or rapscallion tries his hardest never to do an honest day's work.

Roll D20

| | |
|---|---|
| 1–2 | Scholarly Pursuits |
| 3–7 | Battle |
| 8–9 | Enemy |
| 10–12 | Relationship |
| 13–14 | Great Fortune! |
| 15–16 | Tragedy! |
| 17–20 | Rogue Special Event |

### ROGUE SPECIAL EVENT

Roll D20

| | |
|---|---|
| 1–2 | You've crossed one too many people in your day and now someone is on your trail looking to even the score. Roll on the Enemy table |
| 3–7 | You have become incredibly nimble evading the city hoplites. Gain +1 in Evade |
| 8–9 | You once stole what was thought could not be stolen and lived to tell the tale. +2 Glory |
| 10–12 | You have in your possession something beyond a king's ransom. You have kept it hidden from the day the old man gave it to you. It frightens you but you believe that it also keeps you safe from harm. It is important, you know it! |
| 13–14 | Through study you have become quite an adept rogue. Gain +1 in either disable mechanism or stealth, pick one |
| 15–16 | Crime does pay. You have spent 4 years in prison and learned from the best criminal masterminds the known worlds have seen. +1 in any skill you see fit |
| 17–19 | Living on the streets has given you wiles and acumen. Gain +1 in lore (streetwise) |
| 20 | You have gained a friend who is a high-ranking crime boss. He treats you as he would a member of his own family. |

## The Sailor

The pilots of the poleis and beyond. These intrepid souls are the ones that ply the space ways and navigate the perils of Slipspace.

Roll D20

| | |
|---|---|
| 1–2 | Scholarly Pursuits |
| 3–7 | Battle |
| 8–9 | Enemy |
| 10–12 | Relationship |
| 13–14 | Great Fortune! |
| 15–16 | Tragedy! |
| 17–20 | Sailor Special Event |

### The Sailor Special Event

Roll D20

| | |
|---|---|
| 1–2 | While lost in Slipspace you have seen the shores of the underworld and returned to tell the tale. Gain +4 Glory |
| 3–7 | Fell in love with a Siren. You were held by your shipmates but you long for her embrace. Gain +1 to piloting while in Slipspace |
| 8–9 | You have been given an Argosian Lt. Hauler starship for your service to your king |
| 10–12 | You have traveled all the known worlds twice over. Gain +1 in navigation |
| 13–14 | Your travels have exposed you to many things. Gain +1 in lore (regions) |
| 15 | Flying a spaceship isn't like dusting crops back home, but doing the latter helped you learn the former. Gain +1 in piloting |
| 16 | Won a starship in a game of chance |
| 17 | You've spent a lot of time in space aboard a ship. In that time you have learned quite a bit about the inner workings of your craft. Gain +1 in Computers (ship systems) |
| 18 | You have seen many things and experienced different cultures. Gain +1 in Speak languages |
| 19 | During your travels you picked up an old servant robot that you believe belonged to Odysseos. Gain +5 Glory |
| 20 | Roll twice and combine the results |

## The Scholar

Your life is consumed with questions and answers. You are a philosopher, a playwright, and a physician. You are one of those beings that travel the worlds, telling and keeping the stories of the Gods and their champions. The Scholar may be the playwright, academic, or historian that is the keeper of the arcane knowledge of the city-state.

Roll D20

| | |
|---|---|
| 1–2 | Tragedy! |
| 3–6 | Enemy |
| 7 | Battle |
| 8–12 | Scholarly Pursuits |
| 13–14 | Relationship |
| 15–16 | Great Fortune! |
| 17–20 | Scholar Special Event |

### The Scholar Special Event

Roll D20

| | |
|---|---|
| 1–2 | You have written a great play loved by people all across Hellene Space. Gain +4 Glory |
| 3–7 | As a student of a great scholar, you learned a great many things during your time with him. Gain +2 Glory and +1 your INT Attribute |
| 8–9 | You have cataloged many things while traveling and written many books on the subjects. Gain +1 in any a skill of your choice |
| 10–12 | You have written a great play loved by people on your home world. Gain +2 Glory |
| 13–14 | You have discovered a little known fact during your academic studies. +1 in lore |
| 15–16 | For a few years you were a companion of a Delphoi legionnaire. You experienced many things and witnessed a great many wonders. Gain +1 in any one skill of your choice |
| 17 | You have traveled the universe in search of knowledge and the truth. Gain +1 in any two skills of your choice |
| 18-19 | During your studies at an Oracle moon you spoke to a God, expanding your consciousness to the far corners of the universe. Gain +4 Glory and +1 your INT Attribute |
| 20 | Roll twice and combine the results |

## The Warrior

You have chosen to live your life as a protector of the weak. Your prowess and skills know no equal.

Roll D20

| | |
|---|---|
| 1–2 | Scholarly Pursuits |
| 3–6 | Relationship |
| 7 | Enemy |
| 8–12 | Battle |
| 13–14 | Great Fortune! |
| 15–16 | Tragedy! |
| 17–20 | Warrior Special Event |

### The Warrior Special Event

Roll D20

| | |
|---|---|
| 1–2 | You participated in the killing of an Atlantean champion! Gain +2 Glory and +1 in any weapon skill |
| 3–10 | You have proven yourself in battle and for a while captained a group of Spartan Hoplites. The group has never forgotten you and counts you as one of their brothers. |
| 11–12 | You saved the life of young boy and he has pledged to follow you anywhere and repay his debt to you. He learns at your feet and respects you for your prowess |
| 13–15 | You trained at the military academy on Sparta. There they trained your mind and hardened your body. Gain +1 in STR |
| 16–17 | Many battles have honed your martial skills to a razor's edge. +1 on any one combat skill |
| 18–19 | You defeated a Zoran noble and took his wife as your prize. She is stunningly beautiful but very stubborn and prideful. Gain +4 Glory |
| 20 | Areson was impressed with you for a battle you participated in. He has blessed you with an exceptional weapon with a +1 to its damage potency |

## Specific Events

### Battle

A warrior's life is hard and fraught with many martial challenges. The battle is where you win glory and test your mettle against the enemy.

Roll D20

| | |
|---|---|
| 1 | Fought in the rear guard battle of the Trail of Tears. You and your phalanx were cut off from the main body of the army and had to survive for days in the wilderness |
| 2 | Fought in the battle of the Aegean Solar Sea. During a boarding maneuver you killed a major Zoran Hero |
| 3 | You were at the storming of Ankara in Zoran-controlled space, where an army of men overran the planet Ankara during a week-long battle |
| 4 | During the Battle of Argos in the Argos system you and your group stormed a pirate outpost on an asteroid in the belt. The cramped quarters called for vicious hand-to-hand fighting |
| 5–8 | Evacuating an outer rim colony in the Dodona system you and your phalanx encountered some creatures never seen before. During the Battle of Jan, one night of fighting left only 8 survivors from the hundred men sent in. The shadowy enemy has never been seen since |
| 9 | Spent your time as a mercenary. Fairly uneventful. Gain +1 to any one fighting skill |
| 10 | Wrestled a planetary champion at a local bar and won! Gain +5 Glory and +1 in Pankration |
| 11 | Battled along side the great Myrmidon warrior Aiacos. He taught you the art of misdirection and evasion. Gain +1 evade |
| 12 | Fought pirates on the planet Elis. During the melee you threw a spear through ten men…or at least that's how the story goes. Gain +1 in either STR or CON, choose one |
| 13 | Fought alongside Amazorans during the battle of the Stymphalian Marshes. You learned a lot from the fierce woman warriors. +1 weapon (rifle) |
| 14 | While on the Goregon home world you joined the annual Lernaean Hydra hunt. You delivered the killing blow and took the beast's hide as your prize. +2 Glory and gain Lernaean Hydra armor |
| 15 | Worked as a private soldier for a noble. Your duties included security while hunting and personal body guarding of him and his family. |
| 16 | During The Battle of the Abyss with pirates in Slipspace your ships dove through into the nether regions. There you fought not only the pirates but Harpies as well |
| 17 | You placed second in the gladiatorial games on Sparta. +1 Glory |
| 18–19 | During a long tour near Ithaka you and your small team rescued a group of Nymphas from a pirate slavery ring. You and your team were ordered to hold the pirates off until help arrived in 2 weeks. A cat and mouse game called the Battle of the Expanse followed for 3 weeks until you all arrived in Ithaka with the Nymphas. |
| 20 | While stationed on a small listening post called Outpost Theta 551 near Sparta you were overrun by a group of Atlantean servants. The thousand-man force was cut to the last man by the 50 invaders. You and 5 others barely escaped. |

### The Enemy

Along the way every Hero will meet new friends and make black-hearted enemies. This enemy will do almost anything to see you ruined in some way, and in some cases they will want you dead. The Hero may now take the enemy as a disadvantage that reoccurs during the course of play. She has complete authority as to what priority she wants to assign to the enemy

Roll D20

| | |
|---|---|
| 1 | A God |
| 2–3 | A Parent |
| 4–5 | A Sibling |
| 6–7 | A Senator |
| 8–9 | A King or noble |
| 10–11 | A Professional rival |
| 12–13 | A Priest |
| 14–15 | A Monster |
| 16–17 | An Ex-lover |
| 18–19 | An Atlantean |
| 20 | Pick two and combine them |

They are your enemy because…

Roll D20

| | |
|---|---|
| 1 | You ruined their life or caused them to lose status |
| 2 | You foiled their insidious plot and were hailed as a Hero |
| 3 | They have an unrequited love for you that has turned to anger |
| 4 | They hate what you stand for or who your family is |
| 5–8 | You're fated to kill them |
| 9 | Caused the other to lose face or status |
| 10 | Caused the loss of a lover, friend, or relative |
| 11 | Accused the other of cowardice or some other personal flaw |
| 12 | Turned down other's offer of job or romantic/ sexual involvement |
| 13 | Caused a major social humiliation or loss of Glory |
| 14 | Was a romantic rival |
| 15 | Ran afoul of the other's social or status prejudices |
| 16–17 | Deserted or betrayed the other in a dangerous situation |
| 18–19 | Had a rivalry on the battlefield that continued after the conflict |
| 20 | Caused a physical disability |

*What do they plan to do about it?*

Roll D20

| | |
|---|---|
| 1–5 | They want your life ruined |
| 6–10 | They want you dead |
| 11–15 | They will ruin the lives of those around you to make you suffer |
| 16–20 | They will work with your other enemies to kill you |

## Relationships

The Hero will make friends and fall in love along his journey.

*Note: The Hero gains no Glory award for begetting children or winning the heart of another on this chart. The Glory gained from winning the heart of another and siring children is only appropriate once the game has begun.*

Roll 1D20

| | |
|---|---|
| 1 | Go to Romance Chart A |
| 2–3 | Create a close friendship with a Noble |
| 4–5 | Go to Romance Chart A |
| 6–7 | Befriend a wild beast and it becomes your pet |
| 8–9 | Create a close friendship with a Priest |
| 10–11 | Befriend a contact on a random world (perhaps a player character) |
| 12–13 | Create a close friendship with a Pilot |
| 14–15 | Befriended a Legionnaire of Delphoi |
| 16–17 | Create a close friendship with a Warrior |
| 18–19 | Go to Romance Chart B |
| 20 | Fall in love with a God (Roll on Tragedy Chart) |

### How strong is your relationship?

Roll 1D20

| | |
|---|---|
| 1 | They would betray you at the first sign of trouble |
| 2–5 | They have a love/hate relationship with you |
| 6–10 | They are as friendly to you as you are to them |
| 11–15 | You are extremely close lifelong friends |
| 16–19 | They are secretly in love with you and would die for you |
| 20 | They have promised to lay their life down to appease the fates to allow you to live. Your Hero may escape death once but somewhere in the universe this friend will fall dead |

## Romance Chart A

You have found the love of your life.

Roll 1D20

| | |
|---|---|
| 1 | The lover is ill and will die soon without a unique medical treatment |
| 2–3 | The love is unrequited and they see you as a friend |
| 4–5 | You are in love with someone who doesn't know you exist (perhaps a player character) |
| 6–7 | Your lover is missing |
| 8–9 | In love with the person but their father/mother wants you to complete a task before you can ask for his/her hand |
| 10–11 | You are in a love triangle. They are torn between you and another (perhaps a player character) |
| 12–13 | You have met and married the person of your dreams. Roll on Romance Chart B and gain 2 Glory |
| 14–15 | You made a big mistake and married the worst person in the world. They become an enemy. Roll on Romance Chart B |
| 16–17 | They are completely devoted to you and the relationship has borne you children. Roll 1D20 to see how many.<br>1–5: one child<br>6–10: two children<br>11–19: three children<br>20: twins |
| 18–19 | You are in a love triangle involving your worst enemy |
| 20 | You and your lover are gifted by the Gods to live your lives together. Your Fate is now Changed. Roll 1D20 to see how many children the union brings<br>1–5: one child<br>6–10: two children<br>11–19: three children<br>20: twins |

## Romance Chart B

Roll 1D20

| | |
|---|---|
| 1 | The relationship has borne you children. Roll 1D20 to see how many.<br>1–5: one child<br>6–10: two children<br>11–19: three children<br>20: twins |
| 2–3 | You love the person more than they love you. They have betrayed your trust countless times. |
| 4–5 | The relationship soured and they left taking the children. Roll 1D20 to see how many.<br>1–5: one child<br>6–10: two children<br>11–19: three children<br>20: twins |
| 6–7 | The lover is accidentally killed by your hands |
| 8–9 | The lover turns out to be related to you — perhaps a long-lost sister that you didn't know you had |
| 10–11 | Lover has fallen into the arms of your enemy (if the Hero has no enemy, roll on enemy chart) |
| 12–13 | Lover has fallen in love with one of your siblings or parents |
| 14–15 | A personal goal or vendetta came between you |
| 16–17 | Lover imprisoned or exiled |
| 18 | Lover killed by your enemy (if the Hero has no enemy, roll on enemy chart) |
| 19 | Your lover is already married |
| 20 | Lover is found dead with a bottle of poison in his hands |

## Great Fortune!

The Hero has experienced many things in her travels.
Roll 1D20

| | |
|---|---|
| 1 | Saved a princess of a rich and noble king. Gain +2 Glory and a reward of 1,000 Drachmas |
| 2–3 | Solved a Sphinx's riddle on a distant and lost planet. The riddle gave you great insight into the universe. Gain +1 in PER Attribute |
| 4–5 | Stopped a war between two poleis and was rewarded by both sides. +4 Glory, and a home on one of the worlds (player choice) |
| 6–7 | Became lost at the bottom of Slipspace for a month and found a piece of a broken plane and some untold treasure (+3,000 Drachmas) |
| 8–9 | A heroic deed of some sort. Gain 1 Hero point |
| 10 | Befriended by a Zoran prince and given one of his fastest cycles |
| 11 | Went on a quest and found a wondrous artifact that saved the king's son. In gratitude the king gave you lands to use as your own |
| 12 | Roll on one of the following (roll 1D20)<br>1: Noble's Special Event Chart<br>2–5: Priest's Special Event Chart<br>6–10: Rogue's Special Event Chart<br>11–15: Scholar's Special Event Chart<br>16–19: Sailors's Special Event Chart<br>20: Warrior's Special Event Chart |
| 13 | Your retired uncle gave you his old, well-taken care of Helios Star Jumper space transport |
| 14 | Met and befriended a Zoran Prince. He offers you the hand of his sister! |
| 15 | Found a device (player choice, but GM's approval) worth no more than 1,000 Drachmas |
| 16 | Encountered a colony of space-traveling Kyklopes who give you a map of Slipspace. All travel through Slipspace reduced by 20% |
| 17 | A God likes you, and rewards you with a gift |
| 18 | Found a jar of Ambrosia |
| 19 | Found on a backwater world a Machina that becomes your traveling companion |
| 20 | Saved a hermit while traveling who taught you the ways of the Delphoi Legion. Choose one Divine ability at the 30 Glory value range |

## Scholarly Pursuits

The Hero has learned many things in many ways.
Roll 1D20

| | |
|---|---|
| 1 | Studied with a Nephelai philosopher and learned his secrets. +1 in DYN Attribute |
| 2–3 | Saw the universe through the eye of a dying Kyklopes. You must complete a quest for truth. |
| 4–5 | Brought before the Agora of Sparta to speak on a subject you have expertise in. Gain +5 Glory |
| 6–7 | Solved a great riddle and won the respect of a Zoran noble. As a reward you have free passage in Zoran space as long as he lives |
| 8–9 | Was allowed to study for a week inside the temple moon of Delphoi. +1 in INT Attribute |
| 10 | An academic disgraced you at symposium. The scandal besmirched your good name and even now the lies follow you. Loose 4 Glory |
| 11 | Tutored a great leader's child and earned the child's respect and loyalty. Gain Royal Favor |
| 12 | Studied at a small temple in the Cyclades for a year and learned at the feet of a wise old woman. +1 in any one INT skill |
| 13 | Spoke at great leader's funeral, immortalizing him in the hearts of her people. Gain +5 Glory |
| 14 | Found a book of an obscure 1st Age philosopher in a run-down book store. Gain +1 in INT, PER, or CHA Attribute. Choose one. |
| 15 | Spent weeks in intense study at the universities of Athenoi. +1 in any one INT skill |
| 16 | Gained an academic enemy during a debate at a symposium. He was so disgraced that he swore vengeance upon you and your heirs. |
| 17 | Explored the deep reaches of Slipspace with an intrepid crew of Heroes and chronicled their adventures. Gain +5 Glory |
| 18 | En route to the Olympos Cluster you lost a friend in Slipspace. His ghost haunts you until his body (lost in Slipspace) is laid to rest |
| 19 | Gave a speech at the Agora of Athenoi and won the hearts of thousands. Gain +10 Glory |
| 20 | Wrote a great poem to a romantic relationship that became famous in your local area. +5 Glory. Go to Relationship Romance chart A |

## Tragedy

Not only do Heroes reach unparalleled heights of glory, but they also reach the dismal bowels of despair.
Roll 1D20

| | |
|---|---|
| 1 | A limb is ruined in battle. Lose 1 DEX |
| 2 | Loss of an eye in an accident. Lose 1 PER |
| 3 | Through a tragic mishap you are responsible for the death of a Noble's only son. Lose 4 Glory and gain a new Noble enemy |
| 4 | You become sick with a rare and almost fatal illness. Lose 1 STR |
| 5 | A friend is killed by your enemy |
| 6 | You are the cause of a war or conflict. Many innocent suffer and die. Everyone knows of your burden and shame; lose 10 Glory |
| 7 | During one of your many battles, you are left with a terrible scar. (If the Hero gets this result two times his CHA score is reduced by 1) |
| 8 | A parent or sibling dies |
| 9 | Incurred the wrath of a leader who takes your wealth and sets forth several impossible tasks for you to complete. (start with no money) |
| 10 | A friend dies by your hands |
| 11 | You publicly fail at a great task. Lose 4 Glory |
| 12 | A romance goes terribly wrong. The lover kills the children that you had between you and then commits suicide |
| 13 | Broken in a twisted interrogation. Lose 1 WIL |
| 14 | Watched a loved one die a horrible disease |
| 15 | Lover committed suicide because of some miscommunication from you |
| 16 | Lost an ear in a lover's quarrel. Lose 1 PER |
| 17 | Mistakenly accused a friend's lover of infidelity; they killed them in a jealous rage |
| 18 | Accidentally crippled a loved one in a mishap |
| 19 | Roll twice |
| 20 | Roll again on the chart but this time the Gods so pity your Hero's tragedy that they take mercy upon him. The Hero's Fate is changed to something allowing for a fruitful life |



# Disadvantages

Disadvantages are the disabilities, quirks, and weakness that the Hero has developed over the span of his lifetime. No Hero is without a blemish and these are what define the Hero. HELLAS does not use a standard list of disadvantages that you might find in other products, but instead lets the player to choose what is right for his character, allowing him to customize his Hero's imperfections as he sees fit.

Each Hero must have three disadvantages that are rated in levels. The player has five levels to distribute between the disadvantages with no more than three in one and no less that one in any of them. The more levels in the disadvantage the more serious a hindrance it is.

During the course of play the player may want to change the order of the disadvantages and that is fine as long as there is a logical reason for the switch in priorities.

**NOTE**: Players are encouraged to draw upon elements from their life paths to create disadvantages, especially tragic events.

## Disadvantage types

Disadvantages come in three varieties: Relationships, Internal, and External Problems.

Players have five levels to allocate between three disadvantages. No more than 3 levels in one disadvantage, no less than one level in a disadvantage.

## Relationship

Relationships are disadvantages that involve one or more other people. If the Hero has a needy lover that always wants attention then that is a relationship disadvantage. Examples include:

- An enemy who wants to see the Hero suffer or dead
- An elderly mother who needs constant attention
- A social obligation to a group of people who depend on her for protection
- A scorned lover
- A beautiful girl who doesn't know you exist but you admire from afar and protect from trouble
- A lover who's trapped in the underworld, and you're expected to get her back

## Internal

This type of disadvantage represents some type of quirk or mental limitation that makes it hard for others to interact with a character, or some type of psychological disability that makes certain actions more difficult. Examples include:

- Anger problems
- Vows, or codes of conduct
- Flashbacks or night terrors
- Depression or paranoia
- Long-winded or overconfident
- Pathological lying
- Substance abuse
- Low self esteem
- Cowardice
- A religious fanatic, or atheist
- Narcissism
- Greed

## External Problems

This category catches all the disadvantages that aren't relationships or internal Personality quirks. Examples include:

- Poverty
- A physical limitation such as one eye, or missing an arm
- Bad luck
- A terrible secret
- Debt
- Young or old age
- Strange appearance
- A vulnerability to a substance
- Being a fugitive
- Police record or shady background

**Iolaus' Sample Disadvantages**

As a young Hero fresh off his home planet, Iolaus' disadvantages look like this

| Type | Level | Notes |
|---|---|---|
| **Relationship** | 2 | Hesperos the butcher. The butcher is a pirate ringleader who sold Iolaus into slavery with the Zorans years ago |
| **Personality** | 1 | Hot-blooded. Iolaus is quick to anger when challenged or crossed |
| **External** | 2 | Indebted. Iolaus owes a debt to Strategus Dylon for saving his life. Sometimes Dylon uses the debt to bend Iolaus to his will making him do things he would normally not do |

Disadvantages are brought into play by the player for a few reasons:

- It makes the game more interesting and allows the player to inject drama
- It spotlights an aspect of a character that a player would like to explore
- It gives a player Hero points to add to rolls in the scene equal to the level in the disadvantage.

The player is in total control of when and if the drawback is used. If the player never uses the disadvantages during the course of the game that is his option — but what fun is that? One, his character will never grow, and two he will never get to take advantage of the bonus points the disadvantages give him.

### When can the disadvantage be used?

The player may call upon the disadvantage in any situation. The GM must approve it but when activated the Hero is essentially bringing down the pain upon his own character, creating drama in the plot. Because he is in some way causing trouble for himself he gets disadvantage points that he may bank and use at a later date. These Disadvantage levels act in the same way as Hero points but they must be used before the end of the game or they are lost.

The Hero may activate a disadvantage only once per game and no more than 5 Hero points per game can be acquired in this way.

*Example: Iolaus is at a symposium during the course of the adventure and his player, Tyrone Bigums, decides that this might be the perfect time to garner some Hero points for use later in the game. Tyrone decides that Iolaus runs into his archrival Hesperos (Relationship level 2). The GM approves the actions and starts to play out the scene of Hesperos' entrance and eventual confrontation with Iolaus. The scene is roleplayed to everyone's satisfaction, ending with Iolaus garnering 2 Hero points for later use.*

Once the disadvantage Hero points are used they are gone and can only be replenished if the Hero activates the disadvantage again. The player may do this again later with his other disadvantages and receive disadvantage bonus until he hits his Max (5 levels), calling on his 1-level disadvantages to max out his limit of five level per adventure. Disadvantage bonus must be spent during that adventure or they are lost and must be activated again during later adventures.

GMs may try to activate a disadvantage because of plot developments, and if the player agrees to his disadvantages being activated he receives the disadvantage bonus (up to his max). If the player doesn't want the disadvantages activated he may spend points out of his Disadvantage bonus pool to buy off the activation. If the Hero does not have points to spend he may either spend actual Hero points or take one Fate point.

These disadvantages are what helps define who and what your Hero is and should be roleplayed when activated. Since there is no mechanic for what these disadvantages do it is up to the player and the GM to define how they limit or hinder the player. The Disadvantage levels are a good benchmark for how serious the problem is. If a Hero decides that his Sworn Enemy (Relationship) is worth 1 then he is not much of a hindrance compared to his alcohol addiction 3 (Personality). In this latter case, the GM may decide that the Hero has -3 to all rolls unless she is drinking or completely wasted on cheap box wine. No matter what the case, the disadvantage should be roleplayed.

### When can I use these points?

The disadvantage bonus may be used anytime after the disadvantage is activated. The points may be used in part or whole as the player sees fit. If the player has managed to activate 4 levels worth of disadvantages he may use the four points all on one roll or may split the points up evenly between four individual rolls or any combination thereof.

### Changing Disadvantages

During the course of several adventures some disadvantages will become more important while others will become less so or even irrelevant. If this occurs the player may shuffle the priorities or even change the disadvantages to new ones. This should be discussed with the GM and roleplayed to a satisfying conclusion.

It is perfectly acceptable to have more than 3 disadvantages but Heroes only receive points for the top three most pressing disadvantages in their lives. If a player wants, and the GM approves, a Hero can have multiples of a type of disadvantage.

*Example: Iolaus wants to switch his disadvantages around. He decides that he will have two Relationship disadvantages (Sworn enemy Hesperos 2, and a Dysfunctional Love Affair with a young princess, Pelagia 2, and Hot-blooded 1)*

# Other Details

## Spending Freebie Points

Once the Hero finishes the Life Path the player now has 40 Freebie points to spend on Attributes, skills, and talents to further customize his Hero.

### Buying Attributes

Players may now modify their Hero's starting Attributes further by spending an allotment of points. Freebie points may be spent on the following Attributes: Intelligence (INT), Perception (PER), Will (WIL), Charisma (CHA), Strength (STR), Dexterity (DEX), Constitution (CON), Speed (SPD), Combat Rating (CR), and Dynamism (DYN).

**ATTRIBUTES**

**Attribute cost** = 5 points per +1

During Character Creation the Hero may purchase attributes at a cost of 5 Freebie points per +1rank

*Example: A Hero with a start STR of +1 from character creation wants to buy his STR up to +3. This would cost the Hero 10 points; 5 to buy it to + 2, and 5 more to buy it up to +3.*

**Buying Down an Attribute**

An attribute may be lowered to gain additional freebie points. For each point that a player reduces his Hero's attribute he gains an additional 2 Freebie points. An attribute may only be bought down to -5.

*Example: A Hero with an INT of +1 wants his Hero to be a bit slower than average. He wants to reduce the Hero's INT to -1. The player would gain 6 Freebie points for the 3 point reduction.*

**Racial Attribute Maximums**

To raise an attribute above the racial maximum cost 10 Freebie points

*Example: a Hellene with a STR +5 would need 10 points to raise his STR to +6.*

## ATTRIBUTE BENCHMARKS

Most normal Hellenes have Attributes in the -5 to +5 ranges, with zero being the "average." Attributes greater than +5 are considered "superhuman" and Attributes below -5 indicate a serious disability of some kind. There will also be instances where a particular Attribute is not applicable or is missing altogether. An example might be a tree's SPD or a non-corporeal spirit's STR. Races have different racial maximums with Attributes that may exceed the normal Hellene maximum. Consult the chart below.

**Racial Maximums**

| | INT | WIL | STR | CON | PER | CHA | DEX | SPD | CR | DYN |
|---|---|---|---|---|---|---|---|---|---|---|
| **Amazorans** | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +7 | * | +3 |
| **Goregons** | +5 | +5 | +7 | +5 | +5 | +5 | +5 | +5 | * | +3 |
| **Hellenes** | +5 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | * | +5 |
| **Kyklopes** | +5 | +5 | +5 | +5 | +7 | +5 | +5 | +5 | * | +5 |
| **Myrmidons** | +5 | +5 | +5 | +5 | +5 | +5 | +7 | +5 | * | +3 |
| **Nephelai** | +6 | +7 | +5 | +5 | +5 | +5 | +5 | +5 | * | +7 |
| **Nymphas** | +5 | +5 | +5 | +5 | +5 | +7 | +5 | +5 | * | +5 |
| **Zintar** | +7 | +5 | +5 | +5 | +5 | +5 | +5 | +5 | * | +2 |

*= There is no racial upper limit for Combat Rating

## SKILLS

**Skill cost** = 1 point per +1

Skills at character creation cost one point per +1 added to the skill. Note that a player may have up to a maximum of +10 in a skill at character creation.

## TALENTS

**Talent cost** = 5 points per Talent

Talents at character creation cost five points each.

## HIT POINTS (HP)

**Hit Points** = CON + Racial Hit Point Total

This is a measure of a character's ability to sustain injury before dying. The average number of Hit Points that an individual or creature possesses is determined by race (and may be further modified through the selection of Talents). This total is modified, one time only for beginning characters, by adding or subtracting a number of points equal to the individual's Constitution Rating. Thereafter, Hit Points do not increase. Hit Points are not used as an Attribute Modifier nor are they used to make Omni Table rolls.

## HERO POINTS

**Hero Points**= 5 + (Charisma Attribute x2)

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

Your Hero starts the game with a pool of points that can be use to affect the outcome of dice rolls or damage taken. The maximum amount of Hero points the character may have in her Pool is equal to 5+ double her Charisma Attribute (minimum of 5 Hero Points).

**Note**: Hero points are used through out the course of the adventure and only reset at the beginning of a new adventure. An adventure may be more than one game session long, so players should use the points wisely.

Whenever a player makes any roll (Attribute, skill, damage, power, and so on), she may want to spend Hero points to increase the total. She may use one Hero point up to a maximum based on the Hero's Glory score. Use the following chart to determine the allowable number of Hero points.

| Glory Score | Hero Point Max Per Roll |
|---|---|
| 1–20 | 2 |
| 21–40 | 3 |
| 41–100 | 5 |
| 101–150 | 6 |
| 151–200 | 10 |
| 200+ | Any |

*Example: A Hero with 20 Glory may spend 2 Hero points during an action, while his famous friend with 150 Glory can spend up to 6.*

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

- Players may spend Hero points to increase a roll by +2. Hero points may be spent after the roll is made.
- Hero points may be used to negate a mishap or critical failure.
- One Hero point will add +4 to damage inflicted.
- Two points will give you one extra Action for one round of combat without any multi-action penalty.
- Two points can be spent to negate the unconsciousness effects of a critical hit. This takes a full turn to complete.
- Hero points may be spent to negate 4 points of damage per point spent. The Hero can spend up to his maximum amount of Hero points in this way

*Example: Iolaus is fighting a giant Machina on an asteroid in the Myrtoum solar sea expanse. At his disposal are three Hero points. The Machina shoots a salvo of micro missiles at the nimble Hero, hitting him for 30 points of damage! Iolaus is in the pursuit of a Diomedean bridle (one of his Ambitions) and decides this would be a good time to use his Hero points to negate the damage. Iolaus' player spends all three Hero points and negates 12 points of damage.*

### GLORY AND HERO POINTS

The more Glory the Hero possesess the more Hero points the Hero will eventually have at his disposal. When a Hero attains a certain levels of Glory they may add two points to their permanent Hero point Total. A Hero adds these points at 60pt, 100pt, 150 point, 200pt, 250pt, and the 275 pt level of Glory

*Example: Iolaus (with 5 Hero points) reaches 60 Glory. He may add 2 points to his Hero points for a total of 7 points*

## FATE POINTS

Heroes gain Fate Points by asking for them. The Fate Point acts just like a Hero Point except that it moves the Hero closer to death and his *Fate*. Characters begin with no Fate Points.

## GLORY

A Hero's Glory encompasses his deeds and reputation throughout the known worlds. This value represents his deeds, special abilities, attitude, and all the other subtle acts that together represent her stature in the eyes of individuals. Heroes earn Glory as they adventure across the stars upholding justice and seeking truth.

## HEROIC AMBITIONS

Ambitions are smaller motivations for a character to complete during his travels. Where Destiny is the overarching motivation of the Hero, the Ambitions are the small individual motivations that keep him going day to day; when gathered together, the total of a Hero's Ambitions culminate into that Hero's Destiny. Ambitions can be used as motivational tools during play of the game and give the characters a bit more direction and purpose.

A Hero may have up to three Ambitions that he is working towards at a time and the Ambitions can be almost anything the Hero can come up with.

### WHAT MAKES AN AMBITION?

- Is the goal achievable? Does it present a problem the character must take action to resolve? Achievable goals immediately drive your character to action.
- Does it have dramatic importance? In theory, an Ambition is something a character is willing to risk their life over. Achieving the goal of their Ambition should force a character to make important, weighty decisions, or to grow as a person. Sure, "get milk and diapers on the way home from work" is an achievable goal, but it probably doesn't have much dramatic impact, and the character likely won't grow as a person from a quick stop at the grocery store.
- Does it have a face associated with it? An Ambition needs to involve another named character, or a character that has a defined relationship with the Hero; the achievable goal will almost always be in the format of "change relationship X with person Y to status Z." This forces the Ambition to drive the character into conflict and interaction with other characters, which makes the Game Master's life easier in setting up plots.
- Is it interesting to *the player*? If the Ambition is boring to the character's player, it's not worth writing on the character sheet. Ambitions should lead to action and decisions, and they are a clear statement of "victory conditions." While it's a good idea to make sure that Ambitions are unique, it's not essential. In particular, if an Ambition is "Change behavior of NPC what's-her-name, who I barely remember," the Ambition needs to be rewritten.
- Ambitions can never be anything that can be bought with character points such as a Talent. An ambition to become wealthy should not be easily bought as an advantage. An ambition to take the wealth of the corrupt king Cosminos and rules his land benevolently is a worthy ambition.

This checklist ensures that all Ambitions will be specific enough to be interesting. "Find my brother Darion and avenge myself upon him for the death of our father!" is a good Ambition. "Kill all my enemies!" is not, since it doesn't involve a specific character, even if it is (arguably) achievable.

While in theory there's nothing stopping you from making de-personified Ambitions, experience has shown that Ambitions that don't have a "face" or character associated with them get ignored in play. The more personality and specificity the Ambitions have, the easier it is for the Game Master to work it into a plot. So, instead of an Ambition of "prove the government of Pylos is conspiring with the Atlanteans," take the Ambition of "Prove that King Myronides is working secretly to help the Atlanteans conquer the Pylos sector of space."

One of the three Ambitions should, but does not have to, oppose or conflict with the other two ambitions in some way. Conflicting or opposed ambitions creates dynamic stories as the Hero struggles against himself to fulfill the ambitions.

**Sample Ambitions include**:

To marry a woman of my dreams (BAD)
*Rescuing the priestess Aerope from the depraved merchant Krion (GOOD)*

To quell a large unruly mob (BAD)
*Find a cure to the curse of madness cast by the sorceress Triphani upon the people of Aegina (GOOD)*

I want to find the one who betrayed the Delphoi Legion (BAD)
*Prove that the Strategos Gorka is behind the destruction of the Delphoi Legion space station. (GOOD)*

Find my sister's killer (BAD)
*Find and take my revenge upon the Zoran General Bydeles, the murderer of my sister. (GOOD)*

Marry a princess (BAD)
*Impress King Hicteon so that I can have the hand of his daughter, the fair and lovely Megio. (GOOD)*

Do great deeds and become king (BAD)
*Retrieve the Black Cloak of War and bring it before the corrupt priest Mernegrus and earn my rightful place as king. (GOOD)*

Find a cure for my mother's illness (BAD)
*Steal apples of the evil Zoran king Dyrian, a cure for my ailing mother's sickness. (GOOD)*

Once an Ambition is completed, the Hero chooses another Ambition to take its place and he gets a bonus 10 Experience Points right there on the spot. If the Hero had any Fate Points he may get rid of one. The Hero writes the completed Ambition in his Completed Deeds section of the character sheet as a chronicle of his past accomplishments.

Because of the mercurial nature of a game and the happenstance of life in general, the Hero may change the focus of his Ambition during moments of introspection. In some cases something that was incredibly important may seem trivial when the Hero is presented with something more dire or weighty than his intended goals.

*Example: While on a journey to stop the pirate king Gyrion, Iolaus is captured and thrown in a cell with a blind man named Selemnos. Selemnos tells the young Hero the location of the fabled bridle of the Diomedean mare. The bridle would help stop the terrible creature's carnage in the neighboring sector. Iolaus pledges an oath to the man that he will find this fabled artifact and stop the Diomedean mare's rampage.*

Iolaus can always come back to the Ambition of the pirate king but decides that the carnage and misery in the neighboring sector weighs heavily on his shoulders. Iolaus' player decides to change one of his Ambitions (Stop Gyrion's pirates) to "Finding the fabled bridle of the Diomedean mare."

**The Benefit of Pursuing One's Ambitions.**

Those who are actively in pursuit of a Heroic Ambition receive a bonus to their dice rolls of +2 while striving towards their goal.

*Example: Iolaus is interrogating a captured thug and is looking for the whereabouts of Diomedean Bridle. Since he is in the pursuit of his ambition he receives a +2 bonus to his interrogation roll.*

## THE HEROIC EPITHET

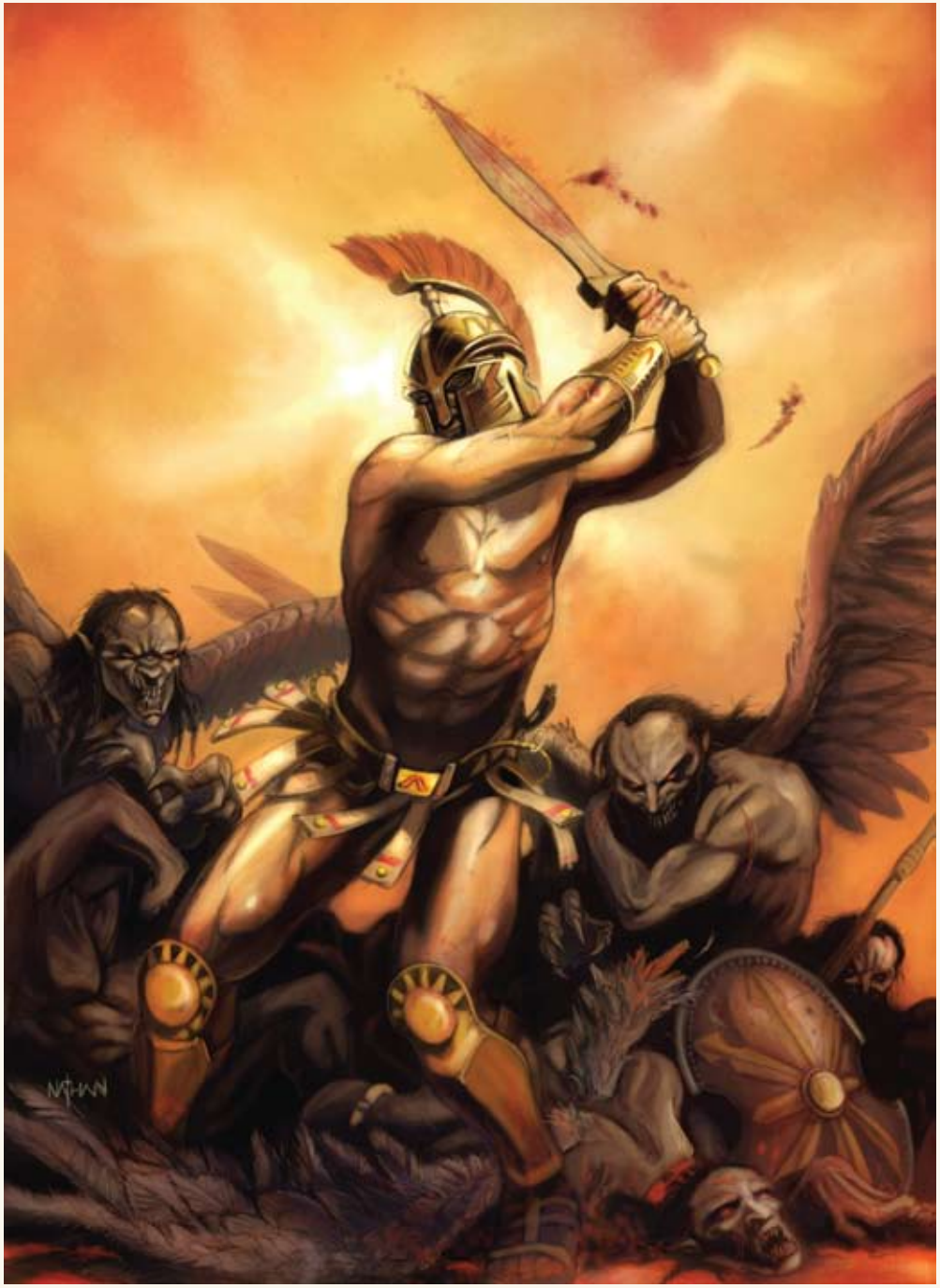
Finally, decide why your character is a Hero. What are the qualities that gave him the respect of his fellow Hellenes and make him one of the favored of the Gods? Write down an epithet that follows you where ever you may travel. An epithet is a description, trait, or quality that the Hero is known for. The epithet may come before or after the name.

*Examples:*
*Swift-footed Achilles*
*Jaxon the giant killer*
*Aeneas the high-hearted*
*Atreus, breaker of horses*
*Diomedes, master of the war cry*
*Hector, son of Priam*
*Wide-seeing Odesos*

The above examples are things that are made up by the player to help define his character at creation.

### COLLECTIVE WISDOM

One suggestion is to have each player summarize the story of his Hero's life based on events that occurred in the life path. Once done, the other players as a group should each suggest an Epithet for that player using the elements found in his history. The player may use any suggested Epithets or pick his own.



## EPITHET GAME MECHANICS

A Hero's epithet is something that he is known and renowned for and a very important part of who he is as a Hero. A Hero may have many names and associate nicknames but one will be tied to him until he dies. This epithet gives the Hero a benefit during the game.

Players define what the epithet is and what it means. If a Hero has the epithet of being swift footed, perhaps it means he is very fast and won a race or it could be because he kept his balance on an impossibly long beam spanning a chasm.

Once the player figures out his epithet and defines what the epithet mean he now assigned the epithet bonus to the nickname. The bonus must be narrowly defined for reasons below. Once it is codified what the bonus will be a Hero may use it once per adventure.

*Example: Swift footed could mean the Hero is very fast and may outrun anyone, or it could mean that the Hero is very nimble, able to dodge a blow. It could also mean the Hero has incredible balance.*

Once per adventure the Hero may activate his epithet and, for one action involving his epithet, he may automatically succeed at a task. This will not make him critically successful but he will succeed, even at an almost impossible task.

*Example: Swift-footed Leander is chasing a hovercraft with his friend inside. No normal Hellene could possible catch the vehicle. Leander's player decides to activate the epithet and Leander catches the vehicle successfully and dramatically with no roll.*

Again, it is important to note that this bonus may be used only once per adventure. A good rule of thumb is that a Hero may not use the epithet every game but once every other game and should be considered special and dramatic.

**Note**: Be careful of making the epithet too broad. It should be one trait that the Hero is known for, not a catch-all that can be used in every situation. If a Hero is known as mighty-armed Troilus, he may be strong enough to pick up a vehicle or powerful enough to knock a man unconscious but not both.

## AGE

All Heroes are assumed to start their heroic career at the age of adult (18 years for a Hellene). The time gained through the characters' Life Paths will add onto this with the outcome being the Heroes' starting age.

| | Adolescent | Adult | Elder | Venerable |
|---|---|---|---|---|
| **Amazoran** | 1–17 | 18–59 | 60–119 | 120 |
| **Goregon** | 1–9 | 10–44 | 45–54 | 55 |
| **Hellene** | 1–17 | 18–49 | 50–149 | 150 |
| **Kyklopes** | 1–17 | 18–59 | 60–119 | 120 |
| **Myrmidons** | 1–5 | 6–34 | 35–49 | 50 |
| **Nephelai*** | 1 | 2–99 | 100+ | ? |
| **Nymphas** | 1–15 | 16–49 | 50–89 | 90 |
| **Zintar** | 1–11 | 12–35 | 36–71 | 72 |

*Most Nephelai encountered are considered Adult; while there are no doubt newborn, adolescent, and elder Nephelai, they should be extremely rare.

**Adolescent**

The period from infancy to early adulthood. Adolescent characters cannot have more than a single background Life Path. All Adolescent characters take the following adjustments to their Attributes: +1 STR, +1 DEX, -1 INT, -1 WIL. All characters begin play at their maximum adolescent age minus 3 years.

**Adult**

The period when characters have reached full physical maturation; the term, "Adult," is used here to denote physical maturation; not social status, which is subject to cultural mores and traditions. There are no Attribute adjustments required for Adult characters.

**Elder**

A period of gradual physical decline tempered somewhat by the acquisition of wisdom and experience. Elder characters take the following adjustments to their Attributes: -1 STR, -1 CON, -1 PER, +1 INT, +1 WIL, +1 CHA.

**Venerable**

As per the latter category, though physical decline is more pronounced over time. Venerable characters take the following adjustments to their Attributes: - 2 STR, -2 CON, -2 DEX, -2 SPD, -2 PER, +2 INT, +2 WIL, +1 CHA

**Note**: The above Attributes are not cumulative.

# Hellenic Names

Hellenes generally do not identify themselves with distinct family or last names. Rather, they identify with a single name, often passed down through the generations but occasionally chosen by the Hellene him/herself. To avoid confusion in situations where people with the same name are present, Hellenes are more specifically identified by the region or the planet they hail from (Aiax of Sparta), the profession they practice (Aiax the Navigator), a trait that describes them (Aiax the Swarthy), or by their relation to someone else (Aiax, brother of Vindex).

For official governmental purposes, Hellenes are known not only by their name, but by the name of their father, and the district and system they were born in (e.g., Aiax, son of Brotex, of Sparta). At birth, each Hellene is also given a 16-digit alphanumeric code to track social services and taxes; depending on the system in question, a Hellene might use this number as a form of identification, or might never know what it is.

## Pronunciation

| Letter or Letter Combination | Sound |
|---|---|
| Ae or Æ | Ay |
| C | S (or K) |
| Ch | Kh |
| -des | Dees |
| -les | Lees |
| -ope | Ah-pee |
| -tes | Tees |

Hellenic names share common roots, with certain letter and sound combinations more common to specific groups of systems. Suffixes then make the gender-neutral root either feminine or masculine. Generally, feminine names end in a vowel and masculine names end in a consonant, but there are exceptions, and it is worth noting that some women purposefully take (or are given) masculine names, and vice versa; for example, a daughter might take the name of her father, a general killed in battle. In some systems individuals with such "misaligned" names are ridiculed or ostracized, but in others it is a badge of honor and respect.

The following rules are generally followed amongst most Hellenes, but many outlying systems disregard such "archaic" strictures, and one will more commonly find names that do not fit in these areas. For example, in some remote systems the letter C takes on an S sound rather than a K sound, particularly when it appears within a name; whereas a core Hellene might pronounce Circe as "Keer-kee," a frontier-dwelling Hellene might say "Seer-see" or "Keer-see."

## Masculine – Feminine Correspondence

If the masculine version of the name ends in –os, –ios, or –ias, the feminine form will end in –a, ia, or –is, respectively. If the male name ends in –ides, the female version will end in –e.

## Common Suffixes

-andro(s) can indicate that the child carries the same name as his/her father
-cle(s) may indicate that a child is a firstborn or favored; means "the glory of"
-(g)yno(s) indicates the child shares the same name as his/her mother
-mach(e/us) refers to war, indicates that a Hellene has been in at least one battle

## Interchangeable Letters

C → K (Circe/Kirke)
I → J (Iason/Jason)
X → Z (Xander/Zander)

## Male Names

Achillios
Aeneas
Aeschylus
Agapios
Agesilaus
Agis
Agler
Alceus
Alcibiades
Alexander
Altair
Ambrose
Anatoli
Anaximander
Anaximenes
Andrew
Anker
Antigonus
Antiochus
Antipater
Apollo
Apollonios
Archimedes
Ares
Argus
Aristeides
Aristokles
Aristophanes
Aristotle
Arsene
Atemas
Athanasios
Avel
Balasi
Bane
Baruch
Basil
Bendis
Boreas
Brasidas
Brontes
Busiris
Callimachus
Cassander
Cimon
Clearchus
Cleombrotus
Cleomenes
Cleon
Cleophon
Cletus
Colin
Cosimo
Craterus
Cyril
Cyrus
Damen
Demetrius
Demosthenes
Dimitri
Dinos
Diogenes
Dion
Dionysios
Dionysus
Dorian
Draco
Dunixi
Eneas
Erasmus
Etor
Eugenios
Eumenes
Euripedes
Eurybiades
Euthydemus
Feodor
Georgios
Gilos
Guilios
Gorka
Gregorios
Hali
Hector
Hephaestos
Heracles
Hermes
Hesiod
Hesperos
Hipparchus
Hippias
Hippocrates
Homer
Isidorios
Jason
Jaxon
Kai
Kyros
Kyrillos
Konstandinos
Korudon
Kuiril
Lamachus
Lycurgus
Lysander
Lysimachus
Makarios
Meletios
Menelaeus
Mentor
Milos
Narcissus
Nestor
Nicias
Nicodemus
Nikolos
Orestes
Orion
Panteleimon
Parmenio
Parthenios
Pausanius
Peder
Pello
Pelopidas
Perdiccas
Pericles
Philip
Phormio
Polysperchon
Pindar
Plato
Polysperchon
Leander
Poul
Preben
Prophyrios
Pythagoras
Sebasten
Socrates
Solon
Sophocles
Spyridon
Stamatios
Stavros
Stefanos
Tantrum
Telephus
Thallo
Thamyris
Thanos
Theodore
Theodosios
Theophile
Thespis
Thucydides
Titos
Todor
Uranus
Vasileios
Vasilis
Xenophanes
Xenophon
Zeno
Zeus
Zephyrus
Zorba
Zotikos

## Female Names

Adara
Adonia
Agalia
Agate
Agatha
Aleka
Alena
Alethea
Alexandra
Althea
Amarande
Anatola
Andrianna
Angele
Anthea
Antigone
Antonia
Aphrodite
Apollonia
Arachne
Araidne
Arene
Aretha
Arethusa
Ariane
Artemis
Artemisia
Aspasia
Asta
Athanasia
Athena
Aura
Barbara
Calandra
Calantha
Callia
Callista
Calypso
Candace
Candis
Cassandra
Cassia
Catalin
Celena
Charis
Charissa
Chloris
Clio
Cloris
Cora
Corine
Cosima
Cybele
Cyma
Cynthia
Damara
Damaris
Damia
Delbin
Delphoine
Demeter
Dionna
Dioreann
Dorisa
Drew
Echo
Elena
Eleanor
Electra
Elefteria
Eleni
Ellen
Elna
Elpida
Erianthe
Eudosia
Eugenie
Euphemia
Eurydice
Evadne
Evangelia
Gaea
Galatea
Georgia
Georgina
Grette
Hedia
Helen
Helia
Henrika
Hera”
Hermione
Hesper
Hyacinthe
Ianthe
Ilithya
Ines
Io
Iona
Ionia
Iphigenia
Irene
Iris
Isaura
Ismini
Jacinthe
Jocasta
Kaia
Kairos
Kalliope
Kalonice
Kalcya
Kama
Karena
Kasana
Kepa
Kolete
Kolina
Lalage
Lana
Leda
Lelia
Lenore
Ligia
Lonia
Lycoris
Lydia
Magarethe
Margareta
Mathilde
Medea
Melania
Melanie
Melantha
Melissa
Melita
Metea
Mette
Mona
Monika
Myra
Nerissa
Nicola
Nike
Niobe
Nora
Nyssa
Odele
Olympe
Olympia
Ophelie
Pallas
Pamela
Pandora
Panthea
Parthenie
Pelagia
Penelope
Perrine
Persephone
Phaedra
Philippa
Phyllis
Philomena
Phoebe
Rhea
Sandra
Sappho
Sebastene
Selena
Sibyl
Sofia
Sofronia
Sonia
Sonya
Stephania
Terese
Tessa
Thea
Thekla
Theodora
Theodosia
Theophania
Theophilia
Thetis
Tiphane
Vanessa
Vania
Varvara
Veronike
Xenia
Zena
Zenaide
Zenobia
Zephyr
Zoe



# SKILLS

There are many different types of skills available to characters. These range from combat and Dynamism skills to practical skills like climb and swim to social skills like diplomacy, etiquette, and heraldry. Specific skills are covered in detail later in this section.

Acrobatics
Administration
Aerial Combat
Animal Handling
Appraise
Aquatic Combat
Balance
Brawling
Climb
Command
Computers
Concentration
Contortion
Cook
Cryptography
Cultural Studies (Specific)
Deception
Deduce Motive
Defensive Martial Arts
Demolition
Diplomacy
Disable Mechanism
Disguise
Drive
Engineering (Specific)
Etiquette
Evade
Forgery
Gambling
Handicraft
Heal
Instinct
Intimidate
Investigate
Literacy
Lore
Medicine
Mode
Mounted Combat
Navigate
Pankration
Parry
Perform
Pilot (Specific)
Profession (Specific)
Research
Ride
Science (Specific)
Social Science (Specific)
Seamanship
Search
Seduction
Sleight of Hand
Speak Language
Stealth
Survival (Specific)
Swim
Theology
Torture
Tracking
Weapon
Weapon Skill Sub-Categories

## PROCEDURE FOR SKILL ROLLS

Anytime a character uses a skill to determine the result of an attempted action, use the following procedure:

1. Player states Intent (which skill is to be used, and what is the character trying to accomplish?)
2. GM determines bonuses or penalties (based on the character's Skill Rating and the Degree of Difficulty or opposing factors)
3. Player rolls to attempt the action
4. GM judges result

## SKILL ROLLS

**1. Stating Intent**

Before rolling on the Omni Table to use a skill, the player needs to state his character's Intent. Tell the Game Master which skill you're using, and what it is you're trying to accomplish. Don't forget: Skill Rating (Skill level + Attribute modifier) is always used for any type of skill roll.

**2. Determining Bonuses and Penalties**

After the player indicates which skill is being used and describes the character's Intent, the Game Master determines if any bonus or penalty will be applied. This is done before the player rolls on the Omni Table.

Apply the character's Skill Rating as the modifier for the attempted action. Then determine the Degree of Difficulty. If the character's action is being opposed by another individual or creature, decide which of the opponent's abilities will be used as the Degree of Difficulty. If it is a skill, the opponent's Skill Rating is used for this purpose. If it is an Attribute, the opponent's Attribute Rating is doubled and used as the Degree of Difficulty.

If the action is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his or her stated intent. For example, if a character is trying to pick a lock, the complexity and condition of the lock determines the Degree of Difficulty.

Comparing Skill Rating and Degree of Difficulty, the GM arrives at a single figure. This is the modifier that will be applied to the player's Omni Table skill roll.

**4. The Skill Check**

To determine whether the skill is used successfully or not the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

**5. Judging the Result**

The GM interprets the result, taking into account the modified die roll total, the player's stated intent, and any other relevant factors.

## USING SKILLS A HERO DOESN'T HAVE

When a character attempts to use a skill that he or she does not know, there are two different ways the GM can handle the situation.

**1. Let the character use a similar, related skill in place of the required skill.** The GM will assess an additional Degree of Difficulty penalty based on how related she thinks the two skills are. This is called the Substitution Penalty.

*Giani the Zoran Thief has been cornered by two ruffians who think he stole their purses. The Zoran has no weapon but has picked up a stout stick from the ground and wants to defend himself with it. Giani does not have the weapon (hafted) skill, but he does have weapon (small blades) at +5. The GM decides that this is close enough and lets Giani's player use the small blades skill with a -2 penalty.*

**2. Let the character attempt the action as if they had the skill at level zero.** The GM may assess additional penalties if she feels that the skill requires a great deal of training or experience to even attempt.

*Example: Aretis wants to sneak aboard a Theban ship while it is docked in Metis. Aretis does not have the stealth skill. The GM lets Aretis's player roll on the Omni Table as if Aretis had a stealth skill of zero. Aretis's player rolls with a +2 modifier (stealth 0 + Dexterity rating of +2 = +2). Note that Aretis' player does not double his Dexterity rating since this is strictly a skill roll, not an Attribute roll. The GM rules that since sneaking around is a simple task only a -3 substitution penalty is necessary.*

*Later on, Aretis encounters a locked chest that he wants to open. Aretis does not have the disable mechanism skill but he wants to try to pick it anyway. Once again, the GM lets Aretis' player roll on the Omni Table as if he had a disable mechanism skill of zero. However, the GM rules that lock-picking is a very precise and sophisticated skill that requires training (not just nimble fingers) so Aretis takes an additional penalty of -10.*

Note that skills like Dynamism cannot be attempted at all unless the character possesses them.

## SKILL BENCHMARKS

Like Attributes, skills are more than a collection of numbers to be manipulated and optimized. Skills are the most fundamental way of describing a character—even more so than Attributes. "Stealth +5" is not just a number to be used with the Omni Table. It's an aspect of the character, and it tells a lot without ever rolling dice or assessing modifiers.

The Skill Benchmarks section below is provided to help players and GMs better understand how their character's skill ratings correspond to more familiar levels of ability. For example, a character with a +10 skill can be expected to know most things a professional in that field would know, have contacts with other professionals in the field, and be up-to-date on the latest developments and theories.

| Skill Rating | Description |
|---|---|
| 0 | Novice |
| 3 | Apprentice |
| 5 | Competent |
| 7 | Adept |
| 10 | Professional |
| 15 | Expert |
| 20 | Master |
| 30 | Grandmaster |
| 40 | Legendary |

## COOPERATIVE EFFORTS

If two or more characters both have ranks in a given skill, they may be able to work cooperatively to achieve a shared goal. More often than not, this will give the character some benefit as long as they are near the same level of competence (+/- 5) and working towards a common goal, but always keeping mind the old adage: "Too many cooks spoil the stew." When two characters work together using the same skill, allow the player with the higher skill rank to make the Omni Table roll but award a bonus to that roll equal to 1/3 of the relevant skill ranks of the characters assisting.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. When a cooperative effort may be useful is always at the discretion of the GM.

# SKILL DESCRIPTIONS

## SKILL FORMAT

Several special terms are used in the following skill descriptions. These terms are defined below:
**Skill name**: Skill description is found in this section.
**Training period**: Before a player may take his first rank in some skills, he must have spent at least this amount of time in training and practice. Subsequent ranks do not require this training. Training time assumes that a character is practicing the skill four or more hours a day with competent instruction. No instructor or exceptional schooling can alter this time.
**Modifier**: The Attribute used to modify your Omni Table roll with this skill.

### ACROBATICS

Ability to perform most types of acrobatic maneuvers, including tight-rope walking, tumbling, leaping, vaulting, and break-falling (falling up to 6 meters without taking damage). Group actions include pyramids and flinging other acrobats (or non-acrobats) into the air. This skill can also be used when attempting contortionist feats like wriggling free from ropes.
**Training period**: 24 weeks
**Modifier**: DEX

### ADMINISTRATION

The knowledge and ability to maintain and run an orderly organization be that a small merchant stall, the supply train of a vast crusading army, or a multinational corporation.
**Training period**: 8 weeks
**Modifier**: INT

### AERIAL COMBAT

Ability to fight while airborne, a skill learned by the Nephelai or those with some technological means of personal flight. Characters using aerial combat may make charging attacks, adding their STR and SPD as modifiers to Damage Rating. They may, alternatively, make diving attacks, allowing them to make one attack and one evade maneuver in the same round without penalty. Evade maneuvers are performed, when airborne, at the level of Aerial Combat.
**Training period**: 26 weeks
**Modifier**: CR

## ANIMAL HANDLING

Ability to capture, tame, train, and/or breed domestic animals or wild beasts. Taming takes one week per every three Ability Levels of the creature; training to perform a single task on command, such as carrying a rider, attacking, or guarding, requires an additional four weeks, or longer if the beast is particularly fierce or stubborn in nature. The Intelligence of a beast typically determines the limits as to how much a creature can learn.
**Training period**: 5 weeks
**Modifier**: WIL

## APPRAISE

You can appraise common objects with a partial success or greater. Appraising a rare or unfamiliar item requires a full success or higher. If the check is successful, you estimate the value correctly; a failure means you are unable to even venture a guess at the item's value or you err and value the item at 50% to 150% of its actual value.
**Training period**: 10 weeks
**Modifier**: INT

## AQUATIC COMBAT

Ability to fight while immersed in water, a skill learned by aquatic species such as Naiads (Nymphas), Zintar, or those with special training such as Navy Hoplites Characters using aquatic combat may make diving attacks, allowing them to make one attack and one evade maneuver in the same round, without penalty. Evade maneuvers are performed, when submerged, at the level of Aquatic Combat.
**Training period**: 12 weeks
**Modifier**: CR

## BALANCE

You are adept at walking on slippery, uneven, or otherwise precarious surfaces. A partial success lets you move at half your SPD along the surface with a check required once per round on any dangerous surface. A failure means you are unable to move for 1 round. A mishap means you slip and fall. The difficulty varies with the type and the condition of surface.
**Training period**: 4 weeks
**Modifier**: DEX

## BRAWLING

Proficiency in an unsophisticated form of hand-to-hand combat. Brawling is typically used for Close Attacks and Grappling, although characters can also use it to employ makeshift weapons, such as broken bottles or furniture, or to use such "dirty tricks" such as eye-gouging and biting. The Damage Rating and Omni Table penalty for such weapons and tactics is usually between -3 and -5. Individuals can also use Brawling to attack with natural weaponry.
**Training period**: 4 weeks
**Modifier**: CR

## CLIMB

Basic ability to climb rocks, walls, trees, ladders, ropes, etc. The availability of handholds, the condition of the surface or object being scaled, and similar factors can all contribute to the Degree of Difficulty for this skill (GM's ruling).
**Training period**: 4 weeks
**Modifier**: DEX

## COMMAND

Ability to organize, coordinate, and direct groups of trained NPC combatants. Individuals with this skill can personally command up to 10 combatants or one lower-level sub-commander per level of ability. Each sub-commander can in turn direct 10 combatants or one subordinate per level, thereby establishing a hierarchy of command.
**Training period**: 20 weeks
**Modifier**: CHA

## COMPUTERS (SPECIFIC)

This skill is used whenever a character needs to use or obtain data from a computer or computer-like device, write or modify computer code, or to bypass computer-controlled devices. Each sub-skill covers a major type of computer system such as personal computers and laptops, mainframe computers, or starship systems (life support, communications, engineering, etc.).
**Training Period**: 24 weeks
**Modifier**: INT

## CONCENTRATION

This skill is used whenever a character is performing an action and is disturbed in some way. Whenever a character is attempting an action that requires his full attention and is distracted or otherwise interrupted, a Concentration check is required. This normally involves a skill that requires careful attention, like picking a lock or Dynamism. Examples of situations that require Concentration checks would include being attacked while making a skill check, or attempting to use a skill or activate Dynamism in a raging storm.
**Training Period**: 8 weeks
**Modifier**: WIL

## CONTORTION

Contortionists are able to bend in twist into a variety of strange and unusual positions. They may be able to dislocate joints or otherwise contort their bodies to escape all sorts of bonds, or fit into otherwise impossible spaces.
**Training period**: 20 weeks
**Modifier**: DEX

## COOK

The ability to prepare food in such a way as to ensure that it will be edible and reasonably tasty. A failure or partial success creates an edible, if unappetizing meal, while a full success creates a meal that is quite palatable. A critical success will be spoken of for weeks as a meal that was fit for a king. A critical failure will be unfit for even a character's dog to eat.
**Training period**: 4 weeks
**Modifier**: PER

## CRYPTOGRAPHY

The ability to decipher cryptograms, codes, and secret or dead languages, and to write in code. Each text that a cryptographer attempts to decipher is given a difficulty rating, usually equal to the encoder's level of cryptography. Decoding a text requires one hour per level of the text's difficulty. The Degree of Difficulty will take into account the language or code and whether it is intricate, exotic, or very old writing.
**Training period**: 32 weeks
**Modifier**: INT

## Cultural Studies (Specific)

Cultural Studies allows a Hero to immerse themselves in a particular race's culture, especially their own bestowing upon them various benefits including: familiarity of native customs, traditions, and the ability to speak the language at a native level. Characters are rated in their proficiency with a Culture on a four-tiered scale, as follows: Advanced (10+), Native (7-9), Competent (4-5), or Basic (1-3). Cultural Studies sub-skills include; Amazoran, Goregon, Hellene, Kyklopes, Myrmidon, Nymphas, Nephelai, Zintar, Zoran, etc.
**Training Period**: 52 weeks
**Modifier**: INT

## Deception

The ability to deceive other individuals without arousing their suspicion and to win their trust by deceitful means. Includes the use of various scams, rigged games, and the like. Also includes the ability to disguise one's background, profession, and so forth. A deception check is usually opposed by the target's deduce motive check.
**Training period**: 10 weeks
**Modifier**: CHA

## Deduce Motive

This skill is used to sense whether someone is being truthful, bluffing, or to notice hidden meaning and innuendo in a conversation. A successful check lets you avoid being bluffed (see the deception skill).You can also use this skill to determine when something odd is going on or to assess someone's trustworthiness.
**Training period**: 8 weeks
**Modifier**: PER

## Defensive Martial Arts

Proficiency in weaponless, defensive combat that uses passive resistance—turning an opponent's offensive energy back upon him and avoiding harm by dodging or eluding attacks. Defensive martial arts cannot be used offensively. Successful use of defensive martial arts allows the Hero to avoid an attack while disarming, throwing, or grappling the attacker. Defensive martial arts skill rating may be substituted for STR while in grappling combat. Defensive martial arts always inflicts Subdual Damage, rather than lethal damage.
**Training period**: 30 weeks
**Modifier**: DEX

## Demolition

Setting a simple explosive to blow up at a certain spot doesn't require much skill, but connecting and setting a detonator does. The demolitions skill is used by a character to place an explosive for maximum effect against a structure or to disarm an explosive device. A Failure result when using this skill can be extremely dangerous to a character and anyone nearby.
**Training Period**: 16 weeks
**Modifier**: PER

## Diplomacy

Knowledge of the finer points of protocol, oratory, and negotiation. Individuals with this talent may seek positions as ambassadors, mercantile representatives, public officials, and so forth. The diplomacy skill is used to change the attitudes of others including negotiations of all types. Debates and arguments are resolved using opposed diplomacy checks. Changing another's attitude using diplomacy takes at least one minute to accomplish (usually longer).
**Training period**: 16 weeks
**Modifier**: CHA

## Disable Mechanism

The ability to foil locks, traps, vehicles, electronic systems, and other simple or complex mechanisms, typically with the use of some type of tools. Characters may spend more than one round attempting to open a particular lock or otherwise disable a device; for each additional minute (specified in advance), add a +1 modifier (up to a maximum of +10). On the subject of lock picking (likely the most common use of this skill), characters can attempt to open a lock that they have previously failed to open, with a -5 modifier for each previous failed attempt. This skill may also be used to design and install lock mechanisms, traps, secret doors or passage ways, etc. although the handicraft (artificer) skill is required to construct such mechanisms.
**Training period**: 12 weeks
**Modifier**: DEX

## Disguise

This skill is used by characters who wish to change their appearance in some manner, usually involving some form of costume and possibly makeup and prosthetic devices. Your Omni Table roll determines how good the disguise is, and it is opposed by others' PER check results. If you don't draw any attention to yourself, others do not get to make PER checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the disguise check is immediately opposed. You get only one disguise check per use of the skill, even if several people are making PER checks against it. The disguise check is made secretly, so that you can't be sure how good the result is.
**Training period**: 4 weeks
**Modifier**: CHA

## Drive

Ability to operate a single type of land or simple waterborne conveyance, such as a cart, coach, automobile, motorcycle, rowboat, and so forth. This ability does not include navigation skills or other detailed knowledge, which is covered under Lore (Geography) or Navigate.
**Training period**: 4 weeks
**Modifier**: DEX

## Engineering (Specific)

While the handicraft skill is used for creating fairly simple devices like armor, weapons, furniture and works of art, the various engineering skills are used to create more advanced or complicated devices. Engineers are able to design and oversee construction of complicated construction projects. Engineers are able to draft and appraise plans and schematics for such projects, determine the suitability of proposed construction sites, and spot potential structural weaknesses and strong points. Like handicraft, engineering is a compound skill with each sub-skill treated separately.

**Electronic**: Used in designing and creating electronic systems of various complexities. These systems could run from basic lighting, to audio systems, computers, alarm systems, and even advanced starship systems.
**Training period**: 15 weeks
**Modifier**: INT

**Mechanical**: Allows the character to design and build mechanical devices and systems from simple pumps and locks to automobiles and starships.
**Training period**: 12 weeks
**Modifier**: INT

**Structural**: Allows a character to build wooden, concrete, or metal structures from scratch, including walls, houses, bridges, and so forth. When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Game Master decides if the structure is simple, moderate, complex, or advanced in scope and difficulty. This skill encompasses both technical knowledge like architecture as well as the ability to physically build this type of object.
**Training period**: 26 weeks
**Modifier**: INT

## ETIQUETTE

Knowledge of proper protocol and custom for specific situations within a given culture. Characters may use their etiquette skill rather than their CHA rating when rolling for reaction from those of similar cultures. Etiquette is normally only used in genteel society and it is up to the GM to determine the appropriate penalties to the Degree of Difficulty when attempting to use it in foreign cultures.
**Training period**: 12 weeks
**Modifier**: CHA

## EVADE

Evade is the ability to avoid being struck by an attack, such as a blow from a handheld weapon, an arrow, bullet, or a Dynamist bolt.
**Training period**: 6 weeks
**Modifier**: DEX

## FORGERY

Ability to duplicate written documents, seals, signatures, and so forth. Also includes the ability to create counterfeit replicas of currency, cut stones, or other valuables, which are practically indistinguishable from the genuine articles.
**Training period**: 6 weeks.
**Modifier**: INT

## GAMBLING

Familiarity with any of a variety of games involving skill and chance, including the ability to detect or engage in illicit methods of determining the outcome of such contests (cheating).
**Training period**: 4 weeks.
**Modifier**: INT

## HANDICRAFT

Like lore, perform, survival, and science skills, handicraft is actually comprised of a number of sub-skills. These sub-skills are all tracked separately so you could have several handicraft skills each at different ranks.

Handicraft skills are used whenever you need or want to create an item. The Degree of Difficulty depends on the item to be created. If you succeed with a Critical Success, you have created a masterpiece. This item is then worth from 150% to 300% its normal value and/or it will convey a bonus to anyone using it (usually +1 to +5 for weapons, armor, or tools). The handicraft skill is also used to repair items. A partial success is required to repair a broken item.

A few examples of handicraft sub-skills are included below. GMs are encouraged to create new ones as needed:

**Armorer**: Skill in the fashioning of protective apparel and gear using hide or metal. Type of material and style of armor is usually dictated by region, culture, and availability of goods. In some sci-fi settings, this skill could be used to create suits of powered armor.
**Modifier**: STR

**Artificer**: Skill in the making of useful and decorative wares and items from crystal, stone, wood, bone, clay, silver, gold, copper, brass, orichalcum, iron, gemstones, fine fabrics, needlework, glass, and ceramics. The artificer may learn how to work with one type of material per +5 ability in this skill. Artificers can identify their own and their competitors' handiwork, and appraise, as the appraise skill, any item that they can produce.
**Modifier**: DEX

**Artisan**: Skilled builders and craftsmen specializing in one or more of the following: carpentry, masonry, wheelwright, cartwright, etc. The artisan may learn how to build one type of device per +5 ability in this skill.
**Modifier**: DEX

**Bowyer/Fletcher**: Skill in the manufacture of arrows, bolts, bows, crossbows, and some siege equipment such as ballista.
**Modifier**: DEX

**Brewer/Vintner**: Skill at brewing, distilling, or concocting one type of alcoholic or non-alcoholic beverage.
**Modifier**: INT

**Gunsmith**: Skill in the fashioning of personal firearms such as pistols, rifles, and shotguns as well as more primitive firearms such as the musket, flintlock, and blunderbuss.
**Modifier**: INT

**Fine Arts**: Skill and natural talent of creating works of arts. These could include paintings, sculpture, drawings, modern art, photography, writing, etc.
**Modifier**: DEX

**Vehicles**: Skill in fashioning and modifying one or more of the following: ground, air, water, or space vehicles. The Hero may learn about one type of vehicle per +5 ability in the skill.
**Modifier**: INT

**Weaponsmith**: Skill in the fashioning of quality weapons using metal including swords, axes, and flails.
**Modifier**: STR

**Training period on all handicraft skills is 8 weeks.**
**Note**: The handicraft skill is generally used whenever a character wishes to build or construct relatively simple items. More complex items (like internal combustion engines and electronic items require the relevant engineering skill. Other items, like chemical compounds, explosives, and the like maybe created using the relevant science skill

## HEAL

Skill in the arts of basic medicine and first aid. Characters with this skill are able to identify and use common remedies, provide aid and comfort to sick and wounded individuals, and serve as midwives. A successful heal check will restore up to 4 HP (2 with Partial Success) to a character if performed shortly after the damage is received. More thorough restoration of lost Hit Points or curing of diseases requires the use of the medicine skill.
**Training period**: 8 weeks
**Modifier**: INT

## INSTINCT

Instinct allows a Hero to make a leap of faith in situation acting on a hunch or a belief to take action. This skill is very useful in social situations where the Hero must make a snap judgment about a person or in a problem solving situation where the answer is not always clear. In combat the skill is used to determine who goes fist in a given conflict and allows him to act with greater clarity giving her a better chance at survival. There are two sub-skills of Instinct: Intuition (PER), and Initiative (SPD). The player chooses at character creation.

**Training period**: 5 weeks.
**Modifier**: PER or SPD

## INTIMIDATE

You are adept at using words, whether clever rhetoric or harsh insults, to demoralize and berate others into acting in a manner you choose. You can change another's behavior with a successful check, with the Omni Table result determining the degree to which you succeed.

**Training period**: 5 weeks.
**Modifier**: CHA

## INVESTIGATE

Proficiency in the time-honored art of acquiring information. The investigate skill is used in place of PER for rolls to listen in on conversations, gather rumors and innuendo, and otherwise quietly acquire information about a specific topic. A Partial Success will get you general information about a person, place or commonly known news and trivia. A full or critical success is required for more detailed information. The detail of the information sought, how common the knowledge is, and whether having this information is dangerous will all affect the Degree of Difficulty.

**Training period**: 8 weeks
**Modifier**: CHA

## LITERACY

A character may fluently read and write any one language that they speak for every +5 ranks in literacy. A character who is fluent or better in a particular written language (see speak language skill) will generally have little difficulty reading any but the most in-depth tomes on a particular topic. A character is literate in his native language.

**Training period**: 30 weeks
**Modifier**: INT

## LORE

Like handicraft, lore actually comprises a number of sub-skills. Lore skills cover academic knowledge and information on a specific topic. There are myriad potential Lore skills. Some examples follow:

- **Agriculture**: planting, producing and harvesting various crops and livestock
- **Arcane Arts**: Dynamism orders, ancient lore, arcane symbols
- **Engineering**: construction techniques, architecture, aqueducts, bridges, fortifications
- **Folklore**: myths, folk beliefs, and legends
- **Heraldry**: armorial bearings, genealogy
- **Herb Lore**: medicinal, edible and poisonous plants
- **Geography**: cartography, physical geography
- **History**: conflicts, historic figures, major battles
- **Law**: laws and customs of at least one land
- **Local**: customs and important figures and places in a given locality
- **Mining**: mining techniques, metallurgy, gemcraft, etc
- **Nature**: flora and fauna, weather patterns, seasonal cycles, etc
- **Region**: like Local but an overview of a particular sector, trade routes, major towns, or planets
- **Streetwise**: urban culture, local underworld personalities and events
- **Tactics**: tactical and strategic theories of warfare

General knowledge in a particular sub-skill requires only a partial success in most cases. More obscure knowledge could require a better Omni Table result. GMs are encouraged to create their own lore skills as required by their campaigns.

**Training period**: 8 weeks
**Modifier**: INT

## MEDICINE

While the heal skill covers basic first aid, those with the medicine skill may diagnose and treat more severe injuries and diseases, and may perform surgery when proper facilities and equipment are available. The proper use of the medicine skill will restore up to 12 Hit Points to wounded characters providing the physician has sufficient equipment, medicines, and time. A full medicine skill check requires 12 hours of time.

**Training period**: 40 weeks
**Modifier**: INT

## MODE

Modes are a special type of skill used solely for Dynamism. As such, the various Mode skills are fully described in Chapter 5: Dynamism later in this book.

## MOUNTED COMBAT

Ability to fight from the back of a mount (e.g. a horse, camel, or motorcycle) without penalty. Mounted combat enables a Hero to direct a mount to take an action in combat without incurring a multiple action penalty to the character's own actions. Steeds can be directed to move at their normal SPD or to attack or evade attacks at their Ability Level.

Heroes can, alternatively, engage in a charging attack, adding the mount's STR and SPD as damage modifiers in place of the character's own STR. When attacking from a mount, use the lesser of the weapon skill and the mounted combat skill to resolve the action. E.g., a Hoplite with a weapon skill (large blades) of +6 and a mounted combat skill of +4 would attack from a mount at +4. Riding or drive is a prerequisite for mounted combat, but the mounted combat skill rating may be substituted for ride at no penalty.

**Training period**: 20 weeks
**Modifier**: CR

## NAVIGATE

Used to find one's way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wind his or her way through a dense forest, a labyrinth of underground caverns, the service ducts of a starship, or the sewers of Athenoi.

**Training period**: 12 weeks
**Modifier**: PER

## PANKRATION

Proficiency in one of the styles of weaponless combat. Basic moves include punches, snap kicks, double leaping-kicks (employed versus two opponents at close range, with no penalty for two attacks), head-butts, throws, and various disabling blows. Offensive martial arts emphasize offense and attack at the expense of defense, achieving lethal results.

A Pankration stylist inflicts a Damage Rating of 4 while unarmed (+STR). Targets struck with a successful offensive martial arts attack must make a CON roll (minus the attacker's STR) or be stunned for 3 rounds. Stunned characters act with a -3 penalty to all skill rolls. While using Pankration Heroes get a +2 modifier to all attacks; however, they receive a -2 modifier to all defensive maneuvers.

**Training period**: 45 weeks
**Modifier**: CR

## PARRY

You are trained in multiple methods of deflecting an attack. Some item is required to effectively use the parry skill, be it a shield, another weapon, or a specialized parrying weapon.

**Training period**: 6 weeks
**Modifier**: CR

## PERFORM

You can impress audiences with your talent and skill. Like handicraft and lore, perform is actually comprised of several sub-skills. The various sub-skills are: dance (DEX), musicianship (drum, harp, flute, etc.) (DEX), juggling (DEX), acting (acting, mime, etc.) (CHA), oratory (CHA), and singing (CHA).

**Training period**: 8 to 52 weeks
**Modifier**: DEX or CHA (see above)

## PILOT (SPECIFIC)

Ability to operate an air, sea or spacecraft of some type. This ability does not include navigation skills or other detailed knowledge, which may be covered under a lore skill, or navigate. The subdivisions of the pilot skill include: starship, private aircraft, commercial aircraft, military aircraft, seagoing vessel, and space cruiser.

**Training period**: 50 weeks
**Modifier**: DEX

## PROFESSION (SPECIFIC)

This skill covers a variety of sub-skills much like the handicraft, lore, or perform skills. A profession skill reflects a character's ability to perform the various tasks required of a particular profession. Characters with a profession skill may earn a set amount of wealth per game month not spent adventuring. This amount is determined by the Game Master and is dependent on a number of specific factors. Example professions include: carpenter, laborer, miner, clerk, lawyer, salesman, etc.

**Training period**: 52 weeks
**Modifier**: Variable (GM's discretion)

## RESEARCH

The ability to search for specific information in a systematic, efficient manner. This skill can be invaluable for any student, scholar, or scribe. A mishap on a research check might indicate the researcher locates incorrect or flawed information, skewing their report or the results of any further research into that subject. A partial success could mean the researcher is on the right track and with additional time spent on research, should find the information they seek. The time required to do research depends on the available resources.

**Training period**: 2 weeks
**Modifier**: PER

## RIDE

Ability to ride one type of steed, such as a horse or camel. This skill does not allow a character to take advantage of a steed's abilities in combat, which is covered under mounted combat.

**Training period**: 2 weeks
**Modifier**: DEX.

## SCIENCE (SPECIFIC)

Knowledge of one or more of the physical sciences. Like handicraft and lore, the science skill consists of a number of sub-skills. These include: astronomy, biology, botany, chemistry, geology, mathematics, medicine, metallurgy, physics, xenobiology, zoology, etc.

**Training period**: 50 weeks
**Modifier**: INT

## SOCIAL SCIENCE (SPECIFIC)

Knowledge of one or more of the social sciences. Like handicraft and lore, the social science skill consists of a number of sub-skills. These include: anthropology, criminology, economics, sociology, psychology, xenoanthropology, etc.

**Training period**: 40 weeks
**Modifier**: INT

## SEAMANSHIP

General familiarity with service upon air, sea and space vessels. This includes basic navigational and map-reading skills, familiarity with nautical language and procedures, locations of emergency equipment, etc. A seaman can also recognize familiar hazards such as obstructions and coming storms, and tell if a given vessel is in good condition after a cursory inspection. A character with +10 or better in seamanship can assist in the navigation and piloting of a vessel only if under the direct supervision of a trained Pilot or Navigator; in such cases, the character uses half their Seamanship level (rounded down) for the purposes of piloting and/or navigating.

**Training period**: 40 weeks
**Modifier**: INT

## SEARCH

The practiced and studied use of Perception, search is used when carefully looking for traps, secret doors and other details that may be hidden or concealed. You generally must be within 3 meters of the object or surface to be searched.

**Training period**: 8 weeks
**Modifier**: PER

## SEDUCTION

Ability to influence by charm, suggestion, and sex appeal. This skill can be used in place of deception or etiquette in certain situations.

**Training period**: 16 weeks
**Modifier**: CHA

## SLEIGHT OF HAND

Ability to perform various tricks and legerdemain, including card tricks, palming (concealing small objects in the hand), passing or switching small objects without being detected, ventriloquism, picking pockets, and so on. Individuals with this talent can employ it to cheat or "fix" games of chance or to detect cheaters. Knowledge of the game to fix is required.
**Training period**: 12 weeks
**Modifier**: DEX

## SPEAK LANGUAGE

The ability to understand and be understood in a certain language. Characters are rated in their proficiency with a language on a four-tiered scale, as follows: Advanced, Native, Fluent, or Basic. A speaker who is at least +10 (Native) on this scale can pass himself off as a native. There are several standard languages beyond regional dialect:

- Atlantean (archaic, obscure offshoot of Hellene; usually spoken by scholars)
- Goregon
- Hellene (several regional and system dialects)
- Kyklopes
- Nymphas
- Zoran (this is also the language of the Amazoran)
- Zintar

**Training period**: 12 weeks
**Modifier**: INT

| Skill Rating | Language Proficiency |
|---|---|
| +0 to +3 | Basic |
| +4 to +9 | Fluent |
| +10 or greater | Native |

## STEALTH

The ability to move silently, hide in shadows, and otherwise avoid detection. Normally Stealth is opposed by a character's PER roll. Note that using this skill in an unfamiliar environment may entail a penalty of -1 to -10, based on the Degree Difficulty involved (GM's ruling).
**Training period**: 12 weeks
**Modifier**: DEX.

## SURVIVAL (SPECIFIC)

Ability to forage for food and water, navigate, and find or construct suitable shelter in the wilds. Also includes knowledge of the flora and fauna of a given region, including techniques for hunting, capturing, and using their remains. Each different terrain is a different survival skill. The different sub-skills include: savannah, forest, jungle, desert, arctic, swamp, alpine, aquatic, and urban. GMs are encouraged to add any other terrain types they deem required for their game world.
**Training period**: 30 weeks
**Modifier**: CON

## SWIM

Staying afloat and getting from place to place in the water. Characters can attempt lifesaving techniques using this skill, with negative modifiers dependent on conditions in the water, size and weight of the victim, and so forth. Note that while encumbered or wearing any type of armor or even heavy clothing, a character will suffer severe penalties to their swim skill.
**Training period**: 4 weeks.
**Modifier**: STR

## THEOLOGY

The in-depth study of one particular religion or philosophy. Knowledge of theology includes the ability to recite passages of important texts or orations, explain critical teachings, describe underlying symbolism, identify relevant relics, cite historical examples, and so forth. Theology has several sub-skills, each tracked separately. There are sub-skills for each different religion in the game world. The religions include; The Twelve and the Titans.
**Training period**: 22 weeks
**Modifier**: INT

## TORTURE

Ability to acquire information by unsubtle, usually physical methods. Failure can result in accidental death of individual being tortured. This skill is normally opposed by a character's WIL.
**Training period**: 6 weeks
**Modifier**: DEX

## TRACKING

Ability to read and follow tracks and traces left by creatures or beings. A tracker can identify and estimate the age of such tracks and often determine under what conditions (flight, exhaustion, heavy encumbrance, etc.) they were made. The surrounding terrain and the age and overall condition of the traces affect the Degree of Difficulty for this skill. This skill may only be used in a natural environment. It is normally impossible to use this skill to track someone in an urban-like environment.
**Training period**: 10 weeks
**Modifier**: PER

## WEAPON

Proficiency with any single category of weapon. Weapon skills are used for both attack and defense. Game Masters are free to create new or unique weapon groups as required by their campaigns. For example, unique and exotic weapons may be weapons groups unto themselves.
**Training period**: 20 weeks for the first weapon and 4 weeks for additional weapons
**Modifier**: CR

There are many weapon skill sub-categories. Some examples follow:

- **Blades, 2-handed** Death Xiphos
- **Blades, large** Hoplite infantry sword, Nymphas thorn blade, torch blade
- **Blades, small** daggers, knives, torch dagger
- **Bows** longbows, shortbows
- **Flails** chain club
- **Hafted** Cretan battle ax
- **Hafted**, 2-handed Cretan war ax, Goregon ax
- **Heavy Weapons** Spartan chain gun, Nymphas hail cannon
- **Pistols** magnetic launch pistol, needle pistol
- **Rifles** Amazoran flame lance, Spartan slug gun
- **Slings** slings, slingshots
- **Spears** spear, Goregon pole axe, Amazoran pulse trident
- **Submachine Guns** Spartan storm gun, Hoplite assault gun
- **Thrown** knives, axes, rocks, grenades, spears
- **Vehicle Weapons** any weapon mounted or controlled by a vehicle



# TALENTS

Talents allow you to customize your Hero in near limitless fashion. With Talents, no two Heroes will be alike regardless of race, skills, culture, or Calling. Talents let your Hero excel in certain areas, or bend the rules that others must obey. They cover a range of areas, including combat, religion, technology, and social interaction.

Acute Hearing
Acute Vision
Adrenaline Rush
Advanced Archery Training
Advanced Firearms Training
Advanced Militia Training
Amazing Dodge
Ambidexterity
Animal Affinity
Animal Companion
Animal Magnetism
Antiquarian
Aura of Nobility
Aura of Wisdom
Authority
Blend In (Specific)
Bred to the Saddle
Brutal Throw
Cheap Shot
Close Quarter Fighting
Cold Endurance
Coordinate
Danger Sense
Dead Shot
Death's Door
Deep Breath
Defensive Fighting
Dog Fighter
Elusive Target
Enchanting Beauty
Expert Performer
Fleet of Feet
Folk Remedies
Force of Personality
Forester
Haggle
Hardiness
Improved Range (Specific)
Improvised Weapon
Inconspicuous
Intimidation Tactics
Jury Rig
Linguistics
Memory Training
Mountain Goat
Mounted Evade
Mounted Stride
Nasty Reputation
Natural Remedy
Naturally Charming
Natural Talent
Negotiator
Night Vision
Opportunist
Pride and Prejudice
Quick Hands
Quick Learner
Quick Reload
Quick Draw
Rage
Rally
Royal Favor
Run Like the Wind
Scavenger
Second Wind
Social Chameleon
Skirmish
Street Cred
Strong as a Bull
Tactician
Taunt
Tech Savvy
Throw Anything
Tough as Bronze
Trailblazer
Trample
Trick Shot
Two-Weapon Defense
Two-Weapon Fighting
Urban Tracking
Voice of Command
Weapon Focus (Specific)
Wealthy
Well Traveled

## Gaining Talents

**Talent cost at character creation**= 5 Freebie points

At character creation Talents cost 5 Freebie points per Talent. The Hero may spend any amount and have as many as he can afford.

# Talent Descriptions

## Talent Format

- The name of the Talent
- The description of what the Talent does
- The mechanical benefit in game.

## ACUTE HEARING

You have a trained ear or an exceptional sense of hearing.
**Benefit**: You receive a +2 bonus to all PER Omni Table checks as they relate to sound.

## ACUTE VISION

You have exceptional eyesight and see better than most.
**Benefit**: You receive a +2 bonus to all PER Omni Table checks as they relate to vision.

## ADRENALINE RUSH

You are able summon and inner strength and energy when the going gets tough.
**Benefit**: Once per day you may increase your STR and CON by +2 but suffer a -2 penalty to DEX. The effects of Adrenaline Rush last for up to 2 minutes.

## ADVANCED ARCHERY TRAINING

You have been trained in the effective use of various types of missile weapons.
**Benefit**: You receive a +2 bonus to all Omni Table rolls involving ranged combat using bows, crossbows, slings, or thrown weapons.

## ADVANCED FIREARMS TRAINING

You have advanced training in the effective use of various types of firearms.
**Benefit**: You receive a +2 bonus to all Omni Table rolls involving ranged combat with pistols, rifles, and Stone throwers.

## ADVANCED MILITIA TRAINING

This training improves upon basic militia training (which all soldiers receive), and represents training extensively in armor so as to become accustomed to it, and become better able to bear its weight without difficulty.
**Benefit**: This Talent effectively reduces the STR requirement of armor worn by 2.

## AMAZING DODGE

You have an ability to avoid being hit in melee combat.
**Benefit**: The character may double his DEX rating when calculating defense against one opponent in melee combat.

## AMBIDEXTERITY

Either from a natural ability or training, you are able to use both hands with near-equal dexterity.
**Benefit**: You are always considered to be using your primary hand. Any actions taken with either hand suffer no penalty to the Omni Table roll. (Actions taken with the off-hand are usually at a -5 penalty.)

## ANIMAL AFFINITY

You have a calming effect on the creatures of the forest, deserts, seas, arctic regions, etc..
**Benefit**: If you encounter an animal and are not actively in combat, you may attempt to soothe the creature by making a successful Omni Table CHA check. On a partial success, the animal will simply retreat by the quickest means possible. A full success means the animal in question considers you to be a friend and may aid you in some manner.

## ANIMAL COMPANION

Your affinity for animals has garnered you a natural ally.
**Benefit**: You receive a loyal companion in the form of an animal. This animal companion will always be of the highest possible ability level for its type.

## ANIMAL MAGNETISM

You have a natural way with animals.
**Benefit**: You receive a +2 bonus on all Omni Table rolls pertaining to animal hadling and ride skills.

## ANTIQUARIAN

You are knowledgeable about ancient artifacts and relics.
**Benefit**: You receive a +2 bonus on all appraise skill checks when attempting to appraise the value of an ancient object or a +2 bonus to all cryptography checks when deciphering ancient scripts.

## AURA OF NOBILITY

You have gained the respect and/or fear of others for your perceived nobility and rank in society.
**Benefit**: You may double your CHA for determination of Reaction Rolls.

## AURA OF WISDOM

You have gained the respect of others for your perceived wisdom.
**Benefit**: You may add your INT rating to CHA when determining Reaction Rolls.

## AUTHORITY

You have duties, rank, and power in his local jurisdiction.
**Benefit**: Add your WIL rating to CHA when determining Reaction Rolls while working in your official capacity.

## BLEND IN (SPECIFIC)

You are adept at hiding in a particular environment.
**Benefit**: You receive a +3 bonus to stealth checks in one of the following environments: forests, mountains, steppes, swamps, desert, tundra, or urban.

Note: This Talent may be selected more than once. Each time it applies to a different terrain type.

## BRED TO THE SADDLE

You were taught to ride at an early age and have kept up the practice.
**Benefit**: You receive a +2 bonus on all Omni Table rolls in the ride skill and a +2 bonus to your skill rating in the handle animal skill as it pertains to one particular mount.

## BRUTAL THROW

When attacking unarmed, you may make a particularly damaging throw.
**Benefit**: After making a successful grapple attack, the character may throw his opponent as normal but this throw has a chance of stunning the thrown opponent. The individual thrown must succeed in a CON roll or is stunned and unable to act or defend himself next round.

## CHEAP SHOT

You have learned how to hit someone where it hurts. Not a particularly honorable type of attack, such as a kidney punch or a knee to the groin, but nonetheless effective.
**Benefit**: Reduces the effectiveness of an opponent for a few rounds. A successful Cheap Shot causes all actions taken by victim to be at a special penalty of -2 for three rounds minus the victim's WIL (minimum 1 round). A Critical Success doubles the duration.

## CLOSE QUARTER FIGHTING

You have learned to fight effectively while in tight confines or in tightly packed spaces.
**Benefit**: Reduces the negative effects of using small weapons while grappled and larger weapons when there is normally insufficient room to do so.

## COLD ENDURANCE

Because of a natural trait or experience working and living in colder climes you have a superior endurance to the cold.
**Benefit**: You suffer only DR2 per round from exposure to extreme cold and have a PR 2 against cold attacks.

## COORDINATE

You have a knack for getting people to work together.
**Benefit**: Whenever you spend at least one round coordinating your companions, you grant them a +2 bonus to any one non-combat skill roll. You may coordinate a number of companions up to five times your CHA score.

## DANGER SENSE

You have the ability to sense when something is going to go badly. Possibly a vague premonition of impending danger or even just a studied knowledge of where things are likely to happen, this Talent is invaluable.
**Benefit**: Adds +2 to the character's Initiative roll at the beginning of any encounter and is never surprised.

## DEAD SHOT

Your skill at striking a target with a thrown weapon is exceptional.
**Benefit**: You receive a +2 bonus to any Omni Table roll using the weapon (thrown) skill.

## DEATH'S DOOR

Your talent at the healing arts is exceptional.
**Benefit**: So long as a person has not been dead longer than a number of minutes equal to their CON rating, you may make a heal roll on the Omni Table with a Degree of Difficulty modifier of -10. A full success will revive the person bringing their Hit Point total to 1. A critical success will see the person revived and have a total of 5 Hit Points.

## DEEP BREATH

You have an extraordinary ability to hold your breath. You may hold your breath while underwater or when attempting to avoid the effects of noxious gasses for twice as long as most people.
**Benefit**: You may hold your breath for up to one minute per +1 CON.

## DEFENSIVE FIGHTING

You have mastered the art of making yourself hard to hit in combat.
**Benefit**: For each -2 taken on the Attack roll, the character's Defense is enhanced by +1, up to a maximum of the character's CR.

## DOG FIGHTER

You are perfectly at home in the cockpit of a fighter craft and revel in the excitement of air combat.
**Benefit**: You receive a +2 bonus to pilot and aerial combat Omni Table Rolls. Additionally, you may take up to 2 actions in a turn while engaged in air combat without the usual penalty for the second action.

## ELUSIVE TARGET

You have the ability to move while under fire in such a way that reduces your chances of being hit.
**Benefit**: Any attempt to hit you while you are moving will receive a further -2 penalty above the normal penalties associated with firing on a moving target.

## ENCHANTING BEAUTY

You have been gifted by the Gods with exceptional beauty.
**Benefit**: You receive a +5 bonus to Omni Table rolls pertaining to social rolls including diplomacy and seduction when dealing with someone who would normally be attracted to you, man or woman.

## EXPERT PERFORMER

You are highly skilled in one particular style of the performing arts.
**Benefit**: You receive a +5 bonus to all Omni Table rolls when using a skill to perform in front of an audience

## FLEET OF FEET

You are fast on your feet.
**Benefit**: The Hero may add an additional 50% to their movement speed.

## FOLK REMEDIES

The knowledge of various folk remedies and charms were passed down to you by your elders.
**Benefit**: By spending 2 hours gathering ingredients and carefully preparing them, you may make a potion, tincture, or salve that will cure a specific disease, cure a specific poison, or heal 4 Hit Points of damage. This talent may be selected more than once, each time it enables you to create a cure for a different disease or poison.

## FORCE OF PERSONALITY

You have a strong sense of self and purpose.
**Benefit**: You receive a +3 bonus to any opposed check that uses your WIL rating as a modifier such as opposing the intimidation or torture skills.

## FORESTER

You are at home amongst the trees and undergrowth of the forests and find it more welcoming than the cities of men.
**Benefit**: You may pass through heavy undergrowth at double your SPD.

## HAGGLE

You are adept at the fine art of haggling.
**Benefit**: You receive a +3 bonus to all Omni Table rolls using your diplomacy skill when used in a mercantile situation. Additionally, whenever you roll a Full Success on the Omni Table using your diplomacy skill to buy or sell goods, you receive a +/- 20% to the value of the goods sold/bought. A Critical Success means you may buy or sell the goods at +/- 50% of their normal value.

## HARDINESS

You are tougher than most of your peers.
**Benefit**: The Hero may triple his CON and add 5 additional points when determining Hit Points at character creation. This Talent may be selected up to 3 times, each additional time adding +5 Hit Points.

## IMPROVED RANGE (SPECIFIC)

Through long practice, you have improved the range of one of your ranged weapons.
**Benefit**: The effective range of the selected class of ranged weapon is increased by 50%. This Talent may be taken multiple times; each time it is applied to a different class of weapon.

## IMPROVISED WEAPON

You can use almost anything at hand as an effective weapon.
**Benefit**: The character suffers only a -2 penalty when using an improvised weapon or a weapon with which he is unfamiliar (has no skill ranks in).

## INCONSPICUOUS

You can pass unnoticed in most situations.
**Benefit**: You rely on your ability to stay out of sight. With this Talent, You gain +3 bonus on Omni Table rolls involving the stealth skill.

## INTIMIDATION TACTICS

You have learned how scare others out of their possessions through intimidating tactics.
**Benefit**: You receive a +3 bonus to your Omni Table Rolls on intimidation skill and may use either STR or CHA as a modifier to that skill.

## JURY RIG

You have a special knack for repairing objects with whatever spare parts or materials might be at hand.
**Benefit**: You receive a +3 bonus to your Omni Table rolls when using the handicraft or engineering skills to repair an object.

## LINGUISTICS

You have a natural affinity for languages and may learn new languages much faster than others.
**Benefit**: Characters with the Linguistics Talent gain 3 free ranks in any language they know or learn in the future, i.e. if the player buys at least one rank in a language they automatically advance to the Fluent level.

## MEMORY TRAINING

The Hero has trained his memory to be as exact and precise as a computer
**Benefit**: If you commit yourself to memorizing something, you can recite it, without error, at any later date. It generally takes three times as long to memorize a passage than it does to simply read it.

## MOUNTAIN GOAT

You are especially skilled at maintaining your balance on loose stone, rubble, and steep slopes.
**Benefit**: You receive a +3 bonus to all balance and climb Omni Table checks as it relates to the above conditions.



## MOUNTED EVADE

You are skilled at guiding your mount to avoid blows.
**Benefit**: You receive a +2 bonus to your mounted combat skill for the purposes of defense only.

## MOUNTED STRIDE

You get the best long-range speed out of a mount.
**Benefit**: The character may double the distance traveled in one day while mounted and in reasonably good terrain.

## NASTY REPUTATION

You have gained a reputation for being fearsome, coldhearted, or otherwise of a nasty disposition.
**Benefit**: You gain a +3 bonus to intimidation Omni Table rolls.

## NATURAL REMEDY

You are knowledgeable in the medicinal uses of herbs, roots, bark, and other forest plants
**Benefit**: You gain a +3 bonus to all heal Omni Table rolls when you have access to various herbal substances. This bonus stacks with any bonus received from other Talents.

## NATURALLY CHARMING

You are a naturally charming person and you may use your charm to sway the opinions of others.
**Benefit**: You may double your CHA as a modifier to all diplomacy and seduction rolls on the Omni Table.

## NATURAL TALENT

You have a natural affinity for a particular skill.
**Benefit**: Select any one skill. You receive a + 3 bonus to all Omni Table rolls using this skill.
Note: weapons skills are excluded from this talent

## NEGOTIATOR

You are skilled at the fine art of negotiation, be that in obtaining the best price for your wares or in talking your way out of a difficult situation.
**Benefit**: You receive a +3 bonus on all Omni Table rolls pertaining to negotiation, diplomacy, or sense motive rolls.

## NIGHT VISION

Your eyes see better in the dark than most people.
**Benefit**: You never suffer more than a -3 penalty to a PER checks at night.

## OPPORTUNIST

The ability to turn any situation to one's own advantage.
**Benefit**: Any time an opponent misses a melee Attack against the character, he may make an immediate counter attack. This attack is out of sequence and still counts as an action taken. For example, if the character had already attacked (or taken another action) this round, the counterattack is at the normal -5 penalty for multiple actions.

## PRIDE AND PREJUDICE

Your family, clan, tribe, or nation has a long-standing antipathy for another such group.
**Benefit**: Select a family, clan, or culture from your own or a neighboring realm. Driven by your hatred of this rival, you may add your WIL rating to your Attack roll instead of your CR when fighting a member, or agents of, this rival group.

## QUICK HANDS

Those from urban environments often find the need to steal in order to survive. From an early age, many learn to quickly pocket small items when others are distracted.
**Benefit**: Your Hero receives a +2 bonus on all Omni Table rolls pertaining to quick or sleight of hand movements

## QUICK LEARNER

You are a quick study and learn faster than your peers.
**Benefit**: Learning new skills takes you half the time as other characters in both time and XP costs.

## QUICK RELOAD

Through training and practice, the character has learned how to efficiently reload his ranged weapons faster than normal.
**Benefit**: You may effectively use a bow, sling, or other single-shot missile weapon twice per round without incurring the normal multiple actions penalty.

## QUICK DRAW

The ability to draw a weapon with startling swiftness.
**Benefit**: A Hero may draw his weapon as a free action and does not suffer a multiple action penalty.

## RAGE

The ability to channel one's anger in combat.
**Benefit**: The character may choose to take a penalty on his Attack roll to increase the Damage dealt. For each -2 penalty taken to the Attack roll, +1 Damage is dealt on a successful hit. The player must state his intention to use this Talent before the roll to Attack.

## RALLY

You are skilled in giving rousing speeches or otherwise encouraging your companions and underlings to push their limits.
**Benefits**: Once per day you may grant a +3 bonus to all companions' rolls when resisting fear (WIL checks) or Attack rolls.

## ROYAL FAVOR

Because of your connections, you can call upon favors from those more powerful than yourself.
**Benefit**: Once per week, you may make a Charisma check on the Omni Table in order to gain a favor from a more powerful contact. This favor can be anything from a night's lodging to a small monetary loan or the use of a sturdy mount. The form of the favor will depend on the Omni Table result and is always at the discretion of the GM.

## RUN LIKE THE WIND

The ability to run swiftly for a distance.
**Benefit**: For the purpose of moving only, the character's SPD Attribute is considered 50% greater. This applies if the character is moving under his own power (i.e. not mounted) and on reasonably level and clear terrain.
Prerequisite: None

## SCAVENGER

You have a knack for finding items you need in the most unlikely places.
**Benefit**: You receive a +4 bonus to your search Omni Table rolls when scavenging for food, water, or other equipment in ruins, garbage dumps, rubble piles, and similar environments.

## SECOND WIND

Used to long days toiling in the sun, you can reach into your soul for reserves of energy.
**Benefit**: Once per day you may recover a number of Hit Points equal to your CON. This talent will not increase your Hit Points beyond your full normal total.

## SOCIAL CHAMELEON

You are well versed in the etiquette of various cultures and social circles.
**Benefit**: The Degree of Difficulty for any etiquette skill checks is treated as two levels lower than assessed by the GM. For example, if the GM determines a situation warrants a DoD of Very Difficult (-7), a character with the Social Chameleon Talents uses the Tricky DoD (-3) instead.

## SKIRMISH

Training in the use of skirmish tactics in combat.
**Benefit**: A character may fling any one-handed thrown weapon (spear, javelin, knife, etc.) at no penalty while moving at half-speed.

## STREET CRED

You have earned a respected reputation amongst those who live on the underbelly of society.
**Benefit**: You receive a +3 bonus on all Omni Table rolls as it pertains to street people, hustlers, prostitutes, and petty criminals of a particular city.

## STRONG AS A BULL

A life of hard, manual labor or training has sculpted you into a strong individual.
**Benefit**: You receive a +2 bonus to all STR Omni Table checks as they relate to brute strength.

## TACTICIAN

You have studied the tactics and strategies of the battlefield.
**Benefit**: You and those on your side in a battle receive +2 to their Initiative roll. If the Hero takes no action for the round he may also coordinate attacks against a foe and all under his command (using the Command skill) receive a +2 to all attack or defense rolls.

## TAUNT

The ability to use sarcasm and caustic words intended to inflame an opponent's anger.
**Benefit**: A successful Taunt directed at an opponent will cause him to become so angry that he will likely attack the taunting character with reckless abandon. At the beginning of a round of combat, a character may attempt to taunt any one adversary or group of like individuals. If successful, they will attack the character taunting if possible, or their current target with rage. While enraged, an opponent's Attack and Defense ratings are reduced by -1 for each succeeding taunt action but the Damage they inflict on a hit is +1. A character may attempt to taunt every turn and the effects stack (i.e. three successful taunts at the same individual will cause him to Attack and Defend at -3, while any Damage caused by him will receive a +3 bonus).

## TECH SAVVY

You have a natural sense of understanding when it comes to technology of all types.
**Benefit**: You receive a +3 bonus on all Omni Table rolls when they relate to understanding or using technological devices. This normally pertains to the computers and engineering skills but may also affect other skill use such as disable mechanism and even drive or pilot in the case of high-tech vehicles.

## THROW ANYTHING

The ability to turn any object that can be picked up and thrown into a deadly missile.
**Benefit**: The character may use any handy object that is of an appropriate size (this size will differ with differently sized individuals) to make a ranged Attack. The character suffers no penalty for using an improvised weapon and the object does normal damage for a weapon of its approximate size and weight.

## TOUGH AS BRONZE

The character has become inured to pain and hardship.
**Benefit**: The character may ignore up to three points of penalty due to damage, harsh environments (such as extreme cold or heat), or poison/disease.

## TRAILBLAZER

You have a natural affinity for finding the easiest path.
**Benefit**: You may increase your SPD by +2 for you and your entire party when traveling through unfamiliar territory.

## TRAMPLE

You can force mounts to overrun unmounted opponents.
**Benefit**: A mounted character may make one extra attack on an adjacent foe using his mount. This attack is made at the full normal Attack rating for the mount in question. If charging, the mount's STR is doubled for damage purposes only.

## TRICK SHOT

The ability to make incredible shots with ranged weaponry.
**Benefit**: The character ignores all normal cover penalties when attacking with a ranged weapon.

## TWO-WEAPON DEFENSE

The character has learned how to use two weapons to his defensive advantage while fighting.
**Benefit**: When the character is fighting with a weapon in either hand, he may use the second weapon in a defensive manner, in which case his Defense is increased by +2. If the character uses his second weapon to make an attack his Defense reverts to normal for that round.

## TWO-WEAPON FIGHTING

You have mastered the rudiments of two-weapon fighting.
**Benefit**: He may make an additional attack during his round with the second weapon with a penalty of -3 instead of the normal -5.

## URBAN TRACKING

You are skilled in following a trail through an urban environment.
**Benefit**: You may use your tracking skill in towns and cities as normal and gain a +3 to the roll.

## VOICE OF COMMAND

Your position in society means you are used to being obeyed.
**Benefit**: You receive +3 bonus when commanding a group of followers, or making a speech of significance

## WEAPON FOCUS (SPECIFIC)

The studied and practiced use of a class of weapon.
**Benefit**: The character receives a +2 bonus to all Attack rolls with the class of weapon selected.

## WEALTHY

You have either been blessed by being born into a wealthy family or shrewd business dealings.
**Benefit**: If taken at character creation you begin play with 10 times the normal starting money. At any time deemed appropriate by the GM, you may make a request (to your family, financial advisor, accountant, or what have you) for additional funds. To do so, you make a roll on the Omni Table modified by the DoD set by the GM based on the time and place of the request and the amount requested. If successful, you receive the requested funds between 1 and 48 hours later. A Partial Success means liquid cash is tight and you receive only half the request.

## WELL TRAVELED

You have traveled the known worlds on business and errands for your family, business, or lord.
**Benefit**: You gain +3 to any lore (regions) roll. The Hero may also have intimate knowledge of places or cultures (GM's discretion).

# SAMPLE CHARACTER

## The Hero Iolaus

Character creation can be as involved or as quick as you would like it to be. By default, a player uses Life Paths to flesh out a Hero's background, but this process can go more slowly (for example, if a player decides to read every list and pick what interests them) or more quickly (if a player rolls randomly and accepts every random roll). The following example shows how a player might construct a character.

### Step One:

**Determine Race**

We look over the races and decide that our character, Iolaus, will be a Hellene. We jot this down on the character sheet. Easy enough so far….

For being human, Iolaus starts with the following Attributes

| | | | |
|---|---|---|---|
| **INT** | 0 | **PER** | +0 |
| **WIL** | +0 | **CHA** | 0 |
| **STR** | +2 | **DEX** | +1 |
| **CON** | +1 | **SPD** | 0 |
| **CR** | +2 | **DYN** | -1 |

Being a Spartan, Iolaus receives these basic skills

Command +2, Evade +2, Pankration +2, Parry +2, Lore (tactics) +2, Etiquette (Hellene) +3, Speak Language (Hellene, native), Weapon (of choice) +2.

### Step Two:

**Life Paths**

This is where the dice rolling begins and the character's background starts to take shape. Life Paths are meant to help the player flesh out a completely realized character, and are not meant to rope him into something he doesn't want to play. If a result is completely against a desired character concept, then a player should disregard it and roll again or, better yet, just choose what he likes.

At the end of the Life Paths, we find that Iolaus was born in the winter month of Gamelion on the planet Sparta. Both his warrior parents are dead and his family status was on the decline. His mother's mother was said to have the divine blood of Heuson running through her veins and because of this he bears a small sigil of the God-king on his arm as a jagged brown bolt. He has two older brothers that hate him because he won his father's spear in single combat.

As a child he encountered an old man whom he helped find shelter for the night. The man was thankful and this proved a great lesson for Iolaus who found that helping those who cannot help themselves is a good thing.

Heuson took a liking to the young Spartan and watches over him; Iolaus even spoke to him once on a distant and remote moon. While on that moon, an old crone told him his destiny would be to lead his people to greatness or die alone and weaponless.

### Step Three:

**Pick a Profession**

On Sparta Iolaus has trained all his life to be a warrior. He picks Hellene Spartan and receives the following Attribute adjustment. He chooses his CR rating to receive the +1 bonus

**Callings:** Iolaus will roll on the Life Path later but his suggested callings are sound advice.

**Skills**: Brawling +3, Command +2, Evade +1, Intimidate +2, Parry +4, Survival (pick) +2, Weapon (spear) +4, Weapon (rifle) +4, Weapon (blade, lg) +4, Profession (warrior, STR) +4

**Talents**: Iolaus receives the Advanced Militia Training Talent because of all the years of training as a warrior.

**Starting Gear**: As his starting gear Iolaus receives at no charge the following: Spartan tactical cuirass vest, hoplon shield, Spartan infantry spear, Spartan slug rifle, military clothing.

**Money**: Iolaus rolls on the on the Omni Table using his Profession skill of warrior and gets a success, receiving 500 starting Drachmas.

### Step Four:

**Callings**

In his travels Iolaus has spent much of his time learning and honing his fighting abilities, but picked up several skills while traveling for months aboard a trireme.

When the game starts, Iolaus is a 25-year-old man with 10 points of Glory, his father's spear, and additional skills in fighting and Slipspace sailing (+1 in evade, and +1 in navigation from chart rolls).

### Step Five:

**Spend Freebie Points**

Iolaus' player has 40 points to spend on what ever he chooses. Iolaus spends 5 points on +1 to his STR Attribute raising it to a +3, 5 points on his PER raising it from a +0 to a +1,5 points on his CON raising it from a +1 to a +2, 5 points on his DEX raising it from a +1 to a +2, 5 points on the Hardiness Talent, and 4 points on weapon skill (spear), 9 points on throwing, 1 point on climb, and 1 point on stealth.

### Step Six:

**Determine secondary Attributes, disadvantages, epithet, and ambitions.**

**Glory**: 10 from his Life Path exploits.

**Heroic Ambitions**: We decide on three ambitions for Iolaus. 1) to prove that the Naval captain Regios is the betrayer of Sparta, 2) to win the heart of the Delphoian priestess Metea, and 3) to show Vasilis the Atlantean his own beating heart.

**Epithet**: Now we must give Iolaus a moniker that he is known by. We settle on Iron-armed Iolaus.

**Determine Age and Name**

From the beginning we knew what the character was named and his age is determined by the amount of time spent on his Life Path callings. Iolaus is 25.
**Hit Points**: Iolaus starts with 20 Hit Points but has a CON of +2 and the Hardiness Talent. This gives him a total of 31points.
**Hero Points**: Iolaus starts with 5 Hero points.

**Disadvantages**

No one is perfect, and Iolaus has many failings. We distribute Iolaus' Disadvantage levels like so:
**Relationship** 2 - Hesperos the butcher. The butcher is a pirate ringleader who sold Iolaus into slavery with the Zorans years ago.
**Personality** 1 - Hot-blooded. Iolaus is quick to anger when challenged or crossed.
**External** 2 - Indebted. Iolaus owes a debt to Strategus Dylon for saving his life. Sometimes Dylon uses the debt to bend Iolaus to his will making him do things he would normally not do.

## Step Seven

**GO PLAY!** This Hero is ready to begin.



## Sample character

IOLAUS
**Hellene of Sparta**
**Epithet**: Iron-armed Iolaus
**Glory**: 10
**Age** 29
**Favored of Heuson**
**Profession**: Spartan Hoplite

A young Spartan looking to avenge his people and to prove his name is worthy of immortality

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +1 |
| **WIL** | +0 | **CHA** | +0 |
| **STR** | +3 | **DEX** | +2 |
| **CON** | +2 | **SPD** | +0 |
| **CR** | +3 | **DYN** | -1 |

**Hit Points**: 31
**Hero Points**: 5
**Skills**
Brawl +3, Climb +1, Command +4, Etiquette (Hellene) +3, Evade +4, Intimidate +2, Lore (tactics) +2, Navigation +1, Pankration +2, Parry +6, Speak Language (Hellene, native) ,Stealth +1, Survival (Deserts) +2, Throwing +9, Weapon (Spear ) +10, Weapon (Rifle)+4, Weapon (blade, lg)+4, Profession (warrior, STR)+4

**Talents**: Advanced Militia Training
Hardiness

**Equipment**: Spartan tactical cuirass vest, Hoplon shield, father's Spartan infantry spear, Spartan slug rifle, military clothing, and 500dm

# CHAPTER FIVE



"Alcmene? How about it?" asked Iolaus. She was half-tempted to rouse herself and shush him, but she was already too far gone, wrapped up in herself, deep in meditation like a priestess of Apollon. She never really understood the association herself; should not such things be the domain of Athenia? But perhaps it had something to do with the very physical nature of the Hellenes, of all beings, including a Nymphas like herself. Perhaps attuning oneself to the mysteries of the universe, of space and time, required pushing beyond physical limitations, like a wrestler performing for a crowd, or a runner completing a marathon, or a woman after an hour-long bout with her lover.

She was always more attuned just after sex.

Letting herself go, she pushed her consciousness through the thin veil that held it within her body, and reached out, past the pulsation of Iolaus' gentle concern and constant lust, past the focused self-interest and lingering doubt of Cassiopeia, and then out into the emotional void outside the ship, in Slipspace.

If any Spartans survived the complete destruction of their planet, it could only be by escaping here, by choosing a slow, uncertain death to a sudden, violent end in the vacuum of Realspace. But there was nothing, and no one. Just the silent cry of sirens far below the ship, and the constant press of grey apathy that always surrounded her when she tried to reach out too far in this place.

She was about to turn back, to pull her mind back inside her body, when she suddenly felt a surge of power, and rather than be pulled within she let the wave carry her outward, farther and faster than she had ever done before. Her mind stretched thin, erupting outward just as Sparta

had, and she saw it, saw the spreading wave of darkness within light, saw Sparta vanish as it had two days ago, and she knew that it was true, absolutely true that Sparta was gone, that it had not sunk into Slipspace as had happened to planets before, that it had not been moved or sent elsewhere. Something, something powerful, had torn it asunder and destroyed every stray fragment that not a single piece of Spartan soil existed anywhere in the universe, not a solitary atom....

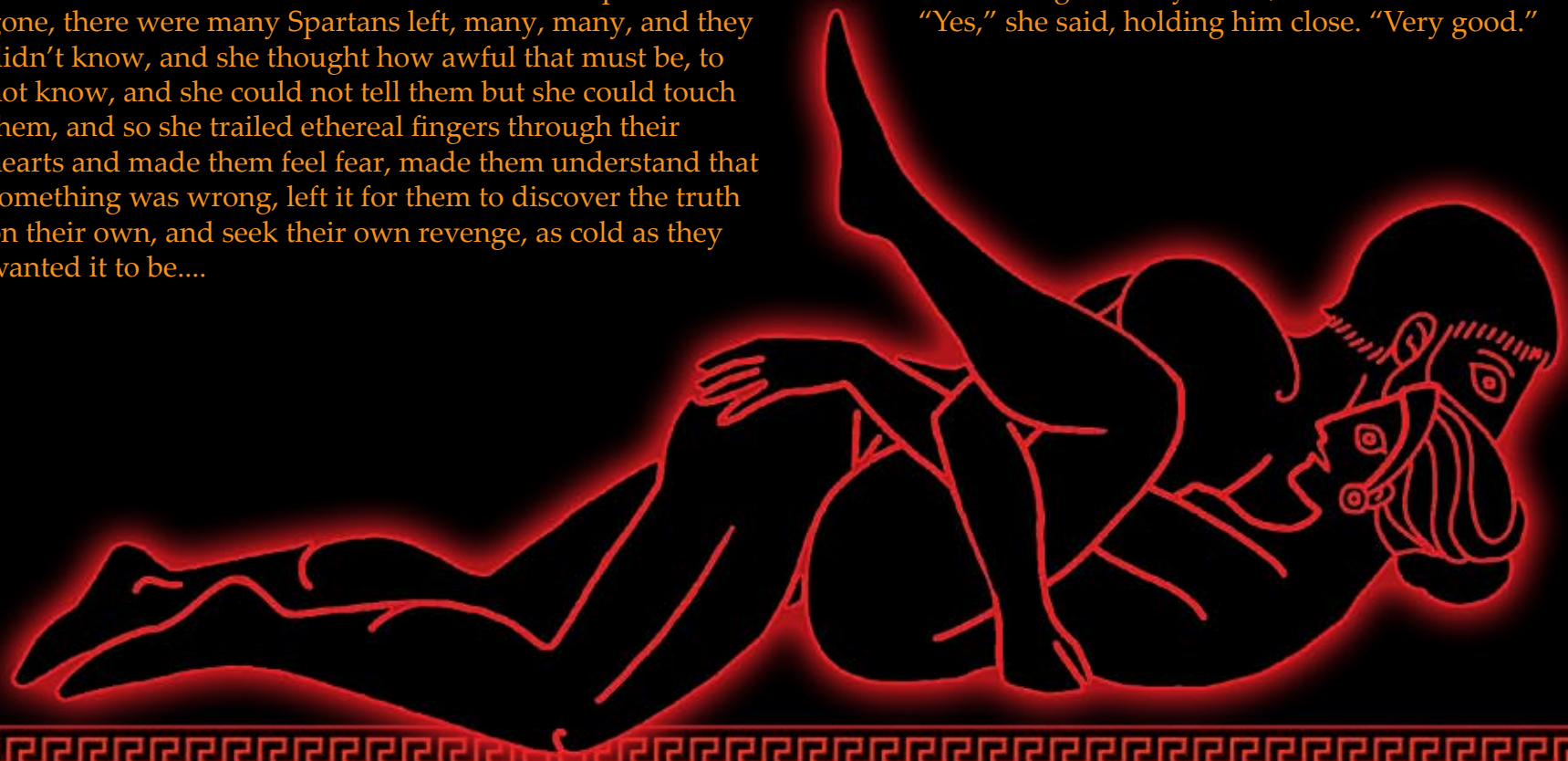
And she felt horribly alone then, as if she stood on a cold black plateau, starless skies looming overhead, but once again just as she was about to retreat back within her safe, warm shell she felt another wave of power hit her, and she was swept off of the plateau and into the stars, spreading further, moving yet faster, and it was exhilarating, and she reached for stars and caught them in her grasp, and in a moment studied them and saw that while Sparta was gone, there were many Spartans left, many, many, and they didn't know, and she thought how awful that must be, to not know, and she could not tell them but she could touch them, and so she trailed ethereal fingers through their hearts and made them feel fear, made them understand that something was wrong, left it for them to discover the truth on their own, and seek their own revenge, as cold as they wanted it to be....

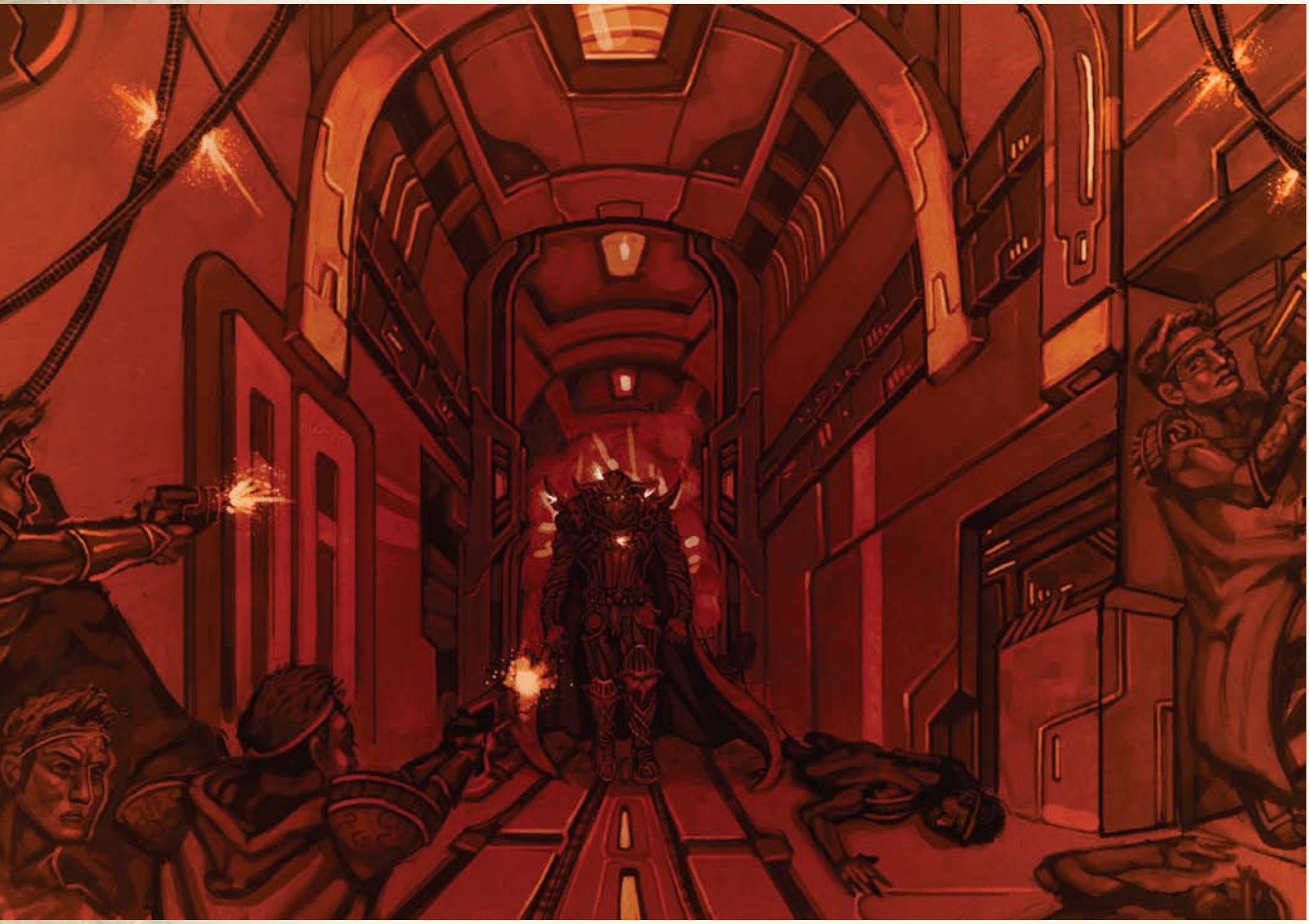
Cold, like her heart, like her naked mind, now spread out across the entirety of Hellene space, and she felt so alone, so very alone, and for a third time the wave hit her and pushed her further, faster, and she saw herself rushing towards the Olympos Cluster, towards the home of the Gods themselves, and she felt that she might become one with all the Spartans, with all the Hellenes, with all the universe, that she might become a God herself, and as she fell down towards the home of The Twelve she saw Iolaus standing there waiting for her....

With a start, she snapped back into her body, and opened her eyes to see Iolaus before her, watching her, inside her, atop her, and she knew that he hadn't known she was gone. Lingering pleasure melted from her body, and her heart gradually slowed, and she looked into his eyes and smiled.

"So it was good for you too, then?" he asked.

"Yes," she said, holding him close. "Very good."





# DYNAMISM

Dynamism is an obscure talent of the mind used primarily by priests and sages knowledgeable in the arcane, and the Legion of Delphoi. The powers are said to originally be the teachings of Athenia, but mastered by Apollon and his oracles. The powers and abilities were almost lost in the First Age but the teachings were kept alive by the most adherent followers of both deities. In the current Fourth Age only the most dedicated beings have the patience and conviction to learn the arduous techniques and teachings.

Because the number of possible Dynamist abilities that might be encountered in alien species is vast, the Dynamism mechanics do not try to cover them all. Rather, a solid framework is provided for the mechanics of Dynamism Powers, allowing players and GMs to create their own powers using the nine Modes as guidelines.

## About Traditions & Modes

A Tradition is a particular Dynamism school of thought. Members of the same Tradition tend to observe similar rituals and practices.

All Dynamism-aware characters are restricted to a single Tradition. A Dynamism-aware Hellene (Delphoian Tradition) would not be able to learn a Zoran Sorcery later in the game.

A Mode is essentially an effect, such as Attack, Influence, or Sensory. Modes are used as a basis for creating original Dynamism powers, if the player or GM so desires.

## Limitations of Dynamism

Dynamisms are neither freeform nor spontaneous. Rather, they are a precise discipline that involves memorization, physical disciplines, and mental formulas. The Dynamism that the player invents must fit within the style of the character's Tradition, the game mechanics of the chosen Mode, and the practical restrictions of Dynamisms determined by the GM for the game world.

DYNAMISM CANNOT:

- Return the dead to life
- Create intelligent life
- Affect time or causality
- Utilize more than one Dynamism at a time, or blend two Dynamisms together (use two Modes at once).

# Using Dynamism Powers

## 1. Stating Intent

Decide what kind of Dynamism Power you want to use, based on the Modes your character knows; if your character doesn't know the Mode, you can't use the power of that type. Keep in mind your character's School, how its members use their Dynamism abilities, and whether or not they use rituals of any sort. Once you've done this you can describe the type of Dynamism Power the character is using and its intended effect. Is the power attacking something nearby? Is she waving her arms and chanting? The important thing is to state your Intent clearly, so the GM and other players can picture your action in the scene.

## 2. Choosing Power Level

Each time a Dynamism Power is used, the player must decide how much mental energy his character will invest in it. In game terms, the quantity of energy behind a Dynamism Power is known as its Power Level. Dynamism Power users can usually activate a Dynamism Power at any level desired. However, the higher the Power level, the more difficult the Dynamism Power is to activate, and the greater the chance of a Dynamism mishap.

## 3. Determining Bonuses and Penalties

After the player has described the Dynamism Power and the desired effect, the GM must determine if any bonus or penalty will be applied. This is done before the player rolls to activate the Dynamism Power.

Use the character's modified Skill Rating in the chosen Mode as the primary modifier. Then apply a penalty of -1 per level of the Dynamism Power that is to be used as the Degree of Difficulty. Compare the two figures to get the modifier that will be applied to the player's Omni Table roll.

*Example: Alcmene the Nymphas has a skill rating of +7 in the Kinetic mode and wants to use her Dynamism to float off the hangar deck (a Kinetic mode Dynamism Power at Level 6). Her final Omni Table modifier is +1 (7 - 6 = 1).*

## 4. The Dynamism Power Roll

To determine whether the Dynamism Power is successful or not the player rolls a d20 on the Omni Table, applying the GM's modifier to the die result.

## 5. Judging the Result

After the player rolls, the GM interprets the Omni Table result, taking into account the specific circumstances surrounding of the action and other factors, as follows:

- **Mishap:** the Dynamism Power fails, with potential bad consequences (brain damage, etc.)
- **Failure:** the Dynamism Power fails.
- **Partial Success:** the Dynamism Power has half the intended effect, range, duration, or potency (GM's ruling based on the type of Dynamism Power used).
- **Success:** the Dynamism Power works as intended.
- **Critical Success:** the Dynamism Power is activated as efficiently and effortlessly as possible. This Dynamism Power does not contribute to the Dynamism user's Mental Fatigue Penalty for the day.

# Dynamism Mishaps

A mishap when using Dynamism Power can be catastrophic to the character and could lead to one or more of the following effects:

- No noticeable effect (50% chance of side-effect occurring later)
- Dynamism Power rebounds upon Dynamism user
- Dynamism Power strikes unintended target (random direction)
- Reverse Dynamism Power effect (rebounds upon Dynamism user)
- Reverse Dynamism Power effect (random direction)
- Dynamism backlash. Dynamism user takes a permanent -1 penalty to INT.
- Severe Dynamist backlash. Dynamism user takes a permanent -1 penalty to INT and CHA.
- Dynamist backlash. Dynamism user loses all ability to use Dynamism (character has Dynamism Attribute reduced to -5)
- Brain fry. Dynamist loses all ability to use Dynamism (character may never use Dynamism again in the future)
- Brain fry. Player is reduced to -3 INT and -2 CHA and loses all Dynamist abilities.

## The Mental fatigue Penalty

Using Dynamism Powers is mentally exhausting. Each time a Dynamism Power used, the character incurs a cumulative penalty of -1 on further mind-power die rolls for that day, with one exception: Dynamism Powers that result in a Critical Success do not contribute to this penalty. A minimum of eight hours of rest is required to recover normal Dynamism abilities. “Rest” includes sleep, meditation, or any other form of relaxation.

# Countenance

Dynamists’ bodies undergo changes due to side effects of their reality-altering talents. Some go pale or even blue due to a lack of blood flow to their skin; the hair on some stands up as if by static electricity; others shake uncontrollably or foam at the mouth; still others get bulging eyes or swollen lolling tongues. Illusory changes are also possible, such as glowing eyes or a bright aura. All Dynamists, no matter the tradition, undergo some sort of change that reflects their use of the awesome powers at their disposal.

### Perceptible versus imperceptible effects

In some cases it may be prudent to hide this effect, and with concentration most Dynamists can. To hide the perceptible effects of an ability, a Dynamist increases the difficulty of the effect by +4.

# Dynamism Power Creation

Dynamists have at their disposal the forces of the universe. In HELLAS it is assumed that Dynamists have learned a large amount of Dynamism abilities. Instead of writing each down it is far better to assume that if the Dynamist knows the Mode he has great ability in it and has certain skill in it. There is no need to write down every possible variation of an attack power or every iteration of an influence effect just as it makes no sense for a Spartan fighter to write down every maneuver he may do with his sword or spear.

# Hero Point Enhancements

Hero points can be used in the usual manner where Dynamisms are concerned or they may be used to drastically enhance the effects, allowing a skilled Dynamist to manipulate forces on a cosmic scale.

If a Hero spends 10 Hero points they can increase one aspect of the Dynamism by a factor of 10.

*Example: Alcmene needs to lift a fallen cargo truck off of a worker. The hauler weights 2 tons, far beyond her ability to lift. If she spends 10 Hero points on the Dynamism then she can now lift 500 kilograms instead of 50kg.*

*Example 2: Alcmene wants to erect a force bubble to protect her self from an incoming missile. Usually a level-10 shield would have a PR of 20 but with the Hero point expenditure the shield’s PR is magnified to PR200! Sadly against a vehicle scale weapon, this still may not be enough.*

The skill roll must still be made but if successful the effect is magnified.

Note: Fate Points may be spent in this manner as well.

# Modes

Every Dynamism Power employed in the OMNI game has one primary effect, or Mode. This idea holds true regardless of the outward form the Dynamism Power takes. Does the Dynamism Power heal injury? Does it move objects? Once you know the Dynamism Power primary effect, you know its Mode, and how it works in the game. The following is a list of the seven Modes and their primary effects. Each is described in detail later on the pages that follow.

- Attack
- Illusion
- Influence
- Kinetic
- Manipulate
- Sensory
- Shield

Like all other skills, though, Modes are improved as per the rules in Chapter Nine - Skills. When a character learns a new Mode, they are actually learning many different concepts and theories of how to manipulate their Dynamism ability in the particular function of the Mode in question.

Dynamism users never refer to Modes by name. Instead they discuss specific Dynamism Powers and their effects, such as telepathy or ESP.

## Attack

**Damage:** 1 Hit Point per Dynamism level.
**Range:** 20 meters (-1 to activation roll per additional 3 meters).
**Duration:** Instant / 1 round per level (no range).
**Area:** -1 to activation per 30cm of radius.
**PR Resistance:** -1 for each point of PR the Dynamism overcomes.
**Attack Bonus:** -1 for each +1 bonus on attack rolls.

The Mode of Attack is a literal unleashing of destructive Dynamism energy to harm or destroy another being or object. Once used, Attack Dynamism Powers have an instant duration and their Hit Point damage rates are equal to the level of the Dynamism Power being used (e.g. a level-4 Attack Dynamism Power inflicts 4 Hit Points of damage).

Most Attack effects are ranged attacks and are subject to the modifiers and adjustments based on the range and position of the intended target (see Ranged Attacks in the Combat Chapter). In this case however, ranged Attack Dynamism Powers may be not be dodged.

Most Attack effects are ranged attacks and are subject to the modifiers and adjustments based on the range and position of the intended target (see Ranged Attacks in the combat section). In this case, ranged Attack Dynamisms may be dodged by rolling against the Dynamist's rating in the Mode.

Close-combat Dynamisms are also within the purview of this Mode, such as Dynamist-generated melee weapons made from pure dynamic energy. These effects last for a number of rounds equal to the effect level, and inflict the same amount of damage as a ranged Attack Dynamism of the same level. When using such Dynamisms in combat, the Dynamist applies his appropriate skill (brawling, weapon (small blade), weapon (spear), etc.) rather than his rating in the Attack Mode. Area-effect Attack Dynamisms can also be created with this Mode, (windstorms, dynamistic explosions, etc.), and deliver damage equivalent to a standard ranged Dynamism of the same level. Every 30 cubic centimeters of effect radius counts as -1 to the activation roll.

## Illusion

**Basic Illusion:** Level 1
**Features**: +3 effects levels per additional feature
**Range:** 20 meters (-1 to activation roll per additional 3 meters ) / scrying.
**Duration:** 10 rounds (-1 to activation roll for each extra round of duration).

The Illusion Mode is used to create and detect artificial sensory input, such as phantasmal images or illusory sounds. These illusionary effects will appear real, though they lack substance. The standard level-1 Illusion effect will register to a single sense (i.e. sight, but not touch, smell, taste, or hearing) but has no motion capabilities. For each +3 effect levels, the effect can include another feature, from the following list:

**Sensory Enhancement:** Illusions can be enhanced by the addition of other sensory elements, such as sight, sound, taste, touch, and sound. Like all aspects of the Illusion effect, these sensory enhancements may seem real to others but will lack any actual substance.

**Motion:** A visual effect can also be made to move. The Dynamist must be within the effect's range and be able to sense the effect in order to control its motion. An Illusion effect may also be tied to an object or being so that it moves with the target; for instance, a Dynamist could wear an illusory cloak.

**Details:** The base illusion is relatively detailed, but only to a point. With this enhancement, the Illusion effect may take on a new depth of vivid detail, such as reproducing the exact features of a complex map, enhancing the perceived value and quality of an item, or perfectly copying the features of someone's face.

**Magnitude:** The sound, volume, brightness, and apparent size of the Illusion effect can be enhanced by increasing its magnitude:
**1 feature added:** as loud as a shout, as bright as a torch, as big as a humanoid.
**2 features added:** as loud as a trumpet, as bright as a campfire, as big as a horse.
**3 features added:** as loud as a cheering crowd, as bright as a bonfire, as big as a wagon.
**4 features added:** as loud as thunder, as bright as a lightning flash, as big as a house.
**5 features added:** as loud as a hurricane, as bright as the sun, as big as a ship.

Dynamists can detect and resist any Illusion effect by rolling against their own skill in the Illusion Mode, with the level of the effect activated being used as the Degree of Difficulty for the attempt. Beings without the Illusion Mode must rely on their wits and observation to determine if something is real or not. This is simulated by having the character make an Attribute roll versus his or her PER rating, using the level of the effect as a negative modifier. Success indicates that the viewer suspects the Illusion effect to be unnatural or artificial in some way. Dynamist can also choose to use their PER score in this way if it is higher than their score in the Illusion Mode.

The Illusion Mode can be used to render a target invisible. Invisibility is a very complex effect as it must exactly mimic the environment around the target. Invisibility for a single, stationary individual is a level 10 effect (1 level for the basic illusion plus 9 levels of complexity). If the character wants to stay invisible while moving, add 3 levels for a total of 13.

Illusion effects can also be used to produce illumination. A small, stationary globe of light is a simple level 1 illusion. By adding 3 levels, the ball of light will move with the Dynamist. This light can be used to blind enemies by directing it into their eyes. To accomplish this, the Dynamist must make a ranged attack roll using her Attack or Illusion Mode rating with an additional penalty of -7 for aiming at a small location. If successful, targets are blinded for three rounds, +1 round for each magnitude feature added to the effect. Illusions can be produced anywhere within the range of the effect, and can also be activated while scrying, in which case the range of the effect is unlimited.

### Example Use of the Illusion Mode

*"I bend light away from myself, altering the flow of what is perceived by those around me and rendering myself invisible."*

## Influence

**Range:** Line of sight
**Area:** Single target (-1 per extra target)
**Duration:** 1 round (-1 to activation roll for each additional round)
**Resistance:** WIL roll -½ Dynamism level
**Mental Attributes:** +1/-1 per 3 Dynamism levels

Dynamism Powers that affect and manipulate a being's thoughts and emotions fall within the sphere of the Influence Mode. The subject of an Influence effect will obey a single command from the Dynamism user, such as "Halt where you are," "Sleep," and "Tell me your name." The command is sent telepathically into the subject's mind, and need not be spoken aloud unless the Dynamism user so desires. The subject will attempt to carry out the instruction to the best of its ability until the duration of the Dynamism Power elapses.

No subject can be ordered to accomplish an instruction that contradicts its basic nature or abilities; for example, a person cannot be commanded to fly. Dangerous actions, such as attacking an enemy, can be commanded and obeyed, but blatantly harmful or suicidal actions will suffer penalties (at GM's discretion). This includes instructions to attack a being many times more powerful than the subject; commanding an unarmed civilian to attack an armored patrol might warrant a -10 penalty, while an experienced soldier would do so at only -1.

The target of an Influence effect can resist being controlled by making a WIL roll. For every 2 power levels, the target takes a -1 penalty to WIL.

Additionally, a Dynamism user may alter a target's scores in any mental- or social-type skill or Attribute. For example, a Dynamism Power that would see the target become forgetful or scared might have the same effect of lowering the target's INT or WIL ratings.

The subject of an Influence effect recalls the events that occurred while under the Dynamism Power's control. If the Dynamism user attains a Critical Success on the Dynamism Power roll, the target will believe the actions undertaken were his own idea and not suspect the influence of Dynamism, no matter how strange or uncharacteristic the deeds were.



## Kinetic

**STR:** +0 (50 kilograms) (+1 STR and 10 kg per 3 levels)
**Range:** 20 meters (-1 to casting roll for every 3 meters of extra range)
**SPD:** -4 (3 meters per round) (-3 to casting roll for each +1 SPD rating)
**Area:** 0' radius (-1 to casting roll per foot of radius)
**Duration:** 5 rounds (-1 to casting roll per additional round of duration)

This is the Mode for any Dynamism Power effects that move, levitate, or manipulate objects and beings without the Dynamism user physically touching the target. Levitation, telekinetic movement, and all similar effects made possible by the Kinetic Mode require the Dynamism user's full attention and concentration to maintain. It is not possible to use other Dynamism Powers while levitating upward or while manipulating a target, though it is possible to leave the item or being suspended motionless in the air without canceling the Dynamism Power while the Dynamism user turns his or her attentions to creating another effect.

A Kinetic Dynamism Power at level 1 can affect up to 50kg (STR +0), and allows the Dynamism Power user to control the target range up to 20 meters. For each 3 levels of the Dynamism Power (starting at level 3) the effect gains a +1 STR rating, and adds 10kg to the total weight allowance. Objects or creatures manipulated with this Mode travel at a default SPD of -4 and can be moved anywhere within the Dynamism Power's effective range. The target of the effect can be affected by an increase in SPD, with each -1 penalty on the activation roll equating to a +1 in SPD.

The STR rating of any Kinetic effect must be divided between holding and lifting the target. For example, the Dynamism user may wish to prevent a foe from fleeing his presence. A level-9 Dynamism Power would allow the Dynamism user to hold his opponent with a STR rating of +3. If the Dynamism characters also wished to levitate the target off the ground, he would have to add 6 more power levels for a lifting STR of +2 (enough to lift 75kg).

Grappling attacks such as throwing and choking foes are also covered by the Kinetic Mode. In these cases, the Dynamism user

cannot hold the target in place or restrain them in any way.

Distant manipulations are certainly possible, such as pulling a lever from across the room or slamming and bolting a door from several meters away. These actions use the same rules for STR rating as lifting or otherwise manipulating targets, and can also be used to wield a weapon or employ a physical ability such as juggling or writing. In this case, the Dynamism user's skills or Attributes are used to determine the success or failure of the manipulation (for example, a Dynamism user using a Kinetic effect to unlock a door must make a lock-picking roll after the Dynamism Power is activated).

## Manipulate

**Level Required:** See description
**Range:** Touch / -5 to activation roll to cast on any target within line of sight (including scrying)
**Subjects:** -1 to activation roll per additional target
**Duration:** 1 minute (-1 to activation rolls per additional minute of duration)

The Manipulate Mode covers all effects that alter the physical forms of objects and beings. The level of the Dynamism required depends on the changes that the Dynamist wishes to wreak upon the target. Minor or cosmetic changes will fall under the purview of low-level Dynamisms, while high-level effects can heal grotesque injuries, warp a form into another shape completely, or alter one creature into another. Manipulate usually affects the physical. For manipulations of the mind the Influence Mode should be used.

This mode is primarily used to psychically heal or cause wounds, or to increase the Dynamism user's own natural Attributes as follows:

**Healing/Harming:** 1 HP recovered/reduced per power level. Can also cure or cause disease by healing/inflicting 1 disease level per power level. Heal/Harm effects only affect living beings, and the standard Manipulate rules for duration are waived. All Heal and Harm effects have a Range of Touch. The range can be increased to line of sight at a penalty of -5 to the roll.

**Increased/Decreased Skill Rating:** +1/-1 in skill rating per power level.

**Increased/Decreased Attribute:** +1/-1 in Attribute per 3 power levels. (PER is changed using the Sensory Mode instead)

**Alter Protection Rating:** The PR of the Dynamism user's skin can be enhanced +1 per 3 power levels.

**Minor Manipulation (Level 5):** Alters facial features of living beings or the form of small objects no larger than a small child.

**Significant Manipulation (Level 10):** Alters one humanoid to another humanoid species, unnatural alterations such as feathers or grass instead of hair, changes the form and material of objects no larger than an average adult human.

**Major Manipulation (Level 15):** Alters one species into any other; transforms 5m x 5m of any one non-living object into any other substance; i.e. stone to metal, metal to wood, or soil to water.

**Complete Alteration (Level 20):** Alters any living being in any way imaginable; flesh to stone, etc. Also alters 20m volume of any non-living material into any other, even living substances. This is the only way in which life can be created Dynamically, short of divine intervention.

The modifiers and effects of Manipulate Dynamisms always stack. A Dynamist turning himself into an eagle would be activating a Major Manipulation (Level 15). If he wished to enhance the DR of his talons by+1, he could activate the Major Manipulation at Level 18, including the +3 dynamism levels required to enhance or reduce DR ratings by 1 point.

Beings altered into other species maintain their Attributes and usable skills unless the Dynamism specifically reduces the scores.

If the subject was injured before any transformation effects, he or she remains damaged afterwards unless a healing Manipulate dynamism is activated. Activated as a counter-Dynamism, Manipulate effects can restore objects or beings affected by Manipulate Dynamisms back to their original forms, including "un-healing" any recovered damage.

## Sensory

**Range:** 20 meters (-1 to activation roll per extra 3 meters of range)
**Scrying Range:** 1 kilometer (-1 to activation roll per extra kilometer of range)
**Scrying Time Range:** 1 hour into past or future (-1 to activation roll per hour either way)
**Duration:** 1 minute (-1 to activation roll per additional minute)

The Sense Mode is used to divine the location of specific people, objects, and creatures. For purposes of Opposed actions, a Sensory effect's rating is equal to its power level. For example, a level-4 Dynamism Power used to detect the lies of a spy with a deception skill of +6 would be subject to a difficulty of -2 (4 - 6 = -2).

Perhaps the most useful Sensory effect is clairvoyance—the ability to see into other locations via Dynamist vision. The range of a clairvoyant Dynamism Power is limited to one kilometer per power level. Only the five standard senses are effective within a clairvoyant Dynamism Power.

**Reverse**: Obscure

The reverse of the Sensory Mode is Obscure, and it conceals objects, beings, and locations from both Dynamist and mundane detection. For example, an individual location can be concealed against Sensory Dynamism Powers, a lie can be masked with Dynamism to make it more believable, or their Dynamism Powers can be confused. Use the Obscure Dynamism Power as the difficulty modifier against any attempts to divine what is being hidden. Obscure effects cannot be deployed to make anything truly invisible, rather they make them go unnoticed.



## Shield

**Range:** Can be Shield on a being or item 3 meters per level distance from the Dynamist
**Area:** -3 to activation roll per meter of radius beyond the target's immediate personal space
**Duration:** One minute (-1 to the activation roll for each additional minute of duration)
**PR:** 2 per Dynamism level

Shield Dynamisms protect any given individual being, item, or area within the field. Shield Dynamisms do not offer inviolate protection. A personal Shield effect has a Protective Rating equal to 2 per Dynamism level, and any damage that exceeds the Protective Rating damages the Shield effect itself reducing its PR rating.

*Example: A Shield level 10 is hit by a weapon that does DR12. The shield negates 10 points of damage and is reduced by 2 points, leaving its total PR at 8. If the Shield is hit for 17 points it dissipates and is no longer active and the person it was guarding takes one point of damage.*

Dynamisms of the Shield Mode have a base duration of one minute (10 rounds) and must be activated upon a target within the Dynamist's line of sight; no more than 3 meters per level of the Dynamism being activated. The appearance of a Shield effect depends on the Dynamist's Order, but are always visible and apparent for what they are.



# Traditions

## Delphoian

This Tradition was created during the First Age by the priest oracles of Athenia and Apollon. The Tradition is promoted by and taught to the Delphoi legion and is thought to be the most versatile and robust orders of Dynamism.

The Delphoian Tradition teaches peace of mind and an excellence in all that one does. It embraces a belief that all things, places, and people are tied together by a deeper truth, and by embracing this truth demands that a Dynamist lead by example and use his powers to promote harmony and balance.

**Advantages**

The Delphoian Tradition is the most common and comprehensive tradition embraced by many across the known worlds. Its focus is very broad and does not specialize in any one mode.

**Limitations**

Delphoian teachings embrace and suffer the countenance of the Gods when they use their abilities. All powers utilized manifest a bluish light that emits from the users eyes or a golden nimbus that surrounds the users head. Other personal effects occur determined by the player.

**Modes**
**Not Available:** None. All Modes are open to the Delphoian Tradition
**Bonuses:** None
**Penalties**: None

## Shamanism

Practiced by some Goregons and many primitive people across the known worlds. Shamanism refers to a range of traditional beliefs and practices concerned with communication with the spirit world.

**Advantages**

Every shaman has a specific totem animal that guides them in the spirit world. When activating "spells" appropriate to their totem, the shaman receives an activation roll bonus of +3. The player may pick one Mode that this bonus applies to, according to the nature of the chosen totem. For example, a Hawk totem might give a bonus to Sensory effects (due to the animal's keen perception).

**Limitations**

A Shaman must first attain the dream-state to activate his Dynamist abilities. This can be accomplished by ingesting a natural hallucinogen such as lotus, Goregon Taga root, or other psychotropic herb or mushroom, or by careful meditation, normally with the aid of rhythmic drumming. Without the benefit of drugs or meditation, the shaman suffers a Dynamism roll penalty of -5.

**Modes**
**Not Available**: Kinetic
**Bonuses:** Sensory +3
**Penalties:** Attack -3

## Zoran Sorcery

An arcane and complicated practice of formulas and rituals to achieve the desire effect. The Zoran and, by association, some of the Amazorans believe that through pacts and deals with their Gods, the Titanoi, they can manipulate the forces of the universe.

Sorcerers generally incorporate the icons and trappings of their beliefs into their Dynamisms, using such items as symbols, ritual vestments, incense, votive candles, and so forth. Sorcery also requires that the Dynamist be free to gesture and speak clearly, to better beseech the entities for assistance.

**Advantages**

Sorcerers often find that their Dynamism become more powerful and easier to use when they act in the interests of or follow the codes and strictures of their patron Titanos. The GM may award a Dynamism roll bonus of +0 to +20, depending on how well favored the actions or intentions of the Sorcerer are in the eyes of his Titanos. Note that this bonus does not apply to every Dynamism roll, only those situations that warrant the special attention of the patron.

The twelve Titanoi are commonly named as follows, although their specific attributes and capabilities vary depending on which Zoran you speak with; they are inconsistent deities at best.

- Phergo the Lionness
- Eren the Ram
- Sarti the Stallion
- Capro the Goat
- Gemen the Owl
- Tarpul the Bull
- Scohe the Tortoise
- Euseol the Lion
- Libhe the Ape
- Pheca the Raven
- Aques the Phoenix
- Posce the Dolphin

The twelve Titanoi are often seen to have rough analogs to representative beings in both the Delphoian/Hellen and Shamanistic traditions. However, clear parallels are not always drawn.

**Limitations**

As a Sorcerer's Dynamisms becomes easier when he is faithful, so too does it grow weak when he fails to please his patron God or Goddess. The GM may subtract a Dynamism roll penalty of -0 to -20, depending on how ill favored the Invoker's actions are in the eyes of his patron. Note that the GM does not have to reveal these penalties to the player.

Sorcerers are never favored by the Hellene Gods and never gain any benefit from high Glory.

**Modes**
**Not Available:** None
**Bonuses**: Two modes at +2
**Penalties:** Two modes at -2

# CHAPTER SIX

"Does the guilty party have anything to say before the sentence is read?"

If she were Hellene, Cassiopeia would likely have collapsed to her knees; instead, the Zintar was locked inside a broken Machina, synaptic spike chained to its cold, silent mechanical heart. It was only temporary, she knew, but for some reason the indignity of being locked to a dead machine hurt her more than the punishment yet to come.

A planet of Machina — what a stupid place to crash. If only she'd fixed that faulty engine two weeks ago, none of this would have happened. She took full responsibility that she'd crashed into that school, even if she had doubts about the ability of Machina children to actually die. Couldn't they just rebuild them? She'd rebuilt her own chassis countless times. A machine is just a machine, neh?

"Let the record show that the guilty party said nothing," said the judge. "We will now proceed with the sentencing and execution."

"What?" Cassiopeia struggled futilely. If only she could wriggle a tentacle free, just one... but the Machina had hooks through each one, and the more she tried to free herself, the more it pained her.

"Cassiopeia the Hellene, slayer of Machina, destroyer of schools..."

She liked the sound of that; she'd have to remember it.

"... you have been sentenced to death in the same manner as your crime was committed. You will be placed in the same school as the children were in, and your ship shall be crashed into it, resulting in your death."

"I don't understand," she said. "The school... my ship... they're destroyed."

"The school and the ship have been fully repaired for this purpose."

The rest was lost to her, as her mind turned to plotting her escape. With the Drunken Goat fully repaired, she could make good her escape. She just needed a way out. Come on, Heiria, she thought, prove yourself to me, and I swear, I'll do anything you ask.

"...is there anyone who wishes to speak before the sentence is carried out?" said the judge.

Anything, she thought. Seriously.

"I do," said someone. Cassiopeia struggled to turn, but she was locked in place. Fortunately, it was but a moment until she felt a hand on the back of her head, and felt herself infused with curious energy. "Through my will, I hereby bestow upon this person the Salvation of Heiria, protecting her from all harm that might befall her in this matter. She has been forgiven her crime, and will now be released."

The Machina judge was, of course, impassive, but it took him several cycles to determine the correct response — enough time for the stranger to release Cassiopeia from her shackles; after he unhooked the first few tentacles, she was able to hurriedly extricate herself.

"We do not abide by this decision," said the judge. "We do not believe in Heiria."

"Yes," said the stranger. "But she believes in you."

The stranger gently touched Cassiopeia's leftmost tentacle, and suddenly a pistol was thrust into her grasp. She turned and saw that he was a Kyklopes, blind eyes bound with a thick band of black leather, a matching pistol in his right hand, and a long shimmering blade in his left.

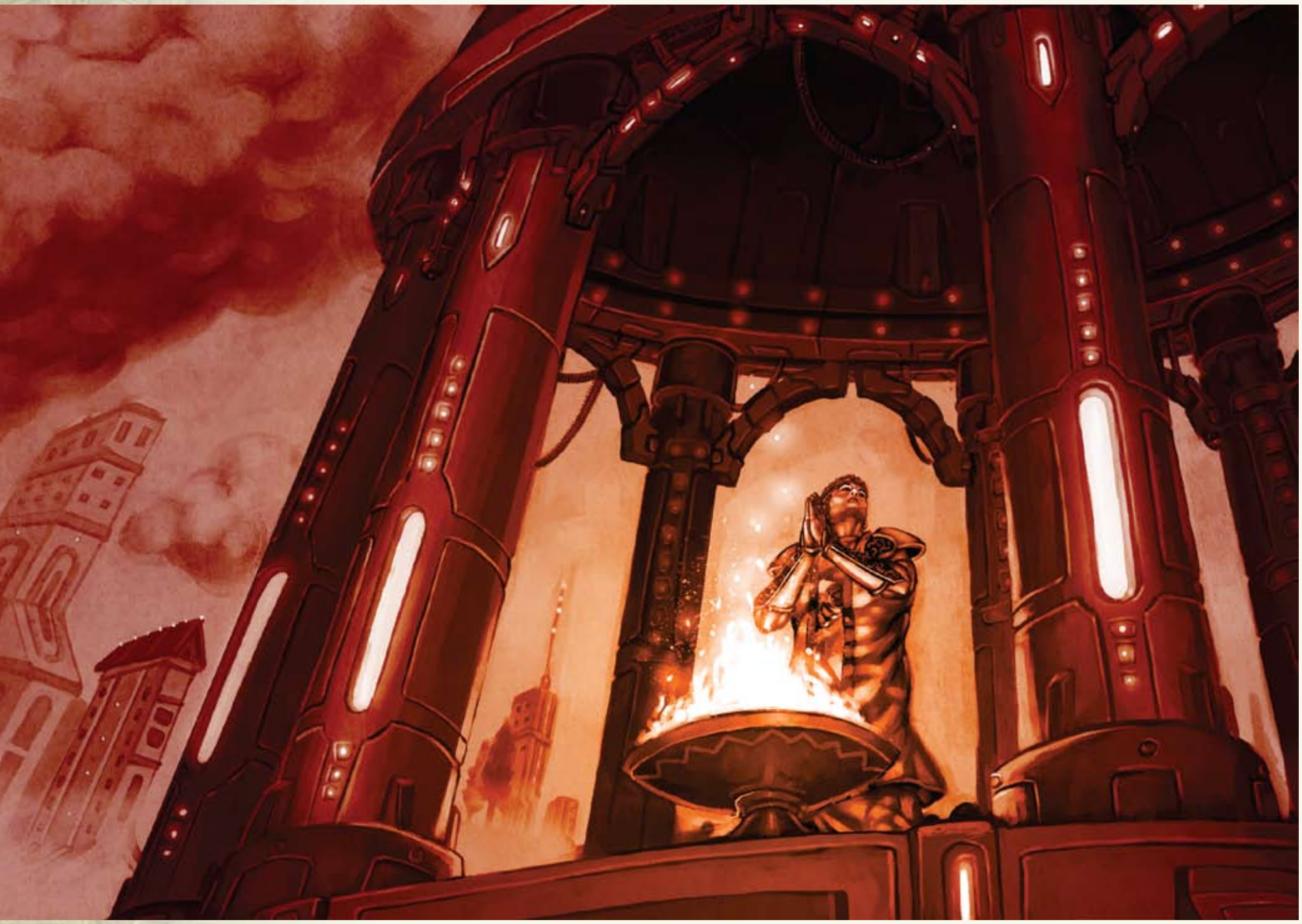
"We must fight free and get to your ship," he said. "For fate decrees that I get passage to Sparta."



Sparta, of all places. Great. But a deal was a deal, even if it was made with a Goddess.

"So, Heiria sent you to save me," said Cassiopeia, charging the pistol as the Machina surrounded them.

"Funny," he replied. "I was just thinking the same thing."



# GODS OF SUN & STONE

## The Twelve

Some Hellenes believe that there are countless Gods in existence. Most support the notion that there are exactly twelve. Although they are called by different names (and identified by different, often contradictory features — including gender), the Twelve are universally recognized to consist of six male and six female Gods. These are further broken into two groups of six, half of them being aligned with the element of Hel, and the other six aligned with the element of Las. In keeping with old Hellenic tradition, those Gods portrayed as male have names ending in –on, and females have names ending in –ia.

| HEL GODS | LAS GODS |
|---|---|
| Aemoton, the Farmer | Heiria, the Mother |
| Aphrosia, the Lover | Hephaeston, the Inventor |
| Apollon, the Wrestler | Hermia, the Trader |
| Areson, the Warrior | Hestia, the Healer |
| Artesia, the Hunter | Heuson, the Father |
| Athenia, the Seer | Hoseidon, the Sailor |

## A Chosen Few

The player characters in a HELLAS game are not just the Heroes of the story; they are the favored of the Gods, and the fates have woven their futures into the tapestry of time. For some reason, left up to the player, the Gods chose to bestow divine favor upon this Hero, marking him for greatness.

This does not mean that the Heroes lead a blessed and charmed life, for many a Hero is loved by one God but hated by another. For this reason, a Hero's life will be filled with great triumphs and mind-boggling perils, incredible glories and the blackest of tragedies. Some Heroes chafe at being singled out by the Gods while others revel in the glory it brings. But one thing all Heroes aspire to is immortality, and a home among the Gods in the sky as a reward. Legends say that some Heroes in the past actually achieved this reward, but more often than not these Heroes were ultimately undone by their petty hubris. Being chosen by the Gods is not a guarantee of success, or immortality.

## Divine Powers

Heroes favored by the Gods are often gifted with divine abilities such as fantastic luck, great strength, or agility beyond comprehension. As characters in HELLAS are all considered in some way favored by the Gods, each will have one or more of the powers listed below, as befits their God.

The amount of power a Hero receives is directly related to the amount of Glory the Hero has in the eyes of the Gods. The more Glory that the character possesses, the more special abilities the Hero can take advantage of. Likewise, if the Hero ever falls out of favor or loses Glory, he loses the ear of the Gods and the abilities he once wielded.

The abilities given the Hero function similarly at the lowest level of Glory, but they become more focused and powerful the higher one's Glory becomes.

**NOTE**: This system is only in place for the player characters and their adversaries, and should not be used for ordinary NPCs with high Glory (e.g., due to their station or some other reason).

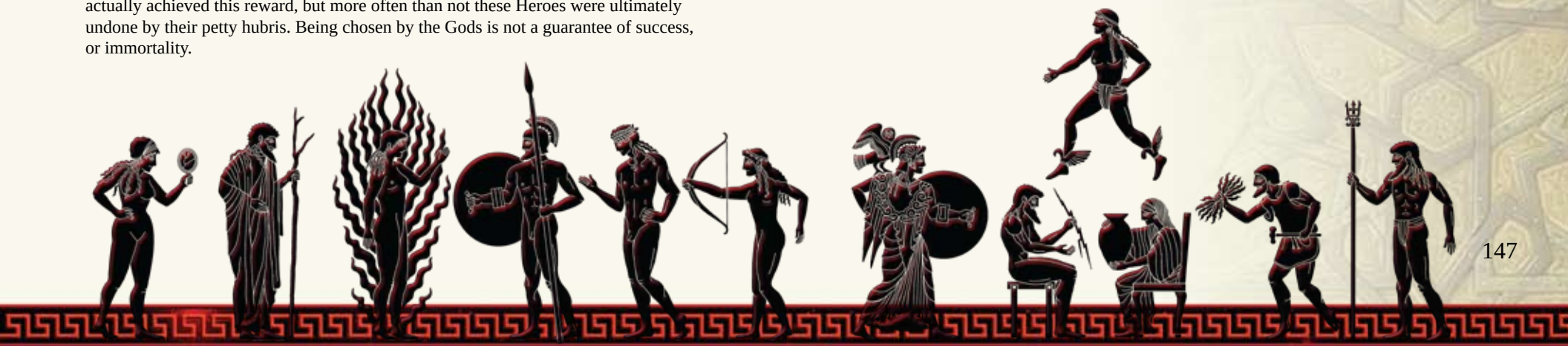
All Gods bestow a base ability to their beloved. It is up to the Hero to earn more favor with their respective Gods by doing great deeds in their names, making offerings, and garnering Glory.

## Speaking With the Gods

Being the favored of the Gods, the Heroes will occasionally discover that they are able to converse directly with these divine beings. When such appearances occur, the God in question will manifest before the Hero, taking on one of a variety of appearances, ranging from the Hero's own race, to an animal, to an abstraction such as a shower of golden light, or a fountain of blood; in any case, the Hero will know just who they are dealing with, innately. These avatars appear physical in every respect, but cannot be physically interacted with – only spoken with.

Generally only a Hero's patron God or Goddess will deign to speak with him, but any of the Gods might make an appearance, depending on the circumstances. When such appearances occur, only the Hero having the encounter is able to see and hear the God in question; anyone else present will see or hear nothing but the Hero talking to himself. As if in recognition of such awkwardness, most Gods will only make an appearance when their chosen follower is alone and able to speak privately; if interrupted, the deity will generally vanish, or at the very least stop conversing.

Gods come and go on their own whims, and tend to appear more often as Heroes gain in power and glory. They can never be summoned, and attempting to do so is seen as an insult to the God.

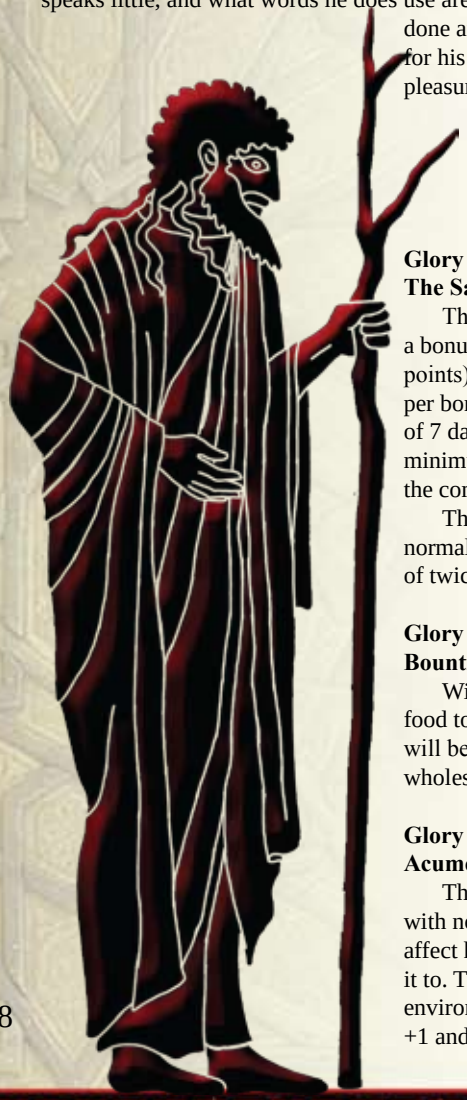


# HEL GODS

These Gods and Goddesses are “do-ers.” Their features and characteristics suggest action, energy, movement, and change, and the elements of air and fire. Often, Aphrosia and Areson, Artesia and Aemoton, and Athenia and Apollon are paired off as couples.

## Aemoton, the Farmer

**Domains**: Agriculture, growing, plants, heat, light, life, warmth, rain
**Personality**: Aemoton the farmer is depicted as a ruddy-skinned farmer, stooped beneath a heavy load, toiling under the hot sun, always at work during the day, sweat dripping, fingers calloused. He speaks little, and what words he does use are short and to the point. There is always more work to be done and little time for chit-chat. He takes pleasure in providing for his many children, yet does not take time to enjoy such pleasures himself.



**Symbols**: Farm Implements (hoe, shovel, rake), Young Sprouting Plants
**Home System**: Megaris
**Temple Moon**: Megara

**Glory 0+**
**The Sacrifice**

The Hero may provide a sacrifice to the Gods and receive a bonus of 2 Hero points per point of CHA (minimum of 2 points).The sacrifice must be something worth at least 100dm per bonus points received, and the ceremony takes a minimum of 7 days minus the Hero’s CHA (minimum of one day). A minimum of an hour a day must be spent in the preparation until the completing of the ritual.

These points are recorded separately from the Hero’s normal Hero Point pool and a character may have a maximum of twice his CHA in Hero Points stored at any given time.

**Glory 30+**
**Bountiful Harvest**

With a few grains or seed the Hero can provide enough food to feed people equal to twice the Hero’s WIL+1. The food will be raw and somewhat flavorless, but otherwise fresh and wholesome.

**Glory 60+**
**Acumen of the Forest**

The Hero may move freely through any natural environment with no penalty. Uneven ground or thick underbrush will not affect his moment or show sign of his passing unless he wants it to. The Hero may also use this ability to hide in a natural environment. If the Hero hides behind a tree or bush she gains a +1 and an additional +1 for every 20 glory beyond 60.

**Glory 100+**
**Commune with Gaea**

With concentration the Hero can speak to any plant life. The Hero may talk to the environment as if it is a normal living being and understand the replies given. Depending on the disposition of the plant life the Hero will get different reactions. The personality of a wooded area on Sparta will have a different personality than the woodland of the planet Korinthos. Some areas may be predisposed to help the Hero while other areas may be hostile towards the Hero.

This power will also allow for telepathic communication with a number of Oread Nymphas equal to twice the Hero’s WIL+1 at a range of 1 kilometer per WIL+1.

**Glory 150+**
**Votive of the Worthy**

The gift works identically to the Glory +0 Sacrifice ability except the bonus and the amount stored is doubled. The points may be distributed to others and shared freely at the Hero’s discretion.

**Glory 200+**
**The Fruit of my Labors**

The Hero can seed a field equal to ten times twice his STR in hectares in one night and have blossoming mature plants to harvest the next day. The ground does not need to be fertile and in fact does not need soil; the surface can be anything from a concrete floor or a floating asteroid in Slipspace. The plants will be fully grown and the food provided will be of the highest quality. The other useful benefit of this gift is that it allows for fast healing of the Nymphas race. A Hero with this gift can heal 10 points per WIL +1 to any Nymphas that is injured.

**Glory 250+**
**Setting Down Roots**

The Hero becomes tied to a living biosphere and has a hard time being in places that are devoid of life. When not on a planet the Hero suffers a reduction in STR, DEX, and PER of -2 (reducing the Attribute to a minimum of -2). The Hero will be irritable, sometimes speaking in gibberish, and restless during the night. The Hero will suffer this way until he once again can set a bare foot onto a living world.

**Glory 275+**
**The Beckoning Wild**

The animals and plants of any living planet will call to and seek the attention of the Hero. The Hero will find it hard to concentrate on the situation at hand while awake and his dreams will be filled with their conversations. The Hero suffers a penalty of -1 to any test that requires concentration.

The Hero may call upon the beasts of the land or the plants of the earth to aid or assist him. Treat the beasts as if they are loyal followers. The creatures will stay and help for one day per WIL +1 the Hero possesses.

Eventually the Hero will succumb to the call and find a quite spot in away from civilization and lay down to sleep. The animals will come from great distances to witness the Hero and cover him with fertile earth and fragrant flowers. Soon the Hero will sink into the earth and where he rests a great tree will rise overnight.

The Hero will never be seen again.

# Aphrosia, the Lover

**Domains**: Charisma, charm, deceit, persuasion, sex, artistry, trickery, lies
**Personality**: Men and women alike are drawn to Aphrosia, who at first glance seems to be a beautiful Hellenic woman wreathed in sheer clothing that reveals her lovely body. Those who look more closely know that Aphrosia is actually quite hideously ugly; covered in warts and scars, with hair full of snakes and fingers all askew. Her charms, makeup, and disguises hide her true nature.
**Symbols**: Veil, Long Fingernails
**Home System:** Akhaia Sikyon
**Temple Moon**: Sikyon

**Glory 0+**
**Unflappable**

The Hero always appears lovely or handsome, even in the direst of situations. Even if covered in muck the chosen of Aphrosia will make it look good.

**Glory 30+**
**Divine Beauty**

The Hero gains the Enchanting Beauty talent. If the Hero already has this talent its effects are doubled.

**Glory 60+**
**Cosmetics**

With a bit time and effort the Hero can enhance someone else's physical appearance. This will bestow the Enchanting Beauty talent upon the person for 3 hours per PER (minimum 3 hours). The Hero may do this to a number of people equal to her CHA (minimum of once).

**Glory 100+**
**Matchmaker's Eye**

The Hero can see the relationship dynamic between people with a glance by making a PER roll.

**Glory 150+**
**Empathy**

The Hero may feel or share emotions with others that are in his presence. On a PER roll with a DoD number equal to the target's WIL, the Hero can read the emotional state of a target.

With a word or a gesture the Hero may imbue a person with an emotion of his choosing. The Hero rolls his CHA with a DoD of the target's WIL. If successful, the target feels the emotion for minutes equal to the Hero's WIL (minimum of one minute). The target will not know what happened to them after the time elapses, only that they were overcome with a rush of a strong emotion. The Hero may do this a number of times a day equal to his WIL.

If the target knows of the Hero's gift they gain a bonus of +2 to resist and will have some idea of what happened after the time has elapsed.

**Glory 200+**
**The Power of Love**

The Hero can bestow a bonus equal to twice her CHA Attribute in points upon someone in love. This person must be in love with someone, and be actively pursuing or helping that person in some way. The bonus points may be used in anyway seen fit by the person in the active pursuit or protection of the loved one and behave exactly like Hero points. The Hero may do this to a number of people equal to her CHA.

The points may be used one at a time or all at once, but once they are used they are gone and the Hero may not bestow this bonus again until the next day.



**Glory 250+**
**Curse of Beauty**

The Hero is pursued by all he meets. Everyone in his presence is distracted by his beauty to the point that they will forget what they are doing just to be near him. The Hero will find all social interactions have a -2 penalty unless they are directly related to charming or persuading people (which gets a bonus of having his CHA doubled in such cases). To alleviate himself of this penalty the Hero will have to cover his looks and hide behind scarves or masks. Some who are smitten with the Hero will stop at nothing to have him and may even harm the Hero in the process.

**Glory 275+**
**The Overflowing Heart**

Eventually the Hero's great beauty will fade (loses the Enchanting Beauty talent) and all she will have left are the memories of the paramours that pursued her. Her reflection will cause her physical pain (5 hit points if she sees her own reflection) and she will no longer be able to stand the sound of her now-cracking voice.

The Hero may cause those in her presence (10m radius times the Hero's CHA) to feel calm and agreeable. While in her presence, those with WIL+0 or less will feel nothing but love and affection for those around them. They will have a sense of elation and hidden feelings of love will boil to the surface and make themselves known. If for some reason someone tries to get a glimpse of the Hero and succeeds, he will see the true nature of Aphrosia upon the Hero's visage and will loathe and revile her. The revulsion is so strong that most will try to do the Hero harm, and those with the ability to will try and kill her.

Those who have WIL+3 and above must make a roll versus the Hero's CHA or Seduction skill to resist.

The effect will last for hours equal to the Hero's CHA after the Hero has left the area.

In a moment of reflection she will find at her side a perfectly formed golden apple. If eaten the Hero will fall asleep and cease to exist as a mortal leaving only her clothes behind. She will awake in the great halls of Aphrosia as one of her handmaidens in the home of the Gods.

# Apollon, the Wrestler

**Domains**: Brawling, athletics, strength, running, speed, acrobatics, endurance, health
**Personality**: Apollon is depicted as being the perfect specimen of Hellenic masculinity, well-muscled and in perfect health, body carefully honed from constant exercise and exhibition. He can leap higher, throw farther, and run faster than anything else in existence, and is always depicted as being in motion. With such perfection comes adoration, and so Apollon is also a God who celebrates being recognized by crowds and fans for his awesome Attribute s.
**Symbols**: Laurel Wreath, Medallions, Ribbons
**Home System**: Dryopia
**Temple Moon**: Delphoi



**Glory 0+**
**Golden Tongue**
The Hero is incredibly charming and well loved. +2 on all social interaction rolls where the Hero is allowed to speak, particularly in the presence of a crowd.

**Glory 30+**
**The Iron Clench**
The Hero is a master of the wrestling grapple. The Hero receives +2 to any grapple attempt or for breaking a grapple.

**Glory 60+**
**Field of Expertise**
The Hero may add +4 to any two skills that he chooses and sets as his chosen field of expertise. Once the field of expertise is set, the Hero becomes known for deeds in that area.

**Glory 100+**
**The Soothing Hands**
Heroes favored by Apollon may soothe pain and heal wounds. They may heal 2 of damage times the Hero's 1+ CHA in damage a number of times equal to their WIL (minimum of 1). The damage healed can never take the target over his maximum hit point amount.

**Glory 150+**
**Attribute Increase**
The Hero may permanently increase one Attribute by +2.

**Glory 200+**
**Excellence**
The Hero is the best at what he does and almost never knows failure in that realm. The Hero chooses one skill and gains a number of free rerolls per day equal to his CHA (minimum of 1 roll). The rerolls may be used to negate failures of the chosen skill.

**Glory 250+**
**Golden Nimbus**
The Hero emits a minor golden glow that is noticeable in low-light conditions. The light can be made bright enough to have a radius equal to the Hero's CHA Attribute in meters and acts like normal sunlight. The Hero may concentrate and intensify the glow to blind his opponents in combat. The glow makes it much harder for opponents to look or target the Hero, giving them a penalty equal to the Hero's CHA.

**Glory 275+**
**Minor Omnipresence**
The Hero's eyes have been opened to the fate of the universe, and he can never turn away. The eyes of the Hero become glowing balls of light that shine constantly. The Hero knows the possible fate of everything he sees, even through pictures or stories told of the person. The Hero makes a PER roll with a DoD determined by the amount of information they want. See the chart below.

| Situation | DoD |
|---|---|
| Know the fate of those around them | -0 |
| Noticing obvious, generic facts; casual glance | -1 |
| Noticing obvious details, number of people | -2 |
| Noticing a few less obvious details | -4 |
| Spotting a few specific details, identities of individuals involved with the destiny | -6 |
| Spotting a few obscure details, specifics of a fate | -8 |
| Noticing many obscure details. Know the nature and probably actions of a being. Know the outcome of a situation | -10 |

The drawback of this "gift" is that the Hero becomes increasingly distracted by the nature of things in the universe. The Hero becomes aloof and melancholy since he now knows the fate of everyone he meets. Eventually the Hero is driven mad by the gift and spends his days alone in a dark secluded place with the vain hope of escaping the knowledge he now holds. Apollon will ultimately call for his chosen Hero, allowing him to take a place in the stars of Olympos to forever watch the fate of man as a celestial body.

# Areson, the Warrior

**Domains**: War, weapons, fighting, blood, death, fear, nightmares
**Personality**: Areson is depicted as a hulking, dark-skinned killer, his face and armor covered in layers of the dried blood of his enemies, his sword dripping with fresh red blood. Ever fighting one battle or another, Areson will slay even his allies if foes do not present themselves, not because he hates them, but because all he knows is warfare.
**Symbols**: Bladed Weapons (axe, sword), Blood
**Home System**: Lakedaimonia
**Temple Moon**: Sparta

**Glory 0+**
**Battle Rage**

When a Hero in battle is reduced to 50% of his Hit Points he must make a WIL roll. Failure indicates that he loses control and flies into a blood rage. While enraged the Hero may not attempt to evade or dodge incoming attacks and always presses his assaults receiving +3 to his attack rolls. To escape the effects of bloodlust, he must kill his foe or else remove himself from the presence of others. Once alone, he may make WIL rolls every five seconds to shake off the bloodlust.

The Hero gains an additional +1 per 20 Glory to his STR Attribute for the sake of damage but can take no rational thought requiring any sort of concentration; all the Hero can do is attack, kill, and maim.

**Glory 30+**
**Weapon of Choice**

The Hero may pick a signature weapon and the God of war will infuse it with the power of destruction with the wave of a hand. The weapon gains an additional +2 of damage or +2 to accuracy for every point in CHA (the Hero always receives a minimum of +2). If the weapon is ever lost or destroyed the Hero may seek favor to have it replaced after 6 months minus the Hero's CHA (minimum 1 month).

**Glory 60+**
**Extra Hit Points**

The Hero gains additional Hit Points equal to 5 plus his CON.

**Glory 100+**
**Baleful Stare**

The Hero adopts a quite sinister and dangerous presence. People give the character a wide berth and most find themselves cowed by his baleful stare.

The character can intimidate multiple targets without suffering a multi-action penalty. The amount a Hero can affect is equal to 5 plus his CHA Attribute. The Hero must make an intimidation roll DoD the highest WIL in the opponents' group; if successful the opponents reduce their effective CR by 1 point plus 1 point for every point of CHA the Hero has. An opponent's CR can be reduced only to a minimum of 1.

**Glory 150+**
**Skin of Areson**

The Hero rolls a CON roll at the beginning of each combat as they call upon the blessing of the blood-caked God. When successfully activated the Hero's skin becomes black and glossy. The Hero's skin acts as natural armor and negates 2 points of kinetic damage or 1 point of energy damage plus his CON. This blessing holds until the last enemy is gone from the field of battle. This ability may be used a number of times a day equal to the Hero's CHA +1.

**Glory 200+**
**The Great Destroyer**

The Hero has become adept at the art of murder, and knows the best way to attack and destroy a living foe. The Hero may add his PER +1 to the die roll to attack in addition to any other bonus.

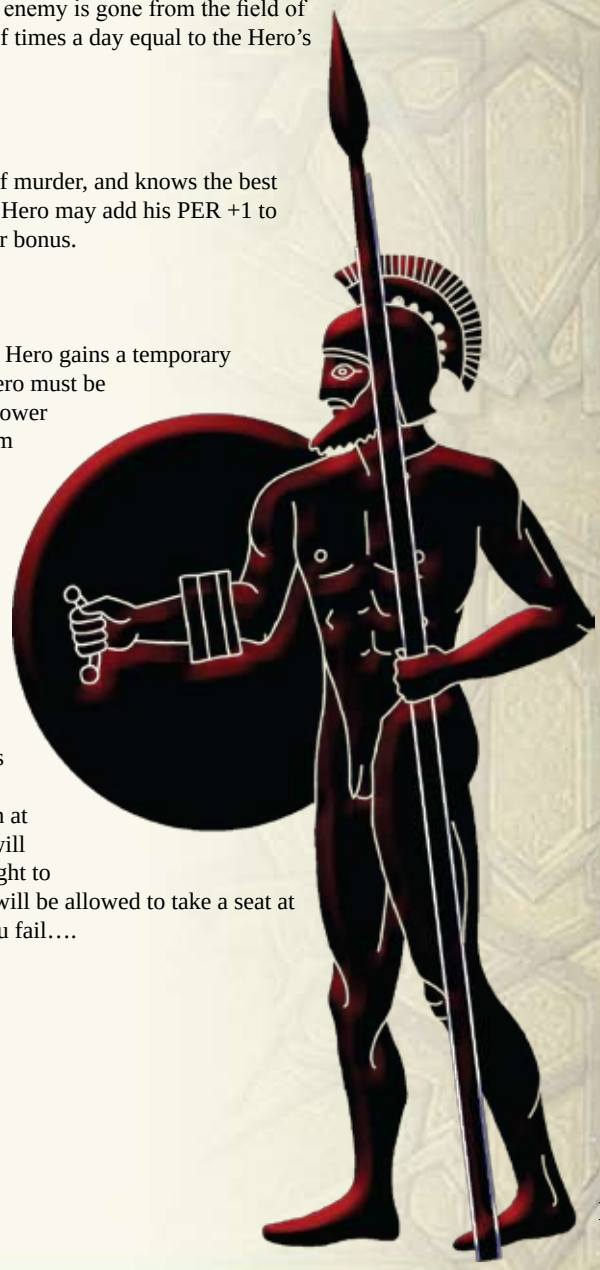
**Glory 250+**
**Blood Bath**

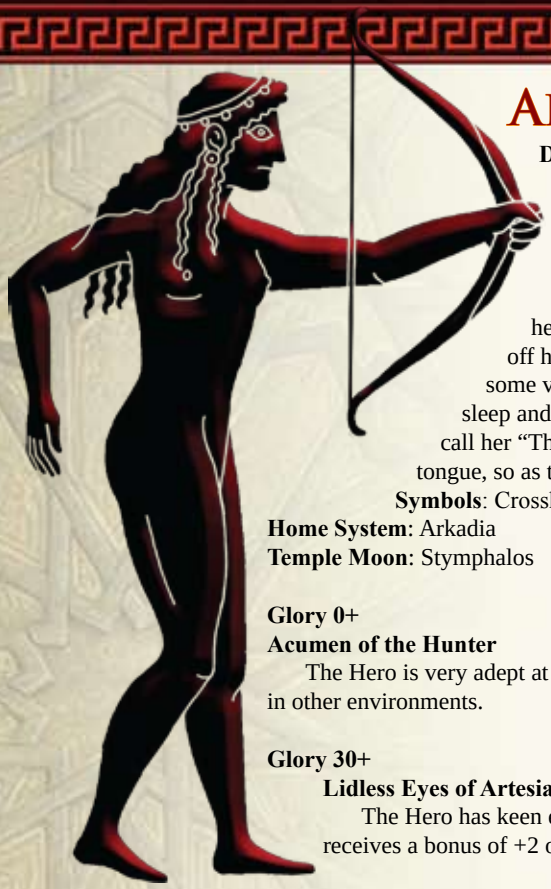
For every 5 enemies killed in battle the Hero gains a temporary increase of +1 to his STR Attribute. The Hero must be covered in the blood of his enemy for the power to be effective. This is usually not a problem for the warrior, but in some instances the Hero must stop and smear the blood upon his person, and this takes one full round of combat.

This ability last for 5 + WIL minutes.

**Glory 275+**
**A Jealous and Dangerous God**

The God Areson becomes aware that your name is being sung of in songs of valor and glory. The gore-red God becomes jealous of your deeds and turns his back on you hoping that you suffer an ignoble death at the hands of your enemies. Eventually he will come for you in the restless hours of the night to do battle to the death. If you succeed, you will be allowed to take a seat at the Red God's table as a Hero of war. If you fail….





# Artesia, the Hunter

**Domains**: Tracking, hunting, animals, accuracy, shooting, targeting, sight, the evil eye
**Personality**: Artesia is often called "The Scarred One" because she is depicted as being covered from head to toe in self-inflicted scars and tattoos. Once beautiful, perhaps, she has shaved her own head so her hair does not impede her view, and carved off her breasts so as to better wield a weapon, and (in some versions) cut off her own eyelids so as to stave off sleep and keep her eye on the target at all times. Some also call her "The Silent One," and claim she also carved out her own tongue, so as to remain silent as she sneaks up on her prey.
**Symbols**: Crosshairs, Rifles, Evil Eye
**Home System**: Arkadia
**Temple Moon**: Stymphalos

**Glory 0+**
**Acumen of the Hunter**
The Hero is very adept at tracking her prey. +2 when tracking in a forest or +1 in other environments.

**Glory 30+**
**Lidless Eyes of Artesia**
The Hero has keen eyesight and incredible depth perception. The Hero receives a bonus of +2 on all sight-based Perception checks.

**Glory 60+**
**Unerring Aim of the Huntress**
The Goddess has bestowed her amazing ability to hit targets. At the beginning of combat the Hero rolls her CHA with a DoD of 0. If successful the Hero may fire a range weapon and never miss. The target must be within the range of the weapon used. This ability may be used a number of times a day equal the heroes CHA +1

**Glory 100+**
**Beast Language**
The Hero may communicate with any wild beast of the land a number of times a day equal to her INT +1. This ability makes it easier to befriend and reason with the animals allowing the Hero to double her WIL Attribute when using the animal handling skill. Note that this is generally done to lull an animal into a false sense of security so it can be more easily killed, and not to frolic and cavort with them.

**Glory 150+**
**Alacrity of the Huntress**
The Hero may run with the speed of the Goddess herself. When running the Hero may add 10x DEX in meters to her movement for rounds equal to her twice her CON Attribute. The Hero may use this ability a number of times a week equal to her CON.

**Glory 200+**
**Sight of the Lidless Eyes**
The lidless sight ability allows Artesia to see everything that happens in a combat, allowing her beloved Heroes to always go first. The Hero may further multiply the range of any ranged weapon by her PER.

**Glory 250+**
**The Beast Within**
The favored of Artesia slowly begin to take on the aspects of their huntress God, becoming removed from civilized thought and associations. The Hero soon wears less and less clothing, stops bathing as a civilized Hellene, and becomes more feral. The Hero acquires the ability to smell fear upon a person and becomes increasingly agitated and aggressive when she does. Anyone not considered a part of her "pack" will be considered a threat and at the first opportunity she will make her boundaries known to them. Anyone crossing those boundaries will be attacked and killed.

**Glory 275+**
**Stalking the Stars**
The beloved of Artesia may hunt her prey across the stars. The Hero must make a tracking roll vs. the preys' sneak or hide skill. If the Hero is successful she knows where her prey is. Eventually the Hero will hunt her prey deep into space beyond the stars, never to be seen by mortal eyes again.

# Athenia, the Seer

**Domains**: Wisdom, prophecy, omens, language, investigation, police/detectives
**Personality**: Almost always depicted in a seated, cross-legged, and cross-armed position, Athenia is said to speak in calm, measured prose, carefully considering each word before she speaks it. When she puts her mind to thinking on a problem, she will put aside all else until she finds the proper answer, and when she gives it there is no doubt that it is the correct answer to the question. If it seems to be the wrong answer, then the question must have been wrong. It is worth noting that while Athenia is concerned with truth, she is not a Goddess of justice — that is the domain of Heuson.
**Symbols**: Owl, Third Eye, Shield
**Home System**: Attika
**Temple Moon**: Athenoi

**Glory 0+**
**Wisdom of Athenia**
The Hero almost always knows the right things to do in any situation. The player may ask the GM one question that he must answer truthfully. The answer can be ambiguous and terse, but in general should be truthful. The Hero may do this 1 time per game for every point they have in their INT Attribute (minimum of once).

**Glory 30+**
**The Owl of Athenia**
The constant companion of Athenia helps in the search or illumination of things lost or hidden. The Hero knows the direction of an item or being she is looking for.

The Hero must first meditate for at least a minute but afterwards knows the general direction of the sought-after thing. The direction will be illuminated by a manifestation of an owl that only the Hero can see as a beacon over the destination.

**Glory 60+**
**Augury**

The Hero has the ability to petition the Fates for a glimpse at the cosmic pattern that they weave. The pattern will tell the Hero the fate of all things and how they will eventually end. The Hero must make a CHA roll with a DoD assigned by the GM to have a question answered.

| Question Type | Difficulty |
|---|---|
| Simple question (What's for lunch?) | -1 |
| Reasonable question (What lies in the fortress on the hill?) | -3 |
| Involved, with many possible outcomes (Will my child be happy?) | -4 |
| **Distance into the future or past** | **Modifier** |
| Immediate (1–10 minutes) | -0 |
| Present (1–2 days) | -2 |
| Distant (1–2 years) | -4 |

The answer will be full of analogy and colorful allegory but will always be truthful and helpful. The ability may be used a number of times a week equal to the Hero's INT Attribute. The ability may be used additional times beyond her maximum but at a cost of physical depletion. The Hero may use the ability at a cost of 1 CON Attribute for two uses. When the Hero reaches -3 CON she falls unconscious and will not wake until at least one point has returned. The Hero will "heal" 1 CON per week of full rest.

**Glory 100+**
**Minor Omnipresence**

The Hero's eyes have been opened to the fate of the universe, and he can never turn away. The eyes of the Hero become glowing balls of light that shine constantly. The Hero knows the possible fate of everything he sees, even through pictures or stories told of the person. The Hero makes a PER roll with a DoD determined by the amount of information they want. See the chart below.

| Situation | DoD |
|---|---|
| Know the fate of those around them | -0 |
| Noticing obvious, generic facts; casual glance | -1 |
| Noticing obvious details, number of people | -2 |
| Noticing a few less obvious details | -4 |
| Spotting a few specific details, identities of those involved with destiny | -6 |
| Spotting a few obscure details, specifics of a fate | -8 |
| Noticing many obscure details. Know the nature and probably actions of a being. Know the outcome of a situation | -10 |

**Glory 150+**
**Aegis Shield**

The Hero is bestowed a gift by Athenia in the form of a nigh-invulnerable shield of Athenia, with a depiction of her seated in her Aegis pose (arms and legs crossed). The Aegis manifests as a golden energy shield of light directly in front of the Hero and needs no arm to carry it. The shield provides a PR of 6 times the Hero's INT or PER.

When activated (taking an action) the shield will last for rounds equal to four times the Hero's WIL.

**Glory 200+**
**Athenia's Grey Eyes**

The Hero's perceptions are blessed by Athenia, giving her incredible observation abilities. Your Hero has a photographic memory and can remember anything she has experienced with clarity. The character may recall one obscure piece of information that he has witnessed during the game for every point in PER. This may include things forgotten by the player, or things that the character may have noticed in past adventures that have become relevant now.

The character's mind functions quickly when fighting a foe. He can scrutinize an adversary, finding a weakness to exploit. Once per game the character may announce that he is going to analyze a target for weakness and either receives a bonus to damage equal to +2 for every point of PER, or be told what the weakness of his opponent is.

**Glory 250+**
**The Coming of Athenia**

When the Hero rolls a critical failure in a stressful situation she will be pained with severe headaches that disable her for rounds equal to her INT Attribute. When this happens the Hero will curl into the fetal position gnashing her teeth. From her mouth and nose will issue sea water and her eyes will roll in her head. However, once the seizure elapses, the Hero will have an epiphany from Athenia herself directing her in what to do (determined by the GM). The Hero will gain a number of Hero points equal to double her INT Attribute to benefit her in the situation at hand. This bonus will last for minutes equal to the Hero's INT.



**Glory 275+**
**The Great Owl**

A great owl will arrive and bow at the feet of the Hero when she wakes one morning. The owl will become the Hero's trusted pet and companion, helping in ways that no normal animal can. When present the owl will allow the Hero to re-roll a number times per game equal to double the Hero's PER+1. The owl will also increase the Hero's INT Attribute by 3.

Soon Athenia, the owner, will come looking for her pet and the person taking care of it. Athenia will invite the Hero to come learn and watch the Hellenes from her temple among the stars.

# LAS GODS

These Gods and Goddesses are portrayed as generally more static and passive, though they might have bursts of activity not unlike a calm sea suddenly lashing the shore with a tsunami. Their features suggest healing, loving, emotions, earthly things, watery things, and cool-headedness. Often, Heiria and Heuson, Hermia and Hephaeston, and Hestia and Hoseidon are paired off as couples.

## Heiria, the Mother

**Domains**: Wisdom, charity, kindness, love, forgiveness, emotion, children, marriage
**Personality**: Ever the doting mother, Heiria consoles and forgives all she meets, doting on saint and sinner alike. She wraps the condemned criminal in her arms and cries over them as they march to their deaths, and embraces the murderer even as he commits his foul deed. She is often depicted as somewhat of a blind old fool for this behavior, but those with a deeper understanding see in her something worth respecting and emulating, even if her universal love is generally accepted as an impossibility in a universe full of warfare and hatred.
**Symbols**: Clasped Hands, Blindfold, Tears
**Home System**: Argos
**Temple Moon**: Argos

**Glory 0+**
**Know the Truth**

The Hero may look upon the face of a being and know if they are telling the truth or not. The Hero must beat the target in a PER vs. WIL roll. The Hero may use this ability 1+WIL times a day.

| Die roll | Result |
|---|---|
| Partial | The Hero knows if the target is lying or not |
| Success | The Hero knows what part of the story is a lie |
| Critical | The Hero knows whether the target is truthful and what the truth really is |



Against the chosen of Heuson the ability always works with a +6 bonus.

**Glory 30+**
**Know the Mind**

The chosen Heroes of Heiria may look at the face of a being and know the surface thoughts of the individual. The Hero must beat the target in a PER vs. WIL roll. The Hero may use this ability 1+WIL times a day.

| Die roll | Result |
|---|---|
| Partial | You can read the target's surface thoughts |
| Success | The Hero receives hazy details on what she was looking for |
| Critical | The target's mind is an open book to the Hero |

**Glory 60+**
**Know the Face of the Guilty**

The chosen Heroes of Heiria may look at the face of a being and know the guilt the individual holds in his heart. The Hero must beat the target in a PER vs. WIL roll. The Hero may use this ability 1+WIL times a week.

| Die roll | Result |
|---|---|
| Partial | The Hero knows what the target is guilty of but no details |
| Success | The Hero knows some details of the particular guilt but nothing exact |
| Critical | The Hero knows what the target is guilty of and the exact details of the situation and what part others played in the deed |

**Glory 70+**
**Know Forgiveness**

The Hero may ask for forgiveness or mercy once per week and receive it. Anyone or thing attacking or attempting to do the Hero harm will stop and forgive the Hero. This ability may even be used to petition the Moirae to postpone the Hero's fate by a few hours, saving her from fatal falls, calamitous accidents, or other natural events that could harm her. The respite will last for a number of hours equal to the Hero's CHA Attribute but during that time the Hero will not be caused harm as long as she does not act in a harmful manner towards the aggressor. Once the time period is up she will suffer the injury or fate as normal. If the Hero would have died during that time no amount of healing will rescue her from her fate. This ability may be used on others' behalf.

**Glory 100+**
**The Gods' Tithing**

The other Gods pay homage to Heiria by allowing her access to their domains of influence. The Hero may choose a gift belonging to another God of equal Glory value or less.

**Glory 150+**
**Know the Cosmic Pattern**

The Hero has the ability to petition the Fates for a glimpse at the cosmic pattern that they weave. The pattern will tell the Hero the fate of all things and how they will eventually end. The Hero must make a CHA roll verses the DoD assigned by the GM to have a question answered.

| Question Type | Difficulty |
|---|---|
| Simple question (what's for lunch?) | -2 |
| Reasonable question (What lies in the fortress on the hill) | -3 |
| Involved question with many different outcomes (will my child grow up to be happy and content?) | -4 |
| **Distance into the future or past** | **Modifier** |
| Immediate (1–10 minutes) | +0 |
| Present (1–2 days) | +2 |
| Distant (1–2 years) | +4 |

The answer will be full of analogy and colorful allegory but will always be truthful and helpful.

The ability may be used a number of times a week equal to the Hero's Knowledge Attribute. The ability may be used additional times beyond her maximum but at a cost of physical depletion. The Hero may use the ability at a cost of 1 CON Attribute for two uses. When the Hero reaches zero -3 CON she falls unconscious and will not wake until at least one point has returned. The Hero will "heal" 1 CON per week of full rest.

**Glory 200+**
**Know the Heart**

The Hero may feel or share emotions with others that are in his presence. On a PER roll with a DoD number equal to the target's WIL, the Hero can read the emotional state of a target.

With a word or a gesture the Hero may imbue a person with an emotion of his choosing. The Hero rolls his CHA with a DoD of the target's WIL. If successful, the target feels the emotion for minutes equal to the Hero's WIL (minimum of one minute). The target will not know what happened to them after the time elapses, only that they were overcome with a rush of a strong emotion. The Hero may do this a number of times a day equal to his WIL.

If the target knows of the Hero's gift they gain a bonus of +2 to resist and will have some idea of what happened after the time has elapsed.

**Glory 250+**
**Know Salvation**

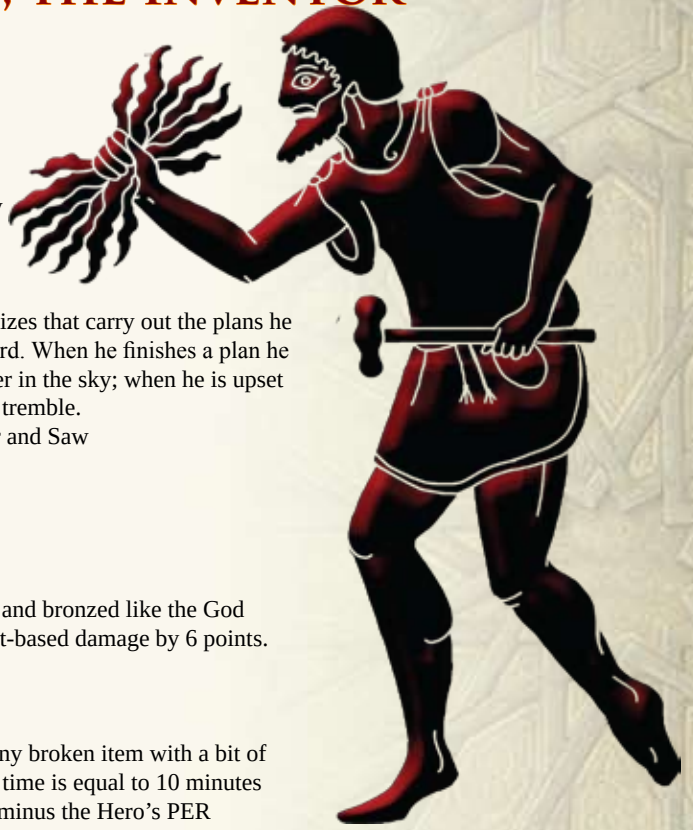
Heroes of Heiria may deliver those who are innocent or truly repentant of their guilt from harm. Those under the protection of the Hero are subject to only divine judgment and are completely invulnerable to harm by others seeking to exact restitution or revenge. The subject cannot be harmed or imprisoned while under the effect of this ability. This power's effect lasts for years equal to the Hero's PER. The Hero may recall her protection at any time, leaving the protected vulnerable. The Hero may bestow salvation one per week.

**Glory 275+**
**Know the Weight of the Guilty Heart**

The Hero has seen into the mind of the guilty countless times and it now takes its toll on her psyche. The Hero sees guilt in everyone around her and finds it hard to trust even close friends and companions. The Hero can touch and know a single guilt or disservice done by the target and connect a trail of guilt back through as many people as it takes to get to the source. This ability allows the Hero to follow a trail through enablers, the victims, and the doers of the deeds in any order she sees fit.

The Hero cannot turn this ability off and has no control over who it is used on. The burden becomes too much to stomach after a time, and the Hero slowly secludes herself away from others, unable to bear the torment of their guilt. Soon the Great Mother will arrive and succor the Hero, taking her away to Olympos to live among the stars in peace above the pettiness of man.

# Hephaeston, the Inventor



**Domains**: Crafting, forging, technology, manufacturing, inventing, cleverness
**Personality**: Eyes sparking with electricity, wreathed with æther, Hephaeston is always inventing something or other. He is generally depicted as being seated and often lame (occasionally missing both legs), but is always surrounded by robotic servants of all shapes and sizes that carry out the plans he drafts on his immense drafting board. When he finishes a plan he likes, his laugh is the roll of thunder in the sky; when he is upset at a failure, the planets themselves tremble.
**Symbols**: Toothed Gears, Hammer and Saw
**Home System**: Boitia
**Temple Moon**: Thebes

**Glory 0+**
**The Skin of Hephaeston**

The Hero's skin becomes dark and bronzed like the God himself. The Hero reduces any heat-based damage by 6 points.

**Glory 30+**
**The Tinkering Hands**

The Hero can repair or mend any broken item with a bit of time and concentration. The repair time is equal to 10 minutes times the highest level of the item minus the Hero's PER Attribute. If the Hero doesn't have the right tools or parts then the time is doubled, and if the Hero has neither then the time is tripled.

**Glory 60+**
**Helper Machina**

The Hero can create and manage a number of helper Machina equal to twice his INT. The robots are the size of a small dog, no larger than half-meter in length/height, and weigh no more than 40 kilograms. The robots available are listed below.

Note: All bots are assumed to be small humanoid constructs. The Hero may change the form to suit his taste. If the Hero wishes he may add a hover propulsion system at the cost of -2 in skills for the Machina.

**Worker Machina**

All Attribute s +0, except CHA -5

Skills: computers (personal), disable mechanism, engineering (mechanical and electronic), and security at +4

**Equipment:** Built-in repair tools and sensors

Hit Points: 20

**Combat Machina**
All Attribute s ++0, except CHA -5
Skills: brawling, evade, parry, weapon (vehicles, pistol, small blades) +4
**Equipment:** Built-in weapon system (Torch pistol DR8 and Combat knife DR3) and sensors
Hit Points: 25

**Medical Machina**
All Attribute s +0, except CHA -5
Skills: computer (personal), medicine, lore (physiology) at +6
**Equipment:** Built-in medical tools and sensors
Hit Points: 20

**Scout Machina**
All Attribute s +0 except SPD +8, CHA -5
Skills: weapon (pistol), search, investigate, stealth, tracking at +4
**Equipment:** Built-in weapon (Torch pistol DR8) tools, and sensors
Hit Points: 20

**Assistant Machina**
All Attribute s +0, except CHA -5
Skills: administration, computers (personal), speak language, search at +4
**Equipment:** Built-in data manager tools and sensors
Hit Points: 20

**Pilot Machina**
All Attribute s +0, except CHA -5
Skills: driving, piloting, computer (ship systems), navigate at +4
**Equipment:** Built-in repair tools and sensors
Hit Points: 20

**Glory 100+**
**The Bronze Construct**

The Hero has a divine epiphany and cannot rest until the item he saw in his vision is created. He will work feverishly for 14 days minus his INT until the work is complete. Once done the Hero will have constructed a bronze automaton that does its creator's bidding. The robot will be completely self-aware and have a personality and will of its own allowing for free thought.

The robot will have the Attribute s and skills as presented below. In addition to the skills listed the automaton will have one skill unique to it at a level no higher than its creator. This being is special and only dies when the creator dies. If the body is ever destroyed the Hero may fashion an exact new body in half the creation time. When complete the robot will have the exact same skills and Attribute s as before. The one limitation that these robots have is that they may never create anything. They lack the divine spark that allows for artistry and invention. This does not mean that a robot cannot be crafty and wily, just that it will never create anything unique in its lifetime.

**INT** +0 (never higher than creator)
**PER** +0 (never higher than creator)
**WIL** +0 (never higher than creator)
**CHA** -5 (never higher than creator)
**STR** +0
**CON** +2
**DEX** +0
**SPD** +0
**CR** +0
**DYN** -10
**Skills:** Administration, computers (personal), disable mechanism engineering (mechanical), and research at +6
**Hit Points** 50
(The Hero may add a number of skill points equal to twice his INT to any skill he chooses)

**Glory 150+**
**The Tinkerer**

The Hero may tinker with an item and enhance its ability or function by one level per INT point. The process takes 7 days minus the Hero's INT Attribute .

**Glory 200+**
**Master Work**

The shapers of Hephaeston spend their life planning and pursuing their "Master Work." The Hero may make one work or item that represents the pinnacle of his craft. All who see the item/work will know that it is a one-of-a-kind creation. The artistry and care involved in the creation will mean that the item will almost never break with common use, be a sight to behold, and confer on its owner a small amount of status.

The item/work will take 1D20-INT months to complete. When the item is done the Hero will confer upon the item a number of levels equal to triple his INT.

The Hero may have only one Master Work at a time and will only be able to create such a work with the blessing of Hephaeston himself.

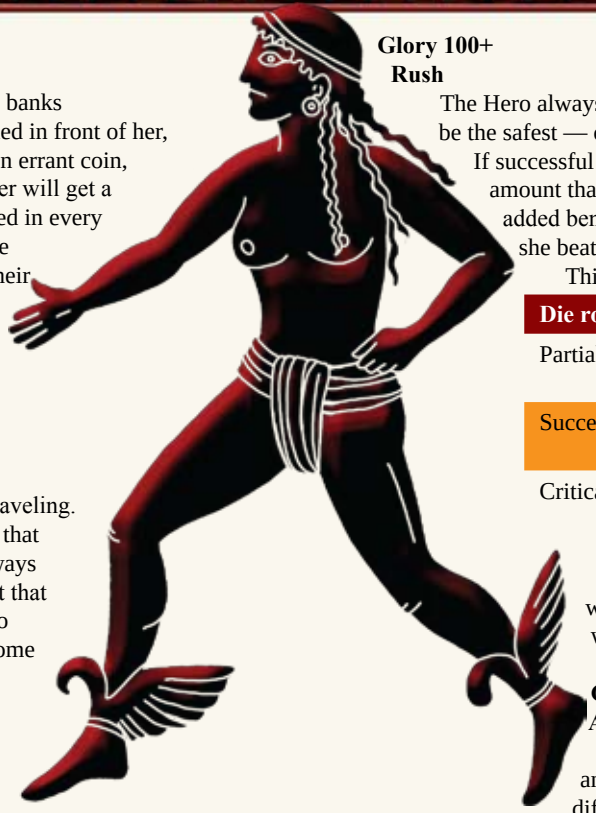
**Glory 250+**
**The Curse of Hephaeston**

The Hero awakes one day with one of his limbs twisted and weak. He may try and replace the limb or seek medical treatment but the limb will always be lame, and any replacement will inevitably wither or malfunction. The Hero loses 1 point from his STR Attribute and — depending on the limb — he further reduces an Attribute by 1 point (DEX for arms, SPD for legs). The Hero's disfigurement is hard to hide from others, and some may stop and stare, although worshippers of Hephaeston will look upon the Hero more favorably.

**Glory 275+**
**The Mad Hermit**

The Hero becomes increasingly secluded from the common man and prefers the solace of his workshop. The Hero is tasked to create a device of such great wonder that it defies the laws of the universe (changing the fundamental laws of fate have always failed). The Hero attains knowledge of the universe so deep that nothing is impossible for him to build. The Hero may build any device that he can think of. This device will have a level equal to twice the Hero's INT score. The item will work flawlessly, but will also catch the attention of Hephaeston, who will seek out the inventor and employ him as a helper in Olympos.

# Hermia, the Trader



**Domains**: Haggling, commerce, fate, manipulation, money, banks
**Personality**: Hermia is always smiling, one hand outstretched in front of her, and the other held behind her back, sometimes concealing an errant coin, sometimes hiding crossed fingers. No one who deals with her will get a fair trade, yet all must come to her to deal, for she is involved in every aspect of commerce. She is the most untrustworthy of all the Gods and Goddesses, and yet all are drawn to her side for their unfair piece of the pie.
**Symbols**: Coin, Crossed Fingers
**Home System**: Korinthos
**Temple Moon:** Korinthos

**Glory 0+**
**Walking in My Shoes**

The Hero will always find a way to get to where he is traveling. He may not always get there but he will have a conveyance that can potentially get him to his destination. The Hero will always find a ticket in front of a departing ship, keys to a car, a boat that drifts to the shore in front him. Once the Hero has made it to the destination the vehicle will break down, get lost, or become unavailable in some way.

The Hero may use this ability once per week.

**Glory 30+**
**Get the Balance Right**

The Hero knows the cost and worth of an item just by touching it and examining it. If more information is needed about the item the Hero makes a PER roll and consults the chart below. Once the Hero is armed with the knowledge of the item she may haggle over the price and (hopefully) receive a deal or bargain.

| Situation | Difficulty |
|---|---|
| Noticing obvious, generic facts; casual glance | -0 |
| Spotting a few specific details | -4 |
| Spotting a few obscure details | -6 |
| Noticing many obscure details | -8 |

**Glory 60+**
**The Policy of Truth**

The Hero may tell one lie per adventure that will be believed to be true no matter how outlandish. The duration that the lie will be believed is determined by a deception skill roll opposed by the target's WIL. For every point of CHA over the target's WIL the lie will be held as truth for one hour (minimum of one hour if successful). Multiple targets will decrease the duration of the lie. For every amount of targets equal to twice the Hero's CHA Attribute , the duration is cut in half.

**Glory 100+**
**Rush**

The Hero always knows the quickest path to a destination. This does not mean it will be the safest — only the quickest. The Hero must make a PER Attribute roll DoD -4. If successful the Hero may decrease the time taken to reach the destination by the amount that she beat as detailed on the chart below. In Slipspace this also has the added benefit of adding a modifier of +1 to the Slipdrive rating by the amount she beat the roll by.

This ability may be tried only once per journey

| Die roll | Result |
|---|---|
| Partial | May reduce the time taken by the Hero's PER Attribute in hours |
| Success | May reduce the time taken by twice the Hero's PER Attribute in days |
| Critical | May reduce the time taken by twice the Hero's PER Attribute in weeks |

. If the roll is a critical failure then the Hero becomes lost for one week equal to the Hero's PER Attribute . If in Slipspace the Slipdrive will also fail and need repair.

**Glory 150+**
**Any Second Now**

The Hero can open any lock that she touches. The lock can be anything from a tumbler lock to a password on a computer; it makes no difference to these Heroes. The Hero must make a Disable Mechanism roll versus a GM-assigned difficulty to open the "lock" but receives a bonus of +1 bonus for every point of CHA she possesses. This ability can be used a number of times a day equal to her CHA.

**Glory 200+**
**Grabbing Hands**

Once per day the Hero may look at an item and grab it. The Hero must be able to physically see the item and have one hand free. When the ability is activated the item simply disappears from where it was and appears in the Hero's hands. If the item was held by someone the Hero must beat the owner in a WIL vs. WIL roll. If successful the Hero acquires the item. If used subtly the owner may not know the item has gone missing (but this still requires a WIL roll). The Hero can use the power on any item that she can physically hold in her hand.

**Glory 250+**
**Lie to Me**

The Hero begins seeing deceit at every turn, and finds it difficult to hear and believe the truth. The Hero also begins to find it increasingly difficult to be fair and honest in his dealings, making it hard for others to trust him. In order to hear or behave honestly the Hero must make a PER roll with a DoD of -5. If the roll is successful the Hero may act as she wishes and hears the intent of what she is told or sees. If the roll is a failure the Hero sees or hears something contrary to the truth: if someone says that the cloak she has is red the Hero will see it as blue; if the Hero is told that she is hurt she will believe she is fine.

**Glory 275+**
**World in My Eyes**

Hermia has bestowed upon her beloved the ability to bend time and space, allowing the Hero to travel around the world and beyond. The Hero can now move great distances in the blink of an eye. The Hero must first take several steps and begin to run, but once this is accomplished the Hero moves at the speed of thought to a distance limited only by her range. No physical barrier can stop the Hero moving in this fashion, so long as she can take the first three running steps. Ultimately, the Hero will one day vanish in the midst of such a journey, to find herself running beside Hermia in Olympos.

The range that the Hero can move is determined by her SPD.

| SPD | Distance |
|---|---|
| 0–1 | 30 kilometers |
| 2 | 1,000 kilometer |
| 3–4 | 7,000 kilometers |
| 5–6 | The distance from the surface of a planet to its furthest moon |
| 7–8 | 1AU |



# Hestia, the Healer

**Domains**: Healing, home, safety, medicine, doctors, recovery

**Personality**: Hestia's white garments are covered in red handprints from where she has wiped off the blood of the sick and injured as she dotes on them and fixes what ails them. Smears of gore cake her pretty face, and her blonde hair is dirty and unkempt, mashed behind her ears where she has pushed it to clear her eyes so she can focus on making one more stitch, administering one last pill. She smiles, but it is a fatigued smile. Her work is never done, for the Hellenes always have more injured to tend to.

**Symbols**: Red Handprint

**Home System**: Euboia

**Temple Moon**: Khalkis

**Glory 0+**
**Protective Stance**

The Hero may put one person under her protection. When protecting the person, the Hero receives a number of bonus points equal to the Hero's WIL on dice actions (the bonus points can only be used in the active pursuit of protecting the charge). The Hero must always be in the presence of the charge and cannot leave the person's side or loses the bonus.

**Glory 30+**
**Healing Touch**

The Hero may heal 4 points of damage per WIL. She may do this a number of times a day equal to her WIL+1

**Glory 60+**
**Sanctuary**

The beloved of Hestia may provide a safe and secure place for those seeking rest, creating a small bubble of space which is psychically hidden from predatory animals or those seeking to do ill to those at rest. While in the area no violent act can be committed, and those who wish to do violence will be expelled from the area and not be able to find their way back in. The area lasts from sundown until sunup, and may not be activated again until the next sleep cycle (usually the next sundown). If used on a ship, in Slipspace, or elsewhere where there is no sunrise or sunset, the effect lasts for 8 hours.

**Glory 100+**
**Bounty of Hestia**

With a few grains or seed the Hero can provide enough food to provide for people equal to twice the Hero's WIL. The food will be raw and somewhat flavorless, but otherwise fresh and wholesome.

**Glory 150+**
**Hestia's Hearth**

The Goddess of the home bestows upon her favored the ability to channel the power of her blazing hearth, which lies at the heart of a star. The Hero can project a jet of flame at a target doing 5 points of damage per point of WIL. The maximum range of this ability is the Hero's CHA in kilometers. Anything flammable will continue to burn for rounds afterward equal to the Hero's CHA and takes a quarter of the initial damage. The Hero may use this ability a number of times a week equal to her CHA Attribute.

Note that this ability disregards the scale modifiers for normal attacks and may be used against a man-sized foe or capital ship with the same results.

**Glory 200+**
**The Arms of Hestia**

The chosen of Hestia may protect those around her by bestowing upon them a sanctuary of protection. The Hero may protect a number of things equal to her CHA +1 with a personal force field with an PR rating of 7 + the Hero's WIL.

Instead of protecting individuals the Hero can also protect an area equal to twice her CHA times a 5-meter radius with an AV of 3 + the Hero's WIL. Both uses of the effect last for minutes equal to the Hero's WIL+5.

At the expense of one Hero Point the Hero can expand the radius of the protective bubble from meters to kilometers. The effects last for the same amount of time and have the same PR rating. For an additional Hero point the PR can be increased to double its normal value.

**Glory 250+**
**A Mother's Healing Touch**

The Hero may heal any wound completely with a simple laying on of the hands. This may be done a number of times a day equal to the Hero's WIL.

**Glory 275+**
**Home Body**

The Hero may designate a place under her protection and consecrate it to Hestia.

Once the area is selected it can never be removed. Once designated, the area will be transformed into a great home of crystal and marble complete with several great courtyards and baths. The house will provide incredible comfort, a breathable atmosphere, warmth, and food for everyone inside the walls. The Home will be completely invulnerable to any damage and can withstand the fiery heart of a star and will only crumble 12 months after the Hero dies. The area protected is equal to 10x the Hero's CHA Attribute in meters radius. While in the area, those considered friends of the Hero (including the Hero) receive a bonus to resistance rolls and armor protection equal to the Hero's WIL.

The Hero may produce a number of such homes equal to her CHA Attribute.

Once a home is created the Hero will be pulled to stay in the location, making the house a home. When not in the location the Hero suffers a -1 per home created to rolls that require precise concentration like fine feats of coordination and Knowledge rolls. The penalties go away when the Hero is in the comforts of the home. One day the Hero will fall asleep in front of the home's hearth and pass away, never to be seen again. The home will crumble 12 months later.

# Heuson, the Father

**Domains**: Sternness, obedience, law, justice, punishment, government
**Personality**: Heuson is the only God regularly depicted as bearded, a throwback to days past when Hellenes themselves wore their facial hair longer. Some say that in fact Heuson has never cut his beard due to an agreement he made at the creation of time that the Hellenic people and their laws would exist so long as his beard remained uncut. He is a stern father figure, but there is never any doubt that the punishment he doles out is well earned; even criminals agree that they deserve what they get when Heuson is the one doing the punishing with his thunderous gavel. Heuson is seen as being in the prime of his immortal life, a virile specimen of masculinity, power, law, and order.
**Symbols**: Gavel of Justice, Lightning Bolt (striking down a wrongdoer), Beard
**Home System**: Elis
**Temple Moon**: Olympia

**Glory 0+**
**Righteous Authority**

The Hero has an air of authority and leadership about them. When speaking to a group and issuing commands the Hero receives a bonus of +2 and an additional +2 for every 30 Glory.

**Glory 30+**
**Thunderous Clap**

The Hero may create a burst of thunderous sound by spending an action in concentration. The sound starts as a low rumble in the chest of the Hero and issues forth with a loud roar from his mouth. The blast of thunder affects everyone in a radius equal to twice the Hero's CHA Attribute in meters. Those within the area of effect must make a WIL roll versus the Hero's CHA or be stunned for combat rounds equal to the Hero's CHA Attribute. Stunned characters are at -3 on all actions. The Hero may do this a number of times equal to his CHA Attribute.

**Glory 50+**
**The Appetite of Heuson**

The lord of the Gods has insatiable appetites for beings of great beauty. To be worthy of the Hero's passion the being must have the Enchanting Beauty talent and be someone the Hero might normally be attracted to (the Hero will not be attracted to the same gender if he is not inclined to). When the Hero is aroused to take part in something he goes to the extremes and will not stop until his appetites are sated (WIL roll DoD -3 plus one additional point for every 50 glory beyond 50). The Hero will stop at almost nothing to bed the person and will use every resource at his disposal to accomplish the task.

There is sometimes a product of the union no matter the being's gender (the Hero must roll a CON roll DoD of -8). Any children will have some characteristic of the Hero and be favored by the Gods who will bestow some sort of gift upon them.

**Glory 60+**
**Bolts of Justice**

The Hero is granted the use of Heuson's greatest weapons — his bolts of lightning! The Hero is entrusted with a number of lightning bolts equal to his CHA Attribute (minimum of one). The bolts are small and unassuming silver cylinders but when activated transform into blue-white bolts of dancing electricity. The bolts of lightning are thrown using the throwing skill and strike for 10x CHA Attribute damage. The range for these bolts is equal to the Hero's CHA in kilometers.

Once all the Bolts are used the Hero must plead with Heuson at his sacred temple moon for more (DoD -6) and spend large amounts of drachmas in sacrifices.

Note that this ability disregards the scale modifiers for normal attacks and may be used against a man-sized form or a capital ship with the same results.

**Glory 100+**
**The Gods' Tithing**

The other Gods pay homage to Heuson by allowing him access to their domains of influence. The Hero may choose a gift belonging to another God of equal Glory value or less.



**Glory 150+**
**Shape Shift**

The Hero may take the shape of any being. Once the Hero has taken the shape he may not take the shape ever again, but while in the shape he has all the abilities and advantages of that being. He may keep the shape for a number of hours equal to four times his CON Attribute. The Hero may do this once per week.

**Glory 200+**
**The Judgment**

The Hero may look into the eyes of any living being and see the guilt in his soul (a search or surveillance roll). Once the Hero has determined the guilt of a being he may reprimand them fairly with a punishment that fits the transgression. Once decreed that the transgressor will be punished the target can only escape the wrath by

beating the Hero is an opposed WIL roll. If successful the punishment becomes reality and is carried out in the most expedient way. If the target is successful, the punishment does not take effect and the Hero may never accuse the target of this crime again.

The punishment is exacting and takes a toll on the Hero, causing the punishment to hurt him as much as it hurts the criminal. Some of the punishments are fairly easy to enact while others compel the Hero to sacrifice a part of his being to reprimand the transgressor. Use the chart below as a benchmark.

| Crime | Punishment | The Hero suffers… |
|---|---|---|
| A Lie/ Breaking an Oath | The transgressor must tell the victim of the lie the truth in a public place. Oath breakers are publicly humiliated and brought low with a beating | The Hero must decree in a loud voice what must be done |
| Betrayal/ Treason | A sound beating and/or humiliation/ imprisonment | The Hero must spend a character point and be present at the initial punishment |
| Theft | Monetary restitution and/or imprisonment | For monetary restitution the Hero must spend a character point. For imprisonment the Hero must spend 5 Hero points |
| Rape | Disfigurement, prolonged suffering, and finally death | The Hero must spend 5 Hero points |
| Murder of an Innocent | Death or slavery to the family | For slavery the Hero must spend 5 character points or one Hero point. For death the Hero must spend 10 Hero point or 5 experience points |
| Hubris | Disfigurement or Death | The Hero must spend 10 Hero point or 5 experience points |

**Glory 250+**
**Attribute Increase**

The Hero may increase two Attribute s by +1 permanently. This increase may take him beyond the normal maximum.

**Glory 275+**
**The Pride of Heuson**

The Hero is looked upon with great pride by Heuson, and he will suffer nothing less than greatness from the Hero. The Hero must do a deed of such greatness (or die trying) that Heuson will feel moved to bring the Hero to feast at his side in Olympos. The deed must be something of great worth and value to the Gods and Hellenes alike. For every month that the Hero does not begin his quest he will lose 1 from his Attribute s. When he reaches -3 in an Attribute, he will fall to his fate in some way and die. If he corrects this by moving on to his quest he will regain the Attribute s lost at a rate of 1 per day.

# Hoseidon, the Sailor

**Domains**: Sailing, piloting, navigation, survival, flying, risk-avoidance, predictability
**Personality**: Stars flare and die around him, but still Hoseidon stands in position at the stern of some great starship, staring off into space, pointing at his destination. It is said that he does not move, but rather that all creation moves around him so as to put him where he wants to go. He speaks not a word, but commands all with his mere presence and surety. He is also the God with the most influence over the Panthalassa (Slipspace), and is often said to reside there.
**Symbols**: Star, Wheel, Sphere, Waves
Home System: Troizenos
Temple Moon: Mykenai

**Glory 0+**
**Know the Sea**

The sailor knows the ebb and flow of the seas of the world, hazards of the vacuum, and the tides of Slipspace. The Hero receives a one time bonus of +2 to either piloting, navigation, or seamanship skill, player's choice.

**Glory 30+**
**Full sails**

The Hero's piloting acumen is so great that he is unrivaled when in command of a ship. Any boat or starship piloted by the Hero in normal space moves faster by a percent equal to 10% x PER Attribute.

**Glory 60+**
**Speed of the Sea Horse**

The Hero has the ability to push a ship faster and further in the Panthalassa. The Hero may add .5 to his Slipspace drive's speed for every point he has in his PER Attribute. The Hero also receives a bonus when resisting Lethe in Slipspace equal to double his WIL.

**Glory 100+**
**The Pilot**

The Hero receives +1 to any piloting or navigation roll for each point of PER he possesses (minimum of one).

**Glory 150+**
**Sea Legs**

The Hero has spent so much time at sea, in space, or in Slipspace that still ground feels unnatural to him. The Hero suffers a DEX penalty of -1 (leaving the Hero with a minimum of 1) when on a stable and normal planet or space station.

When in space or moving in Slipspace the Hero has no equal. When aboard a ship or in a zero-gravity environment he gains a bonus of +2 to his DEX and gains an additional movement bonus of 10 meters. While in Slipspace the Hero may "swim" in the stream as if he were born there with a movement of +30 meters.

**Glory 200+**
**The Sea's Soothing Whisper**

The Hero may calm the wild storms of Slipspace with a few soothing words, lowering the intensity by one level per point in CHA. If the Hero so chooses he can also whip Slipspace into a localized fury while standing exposed outside in Slipspace and shouting curses, creating a storm with an intensity equal to his CHA.

In both instances the effect last for 30 minutes per point of WIL.

**Glory 250+**
**Master of the Wine-Dark Sea**

The Hero has such power over the seas that he may open a clear safe path through any large body of water. The path is 10x his WIL in meters diameter and extends for twice the WIL in kilometers. The Hero may keep this corridor open for 10 minutes per WIL .

The Hero may do one other astounding thing; he may open a path into Slipspace without a Slipspace drive! With nothing more than his WIL the Hero may open a rift in the Panthalassa allowing a transport-sized ship to enter or exit. The Hero may accomplish this feat one time per day per point of WIL.

**Glory 275+**
**The Call of the Deep**

The Hero is called by a voice deep in Slipspace, beckoning him further into its depths. The Hero will take his ship farther and farther into Slipspace each time he makes a voyage until he finds the source of this voice. The benefit of this is that he will usually move much quicker through the wine-dark void, but the bane is that each trip will be full of peril.

Upon every trip the Hero must make a Piloting roll. If the Hero ever attains a critical success he reaches his destination in the depths of the black void, sails into the home of Hoseidon, and is never seen again. If others are aboard the ship at the time they find themselves at their destination safe and secure but always near the largest body of water available. If the destination was a planet then they are on the shores of a great sea, if the destination was a space station it will be near a pool or the water reclamation plant.



# Agnostics

There are Heroes who acknowledge the Gods but choose not to worship them. These Heroes accept as true the logic of the universe and their own indomitable will. With a strong belief in self, they believe they can do anything. Because they have no patron God that favors them with gifts they are left to better themselves. The stronger their belief in self, the more competent the Hero becomes.

The benefits below are received at the appropriate Glory level.

**Glory 30+, 90+, 150+**
**Self Improvement**

The Hero receives a talent of his choice for free e at each increment.

**Glory 60+, 120+, 180+**
**Attribute Increase**

The Hero receives 1 to add directly to their Attribute of choice at each increment.

**Glory 200+**
**Second Chance**

The Hero may RE-ROLL one critically failed roll per game session for every point he has in WIL.

**Glory 230+**
**Mind over Matter**

The Hero may stay up and active by force of his indomitable will. Normally when a Hero reaches zero hit points they are unconscious and on their way to the afterworld. At this level the Hero may stay up and active for rounds equal to his WIL .

**Glory 250+**
**Fortune!**

The Hero gains a great insight into the universe allowing him to change the probability of things happening around him. The Hero may change the result of any die roll made by his Hero or someone else By a number of points equal to his WIL+1. He may use this ability a number of times a week equal to his PER Attribute .

**300+**
**Master of My Own Destiny!**

The Hero has attained the status of a living God and feels a tugging toward the Olympos star cluster. This is the last great journey of the Hero and once there the Hero will disappear from existence.

# THE TWO

In addition to the above Gods, there are two Gods who are almost universally NOT worshipped, as they are seen as being beyond such mortal concerns. As such they do not bestow any special powers upon those who might choose to worship them.

## Aionisia, the Wanderer

**Domains**: Aimlessness, foolishness, gypsies, restlessness, procrastination, the unborn
**Personality**: Aionisia is depicted as a tall, willowy, gypsy-like woman, naked beneath layers of translucent, flowing silk robes that flutter constantly as she moves and dances about, ever tantalizing yet never fully revealing anything. Those who see her are often driven to try and touch her, but she always eludes their grasp, never able to be pinned down, captured, or understood. Wise men avoid her temptations, but even the wisest sage will find his mind wandering, and there Aionisia is to be found.
**Symbols**: Leaf on the Wind, Fluttering Cloth

## Hadon, the Sleeper



**Domains**: Death, the afterlife, corpses, stillness, finality, inevitability
**Personality**: Grim and silent, Hadon is portrayed as a short (almost pygmy-like) and faceless Hellene, with no eyes, nose, or mouth, who moves without a sound and approaches with outstretched arms, waiting to silently enfold any who cross his path in a deadly embrace. Yet Hadon is not feared so much as expected, for everyone ends up dead eventually. Those who flee his embrace do so not because they fear what is to come, but rather because they feel they have more to do before they meet their ends.
**Symbols**: Featureless Face

### WHAT WON'T GODS DO?

Gods can do many things, but there are things they won't do.

- A God will never manifest to a group of people; he or she will only show up to one individual at a time. It is entirely possible for the same God to appear simultaneously to two individuals, but each will have a unique experience.
- A God will almost never appear in a "Godly" form, instead appearing to inhabit another person, place, or thing. Examples include: a statue, an animal, a visage in a pool of water, or a disembodied voice from on high.
- A God will never ignore a prayer from a favored follower.
- A God will never directly kill a follower he is displeased with.
- A God will never directly affect a Hero's enemy. The God may help by imbuing the Hero with a bit of his divine might, but he or she will never strike down an enemy directly. For one reason why this might be the case, see the next point.
- A God will never defy fate; every living thing has a proscribed fate, and the God will never interfere with it.

# WORSHIP

All the Gods in HELLAS are worshipped on equal terms and given equal respect, and no one Hellene truly worships only one God. All the Gods are given their due, even if a Hellene favors or closely identifies with a certain one. For the most part, there is no animosity towards others for their religious view and only in the most extreme cases will zealots focus worship on one God at the expense of the others. Even Agnostics and Atheists are given some small measure of understanding and tolerance, though they are looked down upon as fools and heathens by "true believers."

# Votives and Sacrifices

Votives are generally given to the Gods to garner divine favor for some future event or endeavor, such as before a great voyage, a wedding, or some other favor the Hellene is seeking. However, votives might also be given when a Hellene feels that they need to show piety for a past transgression against a God, or to atone for a crime against another Hellene.

Votives might be anything — jewelry, weapons, prized possessions, statues, and money are just some examples. Large votives are sometimes given by organizations or even planetary systems looking for favor with the Gods, and their size and value scales to match. One thing they all have in common, however, is that they are kept on display in the God's sanctuary or temple for a set period of time, and then ritually discarded by a priest or priestess or given to some charity.

Sacrifices are also gifts to the Gods, and usually take the form of bloodless offerings such as cereals, oils, grains, cheese, or other foodstuffs. Blood offerings are also made in some parts of Hellene space, and usually consist of prized animals or, in some extreme cases, a living sentient being. In either form, sacrifices cannot be reclaimed or discarded like votives — the item or thing being sacrificed is always ritually destroyed, such as by burning on a raised altar, vaporized using weapons, or jettisoned into space towards a star.

### THE EFFECTS OF VOTIVES AND SACRIFICES

Once the votive or sacrifice is made the Hero makes a CHA or seduction roll to please the Gods. The difficulty of this roll is -3.

- **Mishap**: the offering decays in front of the Hero's eyes, the sky fills with black clouds, and babies start to cry (or something equally as sinister).
- **Failure**: nothing occurs but the Gods are pleased
- **Partial**: the Hero receives +2 Hero points to spend as the Hero sees fit
- **Success**: the Hero receives 6 Hero points to use as she sees fit
- **Critical**: the Hero receives 12 Hero points to use as she sees fit

The blessing may be saved until needed

If the votive or sacrifice was done at a temple moon the Hero not only receives the blessing but may be entitled to a one-time use of a Godly gift. The gift given is determined by the GM and may be used once.



# Blasphemy

During the course of the Hero's journey he may feel abandoned or slighted by the Gods so much so that he curses them. It may be in a fit or rage or despair but usually occurs when the Hero is upset. The slight may rise all the way to Olympos, the home of the Gods. If a God hears the curse she may act to punish the Hero in some way. The God will never directly act against the Hero but he may find that his life becomes more difficult or trying. The Hero must atone for his transgression in some way to divest himself of the God's ire. The Hero loses access to all his divine abilities if the God cursed was also the one who favors him.

As a roleplaying bonus, those who curse the Gods during a roleplaying situation may receive Hero points equal to their WIL for one action. These points must be spent before the end of the adventure or they are lost. Agnostics never receive this bonus.

## Favor from other Gods

Gods are not exclusive to one persona and a Hero may petition, pray to, or beg from a God that does not favor him for help or blessings.

A Hero must openly make a plea to the God and persuade him or her to help. This requires a CHA or seduction roll with a difficulty of -5. If successful the divinity may offer the Hero a single favor at two levels less than his current Glory.

*Example: A Hero with 100 Glory may have access to a 0pt, 30pt, or 60pt point gift but not all.*

Continuous calls for help may become annoying and is generally looked down upon. The Gods enjoy seeing what mortals do for themselves and loathe to constantly being harassed for help. If the CHA roll is ever a mishap the petitioned God rebukes the Hero and is offended and the Hero receives a Fate point.

After the Hero receives the favor it is important to make an offering to the God in thanks. The God who favors the Hero may also become upset or offended by the call for aid to other Gods and cut off communication or access to abilities until she is appeased with appropriate gifts or sacrifices.

## Swearing Oaths in the Gods Name

A Hero may at times feel so passionate about a subject that they will swear an oath by a God. Oath taking is not a trivial matter and may catch the ear of the God in question. Hellenes know that a God sworn oath is the heaviest burden a person can saddle themselves with and only swear these oaths when they feel their heart is true or when overtaken by passions in the heat of the moment.

A sworn oath is small Ambition hat is defined by the player and GM and must have a small and attainable goal.

A Hero who swears an oath does so to the appropriate God and then gains a bonus to one skill (chosen by the player at the time of the swearing) equal to his CHA Attribute +1. The bonus will be in effect only when the Hero is in pursuit of the finishing the oath. When not in pursuit of the oath the bonus turns into a penalty. The oath must be something the Hero can do alone and without the help of another and if helped will loose the bonus. If the Hero fails the oath he immediately loses 20 Glory and receives one Fate point; the God is not please that you swore an oath in his name and failed. If the oath is completed successfully the Hero receives 5 Glory

Trivial oaths sworn to a God will anger them and result in the Hero losing 10 Glory.





# Temple Moons

The Hellenes generally worship and sacrifice within sanctuaries that might be located, according to the nature of a particular deity, either within a city or deep in a remote countryside. Each sanctuary is a well-defined sacred space — set apart usually by an enclosure wall — that is known as a Temenos.

Within the Temenos is the Temple proper, reflecting the splendor of the God to which it is consecrated. Each generally contains a monumental cult image of the deity, an outdoor altar, several other statues, and votive offerings to that God (or even other Gods). Some temples overlook the sea while others have scenic views of forested areas or countryside, as befits the deity in question.

In addition to the countless Temples scattered across Hellenic space, each of the twelve Gods has at least one Great Temple orbiting their patron world. These Temple Moons are all artificially constructed to the same specifications, being exactly 144 kilometers in diameter and orbiting the exact same distance from the chosen planet — 210,000 km.

The Temple Moons are a great mystery, as legend holds that they were already in place when the Hellenes arrived in their new homes. They are often said to have been put in their current locations by the Gods themselves as personal homes. In one case (that of the Temple Moon of Heuson) this seems more likely, as the complex was evidently built for beings twice as large as the average Hellene; all other Temple Moon complexes are “Hellene-sized.”

Temple Moons are barren lifeless worlds, except for the great temple complexes that cover a rectangular area of approximately 2,400 square kilometers. Each temple complex is essentially a small city; above ground are many large buildings, statues, parks, and lakes, but in most cases only a small portion of the complex sits above the surface, the rest hidden underground.

A group of priests and priestesses (numbering some 10,000 on average) staffs each Temple Complex, and is charged with the upkeep of the complex along with the hundreds of thousands of service robots that aid them. Wild animals favored by the Gods often have sanctuaries in the city, and in some areas the flora has overgrown large areas, making some places impassable.

Deep in the heart of each complex — many miles underground — lies the central Temple of worship for the God within a chamber that is some 10 km long, 2 km high, and 2 km wide. This great hall has its own micro-weather system, complete with clouds forming in the upper levels of the temple that sometimes release rain, and is lit only by the great bonfire at the altar and the self-illuminating statue of the God at the center, standing over 1 km tall.

Some say that on occasion the Gods themselves have appeared within these statues and offered favors to a pilgrim, but most scoff at such rumors, since only those chosen by the God are allowed to enter in the first place. Only the most pious or worthy may set foot on a Temple Moon — each is guarded by a small fleet of patrol ships that have the authority to vaporize anyone who tries to breach the security perimeter around the world.



# CHAPTER SEVEN

"We can't keep everything, Iolaus," said Alcmene, holding up a spear. "Why not sell these? Cass said...."

"I will not throw away weapons," said Iolaus. "We do not know what it is we face."

Alcmene shook her head. Sometimes Iolaus was too Spartan, and sometimes he wasn't Spartan enough. Wasn't one of their mantras to keep things simple and clean? Why did he insist on keeping so much stuff?

"Iolaus, do you really think that anything we have on this ship is going to make a difference against whatever it was that annihilated your home? Hephaeston himself probably lacks a weapon strong enough."

Alcmene instantly knew she'd touched a nerve, bringing that up again. She moved towards Iolaus, reaching out to console him, but he pushed her arm away and glared.

"Why don't you go help Cassiopeia in the cargo hold?"

"Fine," she said. "Fine. I'll leave you to your man equipment and go do girl things."

She spun and stormed off, wishing for all the world she had a door to slam; instead she had to settle for the gentle hiss as the entryway cycled shut on its own. She couldn't even stomp her anger away, for the cargo hold was just down the hallway, and Cassiopeia met her at the entrance, tentacles wrapped around a crate of exotic fruits that had split open in the blast the other day.

"Fruit?" she asked, sniffing. Not Spartan. Perhaps Athenoian.

"Damaged," said Cassiopeia, shoving the crate aside. "Worthless. If we had time to distill it, maybe we could sell that. But we don't have that long."

"Perhaps we could preserve it," said Alcmene. "Won't we need more rations?"

"Yes, but we can always buy those when we dock."

"True, but why spend money we desperately need for repairs?"

Cassiopeia considered this and nodded.

"Do you know how to preserve fruit?" she asked.

Alcmene glanced back down the hallway.

"Don't worry," said Cassiopeia. "As far as Iolaus knows, you're whipping up toxins to apply to his weapons. I won't tell him."

Alcmene grinned evilly. Not a bad idea. Half for preserves, half for poisons. She'd just have to remember to label the jars properly. Wouldn't want to make that mistake a second time.

"I only wish there was more worth selling."

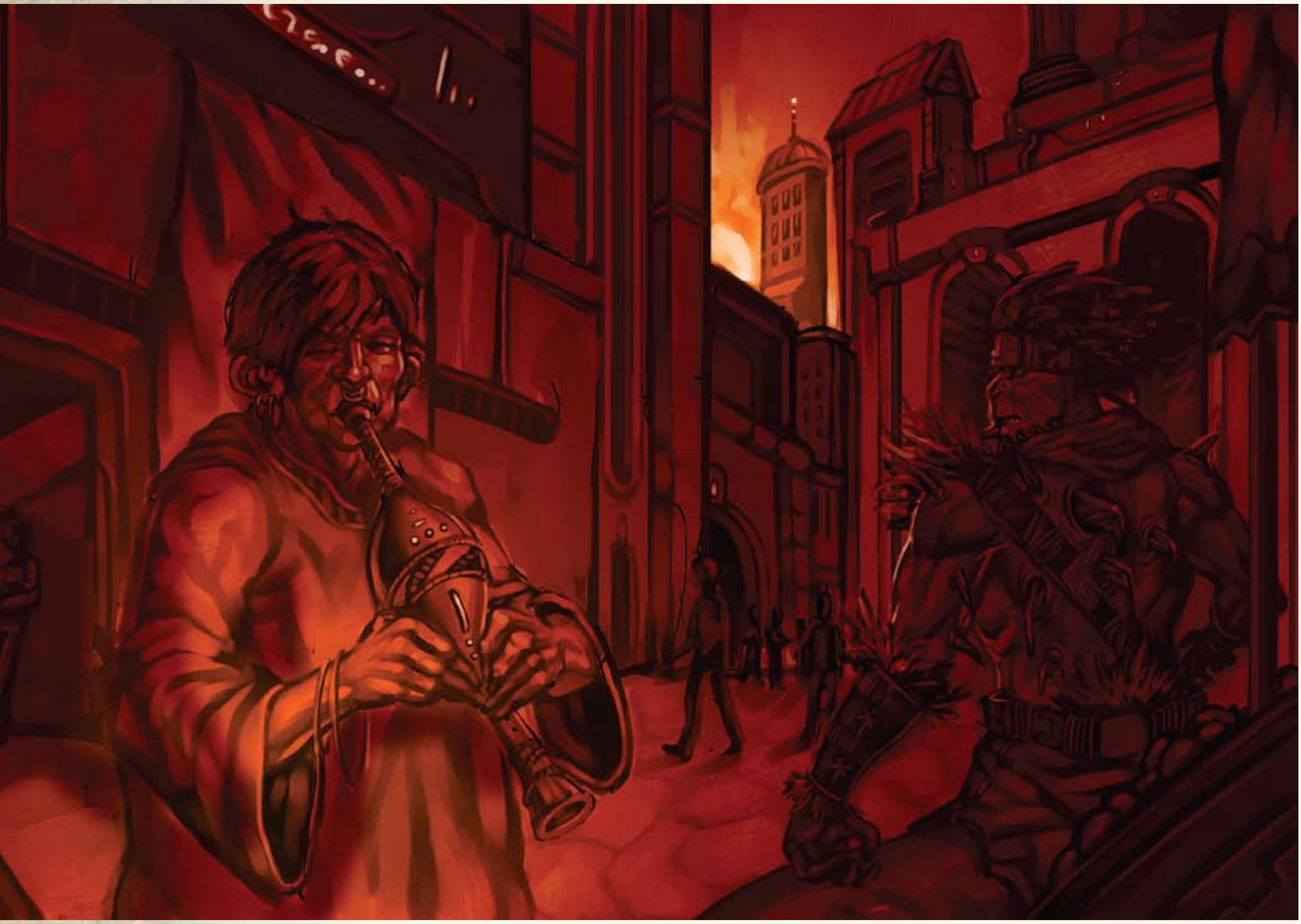
"What do you mean?" asked Alcmene.

"All this," said Cass, waving a tentacle, "is just food, soft goods, statues, and trinkets. Who will need such things in a time of war?"

"Ah," said Alcmene, "But you forget: these are Spartan. They are not crates of second-rate wines and tattered furs; they are the last remnants of a dead civilization. They're not worthless — they're priceless."



Cassiopeia turned, re-evaluating her cargo.
"I like the way you think, Naiad" she said.
That makes two of us, thought Alcmene.



# EQUIPMENT

## Currency



A wide variety of currency is used across the many worlds. To make the economics of this genre easier for the GM, all prices of goods and services are given in the basic currency unit of Drachmas (dm). This is roughly the equivalent cost of a single unit of staple food such as a loaf of bread.

Drachmas are made of electrum (with a standardized 50% gold, 50% silver concentration); one side bears the image of Athenia, patron Goddess of the Athenoi system, and on the reverse is the owl of Athenia.

There are a few other Athenoian coins of note: the Obol is worth only a quarter of a Drachma; the Tetradrachma is worth four Drachmas; the Decadrachma is worth 10 Drachmas; and finally the Centadrachma is worth 100 Drachmas.

The Athenoian Drachma is traditionally traded for the Argosian Argo (another coin used throughout many regions of Hellas) at a 1 to 1 ratio, except in times of war when the ratio changes depending on whether or not Athenoi and Argos are on the same side or not. The Argo is nearly identical in shape, size, and composition, but bears a ship on one side (the Argo), and the image of Heiria the Mother on the other.

### Buying and Selling Goods

In general, a character can sell something for a quarter of its listed price if the item is in good repair and can be resold. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Merchants commonly exchange trade goods without using currency. In fact, on many worlds, currency is not even recognized and folk from these regions normally rely on barter or a system of credits as a means of trade. In these cases, trade goods, weapons, armor, tools, gems, or other such items may be required for trade.

### The Average Wealth of a Hellene

Below is a simple benchmark of a Hellene's income per month. Most of what a Hellene earns is spent on longing, food, and other day-to-day necessities.

- **Helots** (Poor) = earns 200dm or less per month
- **Artisans, Craftsmen, and Merchants** (Middle class) = earns 400dm per month
- **Aristocrats and Noblemen** (Rich) = earns 1,000dm or more per month

## Materials

Most items are manufactured using standard materials, except for metals. Most items that once used metals in their manufacture now use a material called cermet. A cermet is a composite material composed of ceramic (cer) and metallic (met) materials, ideally designed to have the optimal properties of both a ceramic, such as high-temperature resistance and hardness, and those of a metal, such as the ability to undergo plastic deformation. This material has the benefit of being both strong and lightweight, allowing everything from a Hoplite sword to the hull of a space cruiser to be made from it.

### Power Sources

Equipment in HELLAS is literally powered by Sun and Stone. Promethium is a reddish ore that burns with a constant golden flame, found in several places throughout Hellene space but most notably near the Olympos Star cluster, as well as near proto-stars and in nebulae hidden in asteroid or rocky debris. Promethium is incredibly potent and a small amount, usually about .5 kilograms, can provide enough power for a small family home for a week. Everything from personal energy weapons to star cruisers uses a refined Promethium battery or pile. In its raw natural state Promethium will ignite and burn incredibly hot (7,500 degrees F) upon contact with oxygen, and will usually burn it self out within minutes. Once ignited, not even the vacuum of space can extinguish the ore. When used in its raw form, Promethium is usually held in a containment field and ignited under controlled conditions. With refinement a Promethium battery can last for quite some time giving off an extraordinary amount of energy.

### Exceptional Workmanship

All weapons and armor listed in this chapter represent average workmanship and components. For superior manufacture or workmanship, the GM may attribute a bonus of +1 to +3 to Attack or Damage rolls or both.



# Goods and Services

Below is a list of common everyday things that a Hero may encounter or need to buy. Depending on the quality and availability the price may be increased or decrease relative to demand.

| Food and Drink | Cost |
|---|---|
| A bottle of wine | 1–100dm |
| Breakfast | 1–50dm |
| Lunch | 2–75dm |
| Dinner | 4–100dm |
| Traveling supplies (food water, etc.) per week | 25dm |
| **Livestock** | |
| Goat | 5–10dm |
| Ox | 40–200dm |
| Horse | 300–1000dm |
| Fowl | 2–5dm |
| **Household Goods** | |
| Table | 10–50dm |
| Bed | 25–100dm |
| Chair | 10–20dm |
| Kylix (drinking cup) | 2–20dm |
| Hydria (water jar) | 2–8dm |
| Amphora (storage jar) | 3–10dm |
| Oenochoe (wine jug) | 3–20dm |
| Statue | 500–2000dm |
| **Lodging** | |
| A common room (per night) | 10dm |
| A shared room (two or more guests per night) | 20–40dm |
| Private room (per night) | 35–350dm |
| Renting a private house(per week) | 150–2,500dm |
| Parking for small vehicle (per night) | 4dm |
| Mooring fees for spacecraft (per night) | 75dm |
| Maintenance on a vehicle (per hour) | 40dm |
| Monthly lease on a poor house | 100dm |
| Monthly lease on a modest middle class house | 250dm |
| Monthly lease on a wealthy house | 500dm |
| Monthly lease on an opulent house | 1,500dm |
| **Servants and Services** | |
| Courtesan (per night) | 75dm |
| Whore (per hour) | 5–100dm |
| Doctor (per visit) | 5–100dm |
| Chauffeur (per day) | 5–50dm |
| Bodyguard (per day) | 40–500dm |
| Travel Guide (per day) | 5–100dm |
| Entertainer/Performer (per hour) | 5–200dm |
| Attending a play (per seat) | 2–75dm |
| Throwing a Symposium (per day) | 250dm |
| Maintaining a slave (a month) | 5–20dm |

* = to purchase a home instead of leasing = 10x amount

# Personal Equipment

| Equipment | Cost |
|---|---|
| Amazoran Creature Harness | 7,500dm |
| Binoculars | 25dm |
| Combat Scanner | 245dm |
| Comlink | 75dm |
| Crowbar | 5dm |
| Electronic keys | 350dm |
| Enviro-suit | 100dm |
| Flashlight | 10dm |
| Gas Mask | 20dm |
| Perdix Active Vision Goggles | 300dm |
| Diadalos Hand Comp | 150dm |
| Handcuffs | 50dm |
| The Archimedes P26 Scanner | 300dm |
| Holo-vid Player | 100dm |
| Hover Plates | 75dm |
| Iron Spikes and Piton | 10dm |
| Jetpack | 450dm |
| Life-Support Refills | 10dm |
| Lock-picking Tools | 30dm |
| Med-kit | 150dm |
| Diadalos Molecular Grappler and Gun unit | 150dm |
| Musical Instrument | 75dm+ |
| Nephelai Cloud Stones | 750dm |
| Nymphas Scintillating Rings | 250dm |
| Rifle Scope | 120dm |
| Rope Heavy (braided plastic) | 15dm |
| Rope Light (braided nylon) | 25dm |
| The Archimedes 431-A Series Scholarchips | 100dm for base |
| Shovel | 10dm |
| Signal Locator | 150dm |
| Slip Glider | 500dm |
| Stealth Suit | 100dm |
| Thermo-disk | 7dm |
| Tool Kit | 75dm |
| Tracking Device | 50dm |
| Welding Kit | 67dm |
| Zintar Machine Interface Ring | 450dm |
| **Kybernetics** | |
| Prosthetic Arm or Leg | 2500dm |
| Prosthetic Eyes | 4000dm. |
| **Machina** | |
| Programs | 200dm+ |
| Diadalos Corporation Maintenance Machina | 1000dm |
| Diadalos Corporation Machina Servitor | 2350dm |
| Diadalos Corporation Medical Machina | 2350dm |
| Diadalos Corporation Security Machina | 3850dm |

| Medicine | |
|---|---|
| Ambrosia | 5000dm / dose |
| Heiraclion | 250dm / dose |
| Pharmaka of Glaukos | 100dm / dose |
| Pharmaka Polyidos | 250dm / dose |
| Heliotropion | 20dm / dose |
| Ampelos | 175dm / dose |
| Elate | 10dm / dose |
| Krokos | 50dm / dose |
| Synthskin | 75dm / can |
| **Clothing** | |
| Nudity | Free! |
| Doric Chiton | 10dm |
| Ionic Chiton | 10dm |
| Chlamys | 20dm |
| Himation | 40dm |
| Leggings and pants | 15dm |
| Footwear | |
| Solea | 15dm |
| Buskin Boot | 25dm |
| Krepis | 25dm |
| **Zintar Carapaces** | |
| Combat carapace | 8600dm |
| Hellenic carapace | 2200dm |
| Medical carapace | 2200dm |
| Spacer carapace | 2500dm |
| Standard carapace | 1200dm |
| Worker carapace | 5200dm |



**Amazoran Creature Harness**

Amazoran animal handlers have created a way of using the genetic material of a beast to psychically bond it to the wearer of the harness. The process of the manufacture is a closely guarded secret of the Amazoran people and is only taught to a select few. The harness has several small pockets lining the side that hold a small piece of material from the animal such as a tuft of hair, a claw, tooth, or sample of skin. The material must have time to bond to the harness and when complete permanently takes up one of the slots of the harness and can never be reassigned.

The harness gives the handler a +3 bonus when trying to control or manipulate the animal.

Most harnesses have only 5 pockets but some have been known to have more while others less. The harnesses are never sold publicly and are only given to those deemed worthy to own one. Those found on the open market are highly prized and very expensive. As an article of clothing the harness is a great badge of prestige among Amazorans and gives a +2 bonus when dealing with them. Cost: 7,500dm

**Binoculars**

+2 bonus to sight-based rolls for viewing objects beyond seven meters in the daylight and twilight. Cost: 25dm



**Combat Scanner**

A combat sensor package used in the field to detect hidden or stealthy combatants. The scanner has a range of 100m radius giving the user a +2 to search rolls where appropriate. If the range is narrowed to 30m the bonus increases to +4. The effectiveness of the device is diminished in heavily obstructed areas and may not be as effective. Cost: 245dm

**Comlink**



The standard unit of communication equipment, the comlink comes in a number of different forms. The most common is the handset, which has an effective range of 10 kilometers and is widely available on the open market. These also can be purchased as headsets. Cost: 35dm

Military comlinks have a greater range (approximately 25 kilometers), and are frequently belt units or built into enviro-suit helmets to allow the soldier to keep her hands free for combat.

Many high-tech worlds feature communications satellites that allow comlink signals to reach anywhere on the planet. Cost: 75dm

**Crowbar**

Gives a +3 bonus to prying attempts, or does DR +2 in damage with bashing attacks. Cost: 5dm

**Electronic keys**

This is an illegal lock-picking device used to disable electronic locks and doors. The small device is the size of a pack of playing cards and is placed over the lock. It uses electronic and harmonic pulses to open locks. The device adds +4bonus to disable mechanism rolls against electronic devices. Cost: 350dm

**Enviro-suit**

The basic environmental protection gear, the enviro-suit is designed for use in hostile climates or worlds where the atmosphere is unsafe. The enviro-suit features a helmet and full-body suit (the helmet is detachable). Air is recycled by the mechanisms in the suit and body moisture is also filtered, to be stored in pouches inside the suit. Straws run up the suit and into the helmet to allow the user to take a drink.

Enviro-suits commonly have comlink units built into the helmet and the belt. A small indicator light in the helmet flashes when in the presence of another comlink trained to the same frequency. An enviro-suit maintains a constant temperature around its wearer that can be adjusted via controls on the belt.

A standard enviro-suit offers only a single layer of protection (PR 2), which, if torn or pierced, renders the entire suit inoperative. More expensive suits offer two layers of protection, with a liquid sealant stored between the interior and the exterior. Damage done to the exterior layer can be sealed within one round (PR 4). However, extensive damage rapidly exhausts the supply of sealant. (The average outfit comes with enough sealant to repair 20 small tears or 10 large ones.)

Enviro-suits can hold enough air, food, and recycled water for several days to several weeks of use; about two weeks is standard. They can be refilled off of shipboard supplies (deducting the life support from the ship's life support) or they can be refilled at stations and similar places for 10% of the base cost of the suit. Cost of suit: 100dm

**Flashlight**

A small flashlight reduces darkness modifiers by +4 in a cone-shaped area up to five meters from the user. The internal batteries can be recharged off any local current (the base includes several adapters). Cost: 10dm

**Gas Mask**

When worn, the gas mask provides a +4 to CON rolls against gas attacks or negates up to -4 in relevant modifiers. (Use the game mechanic appropriate for the situation.). Cost: 20dm

**Kerykeion**

Hellenic Heralds all carry a kerykeion as an official symbol of their status, ensuring it is appropriately displayed during the course of their official activities. It is a symbol recognized throughout Hellenic space, and most individuals will allow its bearer unmolested passage. The kerykeion is a short baton of polished bronze-colored cermet, topped with a pair of decorative feathered wings. The interior of the baton contains a high-specification Diadalos hand comp, heavily encrypted to permit access only to the Herald and their employer, this serving as a secure repository for sensitive documents and communications.

Kerykeion are crafted for each individual carrier, and are usually not for sale. Cost: 400dm

**Perdix Active Vision Goggles**

The active vision goggles adapt to the ambient light of its surrounding environment, amplifying light when it is dark and dimming bright light sources in a matter of seconds. The small onboard computer manipulates the reactive film in the goggles allowing for rapid alteration of the lenses. The goggles add a +4 to any sight-based PER rolls where bright lights or darkness hamper vision and allow the user to see normally in nighttime conditions. The goggles will not allow the user to see in complete darkness but will amplify any ambient light in the area. Cost: 300dm



**Diadalos Hand Comp**



Portable and easy to use, hand computers feature rapid processing power, including high quantities of high-speed memory and high-capacity, multifunctional chip drives. Most come with a port for connection to a jack, as well as cable interfaces for connecting to larger terminals. Smaller computers have slots for a few scholarchips, while larger ones have room for several. Cost: 150dm

**Handcuffs**

Low-tech metal adjustable restraints require the key or a sleight of hand roll to remove DoD -4. Key comes with purchase of handcuffs. Cost: 50dm

**The Archimedes P26 Scanner**

A portable sensor device, the hand scanner has an effective range of 10 kilometers. It can be set to pick up motion, particular types of matter, and even indications of power generation. They are standard equipment for scouts and are frequently used by miners. Use of a scanner provides a +2 to PER rolls. Most hand scanners can only be blocked by cover over three solid meters thick (several thick concrete walls or the bulkhead of a ship will usually block scanner readings, but only the densest of forests or jungles will have any effect at all). Cost: 300dm

**Holo-vid Player**

This device provides holographic images drawn from data chips for entertainment or informational purposes. Holo-vids can be connected to comlinks to provide audio and visual contact. Some holo-vids have the capability to jack into hand computers, projecting the information on scholarchips for all to read. Cost: 100dm

**Hover Plates**

A small anti-gravity plate used to port and carry items. The technology is the same used on hover vehicles but at a smaller scale. The plates are affixed to the item to be pushed or carried. The item repulses off the ground and hovers at a distance of .3 meters. One plate can hold up to 50kg of weight. Cost: 75dm

**Iron Spikes and Piton**

+2 bonus to climbing attempts; must be used with a rope. Each spike can inflict DR +1. Cost: 10dm

**Jetpack**

A small backpack attached to a personal jet engine. Used commonly by Spartan high-altitude low-orbit assault troops, it has recently found its way into common commercial use. The pack weights only 25 kilograms and gives the user a movement of SPD +9 (50 KHP). The jetpack can hold up to 150 kilograms and operate at full performance but, movement and range last only half as long if this limit is broken. To operate the device the wearer uses the pilot skill. The fuel cell last for 30 minutes of constant use before needing refueling. Cost 450dm

**Life-Support Refills**

These are "tanks" of atmosphere and food supplies that can be attached to an environment suit and some portable shelters. They last roughly two weeks and weigh less than 10 kilograms. Cost: 10dm

**Lockpicking Tools**

+2 bonus to disable mechanism attempts only if the user has the skill. Cost: 30dm



**Med-kit**

An assortment of medical supplies collected into a lightweight container that allows for easy transport. Med-kits normally contain antibiotic patches, a compressed-air hypodermic injector, five doses of pain killers, bandages, tape, and nano Machina sutures. Use of a standard med-kit provides a +4 bonus to medicine skill checks. The kit has enough supplies to treat 5 wounds. Cost: 150dm

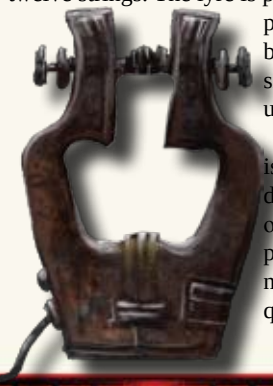
**Diadalos Molecular Grappler and Gun unit**



The molecular grappling gun uses a chemical bonding agent activated by an electrical discharge to attach to any surface. The grappler comes with a gun, 100m of finely woven diamond cord rope, and several chemical replacement pads. The diamond cord rope can hold up to 150kg of weight. The gun has a small engine that allows the rope to retract at a rate of 100m a minute while holding the maximum weight allowance. Large engines can be installed to allow for more weight. The gun has 5 charges of "ammo," allowing it to shoot the line and pad. Refill charges cost 30dm per case of 5. The grappler allows a climber to shoot the line at a target surface and then ascend using the gun engine. Cost: 150dm

**Musical Instrument**

The Hellenes use several different types of musical instruments. The lyre is a stringed instrument traditionally made of tortoiseshell with anywhere from three to twelve strings. The lyre is played with a pick; all the strings are strummed, but the player presses down on the strings that he doesn't want to be heard. The kithara is also used by professional musicians; similar in appearance to the lyre, it is bigger, heavier, and usually made of wood.



Panpipes are cane tubes arranged in a scale; sound is produced by blowing across the holes. The aulos is a double-reed wind instrument, with a sound similar to the oboe, that is extremely difficult to play. The cheeks of aulos players must be fastened with a leather strap so that they do not burst. Cost: varies depending on the instrument and the quality of the make. 75dm and rises from there.

**Nephelai Cloud Stones**

Cloud stones are the only known way of negating the Nephelai ability to become wraithlike. Any Nephelai within 5 meters of the material lose their ability to become intangible. It is used as a security measure in most buildings and personal homes. The stones are very rare and only found in caves on the floating debris of Slipspace. Some say the rolling boulders and debris are remnants of the original home of the Nephelai. The stones are sometimes forged into crude, heavy chains that are worn on a Nephelai's ankle. Cost: 750dm for a 10kg rock, 550dm for a leg shackle

**Nymphas Scintillating Rings**

This set of rings is used by Nymphas entertainers to create bright bursts of dancing color. The rings fit over the upper leg and ankle, and pulse with rapid burst of light to astound and entertain guests at a symposium. While performing, the rings provide a +2 to perform skill roll.

The rings have also found use in combat, dazzling opponents and making the wearer hard to hit. The rings provide the user with a defense bonus of +2 for the first round of combat that they are activated. After the first round of combat the attacker becomes accustomed to the effects and they no longer provide any benefit and in some cases, such as darkness, make the user easier to target. Cost 250dm

**Rifle Scope**

Attaches to a rifle and allows the user to magnify the target, thus increasing the accuracy at greater ranges. Adds +2 to Weapon (Rifles) rolls for attempts at Medium or Long range. Must spend one round aiming in order to gain benefit. Cost: 120dm

**Rope, Heavy (braided plastic)**

Inflicts DR +2 when used in choking attacks; 10 Hit Points. Cost: 15dm

**Rope, Light (braided nylon)**

Inflicts DR +1 when used in choking attacks; 6 Hit Points. Cost: 25dm

**The Archimedes 431-A Series Scholarchips**

Computer chips intended for use with both hand units and larger terminals. These contain available information on sectors, planets, some alien species, equipment, ships, personal data, business transactions, and so on. Use of a computer with a standard scholarchip in place allows the operator to roll as if he possessed a scholar or appropriate Knowledge-based skill in the subject detailed on the chip. Of course, the broader the range of information, and the more encrypted it is, the harder it is to get at what the character needs. Cost: 100dm for base skill of +1, +200 to the price for each additional +1

**Shovel**

Add +2 to digging attempts, or does DR 4 in damage with bashing attacks. Cost: 10dm

**Signal Locator**

This device, which has a restricted distribution, monitors the signals of tracking devices. It includes a small display to show direction of movement. Pricier ones can pinpoint the location on an electronic map. Cost: 150dm

**Slip Glider**

The slip glider is a small, lightweight personal glider used for recreation and short-ranged flight in planetary atmospheres and Slipspace. The glider has a wingspan of 3 meters and weights only 50 kilograms. The slip glider has a very simple pedal- and hand-control mechanism that allows the pilot to maneuver. A piloting roll or flying roll is used to operate the small personal vehicle. The glider can accommodate one pilot or a pilot and passenger with reduced range and speed by half.

The vehicle moves at a top speed of 100 kilometers per hour (SPD +23) and has a range of 2 hours before it needs refueling. When not in use the vehicle can be folded in on itself and carried like a large piece of luggage. Cost: 500dm



**Stealth Suit**

The stealth suit is used by scouts, spies, and assassins. The material make-up of the outfit allows the user to blend in with his surroundings, making him almost invisible. The suit does not bend light around the wearer, only projecting the background colors across the surface of the suit. The outfit gives the wearer a bonus of +4 to any stealth roll. Cost: 100dm

**Thermo-disk**

Useful gear when traveling in a wilderness area, thermo-disks are spheroid plasticene items, roughly the size of the average Human's fist. They contain storage batteries that, when switched on, give off heat in a 25-meter radius. As they do not provide light, they can be used in hostile areas without betraying one's presence. Cost: 7dm

**Tool Kit**

Contains tools (and possibly parts or storage containers) necessary to accomplish basic related tasks. Add +2 to relevant skill attempts only if the user has the appropriate skill (usually some version of handicraft, engineering, and disguise in the case of a disguise kit, or certain applications of artist or forgery with artistic supplies). Cost: 75dm



**Tracking Device**

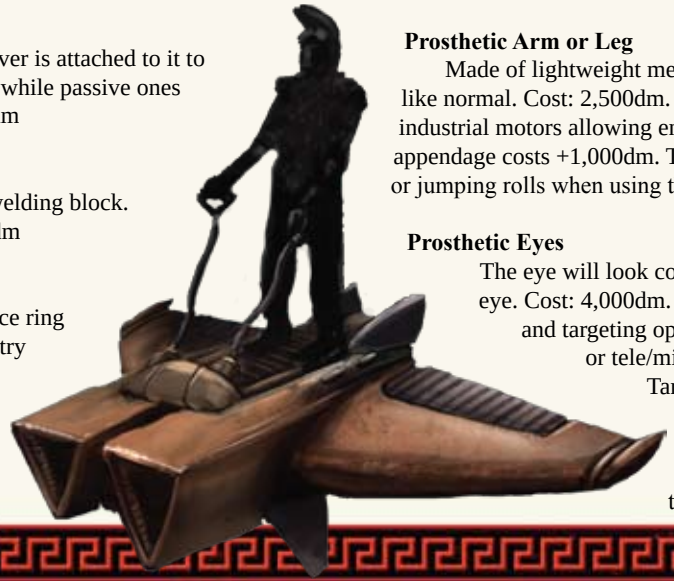
Used with a signal locator, this miniature transmitter allows whatever is attached to it to be electronically located over a distance. Active devices emit a signal, while passive ones wait for a signal to come to it before sending out a response. Cost: 50dm

**Welding Kit**

The welding kit comes with a small plasma energy torch and the welding block. The torch has enough energy for 10 minutes of constant use. Cost: 67dm

**Zintar Machine Interface Ring**

The Machine interface ring has two components; one is the interface ring that the Zintar wears upon his head and the other is the interface circuitry installed in the device or vehicle. The interface ring is worn upon the head of the Zintar and is constant radio communication with the interface integration circuit placed in the device or vehicle that is being controlled. The Machine Interface ring gives the Zintar a +2 bonus when using the device. The drawback of this device is that when the device or vehicle is damaged, the Zintar may experience feedback that stuns him. When the vehicle or item is damaged the Zintar must make a WIL roll at a DoD -4. If the Zintar is successful he suffers no ill effects, but if he fails he is stunned for one round and may take no actions while he recovers. Cost: 450dm +250dm for the installation of the interface circuitry into the machine



# Kybernetics

Kybernetics among the Hellenes for anything other than medical purposes is looked down upon. The Hellenes take great pride in their perfect form and would rather go without than attach a synthetic prosthetic to their bodies. Some of the stigma comes from the Machina revolt but most comes from the Hellenes pursuit of the idealized form.

Kybernetics are never made to look like anything but what they are — cold pieces of flesh and plastic. Some may try to adorn their prosthetics with art, but is illegal to try and cover the mechanics with synthetic flesh or hide the item. If a Hellene must get some kind of Kybernetics it is for a medical reason and usually never for body modification or enhancement. A Hellene would much rather wear a patch over their eye than get a Kybernetic replacement.

Black markets do perform illegal operations or modification on existing devices, enhancing them or turning them into weapons. If the authorities ever catch wind of such an operation they move to shut it down and arrest those in possession of the illegal hardware.

Those with Kybernetics (except Zintar) are looked down upon. Those with prosthetic legs or arms suffer a penalty of an increased difficulty of -2 to all CHA rolls such as perform or seduction, an eye is a -4 DoD. The modifier is reversed when trying to intimidate. Full-conversion kyborgs are unheard of in Hellene space. A Hellene would rather die than have his body taken from him and replaced with cold unliving machinery. Only Amazorans, Goregons, Hellenes, Nymphas, and Zintar may have prostheses installed. The Myrmidons and the Nephelai have unique bodies that won't allow for the attachment of kybernetics.

**Prosthetic Arm or Leg**

Made of lightweight metals, plastics, and ceramics the appendage functions like normal. Cost: 2,500dm. On the black market the limb can be enhanced with industrial motors allowing enhanced strength. Each additional +1 of STR in the appendage costs +1,000dm. The Hero will also receive +2 on all lifting, running, or jumping rolls when using the limb. The limb will look obviously modified.

**Prosthetic Eyes**

The eye will look cold and metallic but otherwise functions as a normal eye. Cost: 4,000dm. The eye can be designed with vision enhancements and targeting options. Vision enhancements such as IR vision or tele/microscopic vision cost an additional +2,000dm. Targeting computers cost +2000dm per bonus +1 added in combat, and are highly illegal. The weapon that the eye is linked to for targeting must also be outfitted with a special transceiver to gain the benefit.

# Machina

Machina are non-sentient automatons with a programmed algorithm they must follow. They can be used for maintenance, security — just about anything. Most interaction skills have no effect on them.

Movement may be provided by legs, wheels, treads, hoverjets, or something similar and appropriate for the medium the Machina most likely travels through or on.

A Machina is preprogrammed for each task it can do; its skills represent this programming.

Most Machina can only attempt actions they have skills for. Any action that requires a skill the mechanical construct does not have cannot be done. Machina can adapt to circumstances covered by that Attribute and make limited decisions not necessarily dealt with by their programming (that is, their listed skills). For Machina that can do this, skill attempts that default to the Attribute are at -6. This accounts for the Machina being smart but not terribly creative.

After the Machina revolt millennia ago an edict was handed down that no Machina should ever play being alive or resemble something the Gods themselves created—the Hellenes. Thus, manufacturers may make a machine with a humanoid shape, but it can never be created to look like a Hellene under penalty of death.

**Programs**

Machina may be upgraded with purchased programs that allow them to perform other tasks. Each program costs a base of 200 drachmas +25 drachmas for each +1 of skill. A skill can never go above a +7.

## Diadalos Corporation Maintenance Machina

This little Machina comes packed with a variety of tools and diagnostic equipment to perform maintenance on just about anything. Its locking wheels allow it scoot across most relatively flat surfaces, though it can't increase its rate beyond its base.

| | | | |
|---|---|---|---|
| **INT** | 0 | **PER** | 0 |
| **WIL** | 0 | **CHA** | -5 |
| **STR** | 0 | **DEX** | 0 |
| **CON** | 0 | **SPD** | 0 (Treads) |
| **CR** | -5 | **DYN** | -6 |

**Skills**: Engineering (electronics, mechanical) +3, Disable Mechanism +3, Computer (mainframe, ship systems) +3. Size: 1.25 meters.
**Hit Points**: 20
**Equipment:** Various repair and diagnostic tools, plus parts; laser welder (DR 4 if "improperly" used). Cost: 1,000dm

## Diadalos Corporation Machina Servitor

Generally humanoid in appearance, Machina servitors perform a variety of tasks around the house. Though they come with a general program for tidiness, the owner should make certain to define any limits immediately, or she could find herself with a domicile that's too clean.

| | | | |
|---|---|---|---|
| **INT** | 0 | **PER** | 0 |
| **WIL** | 0 | **CHA** | -5 |
| **STR** | 0 | **DEX** | 0 |
| **CON** | 0 | **SPD** | 0 (Legs) |
| **CR** | -5 | **DYN** | -6 |

**Skills**: Profession (housekeeper) +3, Speak languages +6, Lore (local) +3. Size: 2 meters.
**Hit Points**: 20
**Equipment:** cleaning supplies and tools stored in various compartments built into body. Cost: 2350dm

## Diadalos Corporation Medical Machina

A medical Machina with a humanoid appearance. Used primarily as medical assistants by actual doctors. The medical Machina is only used for surgery in the most dire of circumstances.

| | | | |
|---|---|---|---|
| **INT** | +2 | **PER** | 0 |
| **WIL** | 0 | **CHA** | -5 |
| **STR** | 0 | **DEX** | 0 |
| **CON** | 0 | **SPD** | 0 (Legs) |
| **CR** | -5 | **DYN** | -6 |

**Skills**: Medicine +6, Literacy +6, Speak languages +6, Lore (herbal) +3. Size: 2 meters.
**Hit Points**: 20
**Equipment:** medical supplies and tools stored in various compartments built into body. Cost: 2,350dm

## Diadalos Corporation Security Machina

The most basic and popular security Machina can identify a preprogrammed list of visitors; anyone not on that list is turned away. Those who refuse receive a stunning blast. Some crime lords alter the basic model with deadly force.

| | | | |
|---|---|---|---|
| **INT** | 0 | **PER** | 0 |
| **WIL** | 0 | **CHA** | 0 |
| **STR** | +2 | **DEX** | 0 |
| **CON** | 0 | **SPD** | +3 (Legs) |
| **CR** | +2 | **DYN** | -6 |

**Skills**: Brawl +3, Evade +3, Weapon (pistol) +3, Search +6. Size: 1.7 meters.
**Hit Points**: 30
**Equipment:** stun gun in arm (DR 15 stun only), Armor plating PR 5. Cost: 3,850dm

# Medicine

**Ambrosia**

A rare potion known only to the extremely wealthy. The drug comes from a rare plant on a world known only by the Asklepius Pharmaceutical Corporation. The drug must be taken every month, but when done cellular decay slows to a crawl. The drug was first used to help in the reattachment of limbs but was found to do more than that. The drug has incredible regenerative healing powers and can retard the aging process.

The drug heals (CON+1) x10 points of body damage (minimum of 10 hit points), allows for severed limbs to be reattached, and slows the aging process when used. A person using the drug only ages 2 months for every year. Cost: 5,000dm per dose

**Heiraclion**

A combat drug created by scientist on Sparta years ago. The drug increases the user's ferocity, strength, and stamina in battle. Once it was found that the drug caused extreme aggression followed by physiological breakdowns, the drug was abandoned. The drug bestows upon its users increased STR +3, +10 Hit Points, +3 SPD, and a berserker rage similar to the Goregon Bloodlust. The effects last for 20 rounds per dose and provide a sense of elation for several hours after that, but causes the user to suffer immediate depression once the drug leaves the system eight hours later (-2 WILL, INT, and CHA). Only taking another dose of the drug negates the depression's effects, aside from complete withdrawal from the drug for 1 week and a WIL roll, DoD -4. Each use of the drug adds -1 to the DoD. Cost: 250dm per dose

**Pharmaka of Glaukos**

An injected drug that allows the user's lungs to process oxygen out of water. The drug's effects last 1 hour per dose (multiple doses may be administered at once, up to a theoretical maximum of five doses) after which the user becomes sick, coughing and vomiting water imbibed from his body (for 1 round per dose administered). Cost: 100dm per dose

**Pharmaka Polyidos**

A honey-sweet salve that is applied to wounds after combat. The thick golden fibrous paste heals 5 hits points per wound taken. Cost: 250dm per dose

**Heliotropion**

A stimulant that keeps the user up and alert for 4 + WIL days. The drug is banned because of its addictive and dangerous side effects. Heliotropion users are noted by the golden glow coming from their eyes, a side effect of the chemical reaction. Cost: 20dm per dose

**Ampelos**

An anesthetic used to deaden the pain of wounds and surgery. Ampelos was used for a time as a combat drug since the user remains completely alert and aware of his surroundings. Users feel no pain during the hour-long duration of the drug and may ignore any penalties from pain. Cost: 175dm per dose

**Elate**

An aphrodisiac used in symposiums. The Elate is a bitter-tasting liquid added to wine or sweetened with sugar. The drug creates a euphoria that pushes aside any inhibitions the user may have and allows them to give in to any and all carnal pleasures. Users must succeed against a WIL roll DoD -4 or be lost in a 24-hour hedonistic storm. Cost: 10dm per dose

**Krokos**

A drug that makes the imbiber more pliable and easy to control. The sweet-tasting liquid causes the user to lose -4 WIL if they fail a CON roll DoD -3. Once the user is under the sway of the drug they become very easy to control (because of the lack of willpower) and are susceptible to any influence-based challenges such as deception, diplomacy, or seduction. Cost: 50dm per dose

**Synthskin**

A spray aerosol used in combat situation when a wound must be closed immediately. When applied to the wound it creates a watertight barrier that stops bleeding and the spread of infection. The organic quality of the synthetic skin allows the material to breathe like normal skin but stops most infections because of the antiseptic attributes impregnated into the mixture. The skin stays active for up to several hours before it becomes brittle and flakes off the wearer. Synthetic skin gives a +2 to medicine or heal skill rolls to stop bleeding and suture wounds. One can has enough "skin" for 5 uses. Cost 75dm per can



# Clothing

Clothes come in a variety of colors and makes throughout Hellene space. Some clothing is bought off the rack while others are fashioned by the galaxy's top designers. Region also plays an important factor in what is worn on the worlds. People of Sparta have a completely different fashion senses from those inhabiting Delphoi.

| Clothing | Skill Bonus / Description | Cost |
|---|---|---|
| Nudity | Add bonus from Enchanting Beauty | Free! |
| Utility | No Bonus. The clothing is made to be worn and worked in. It is very durable and will most likely last quite a long time. | -25% cost |
| Off the Rack | +1 Bonus. Clothing bought from the local markets. It tries for a bit of style at an affordable price. | Normal cost |
| High Fashion | +2 Bonus. The outré and highly extravagant fashion of the galaxy. Most clothing at this level is very well made but not as durable as standard fashion. They are made to be worn and seen at parties and other functions where a person's station is defined by the designer they wear. | 150% cost |
| Noble Wear | +4 Bonus. Noble-wear clothing is hand-woven and dyed. They are durable, comfortable and elegant. The clothing is also very ostentatious and will garner a lot of attention when worn anywhere but a wedding or coronation. | 200% cost |
| Openly Armed | -2 Bonus. Displaying weapons visibly, even in a sheath or holster, is considered bad manners. | N/A |
| Armored | -4 Bonus. Wearing armor at inappropriate times is rude. | N/A |

## Social Bonus

Clothing worn may provide a bonus to any social interaction skills such as charm, con, or persuasion. Most people are disarmed by a well-dressed and groomed person, allowing for better interactions. Those who constantly wear armor and look as though they are ready or itching for a fight receive penalties (-2 DoD where appropriate). In situations where it is appropriate the wearer of fine clothing can receive a benefit to their rolls determined by the quality and style of their clothing.

**Notable Hellenic Clothing Elements**

Colors are bright-hued, like yellow, indigo, green, violet, dark red, dark purple, and earth-tone colors. Motifs range from geometric arrangements of circles and squares to vegetable forms like the laurel, ivy, and waterleaf.

**Nudity**

Hellenes take great pride in their appearance and prize a well-proportioned body The body is not seen as something that should be hidden away but something to be admired. A man running everyday errands may wear nothing more than his sandals and a simple chiton and not be looked down upon. On the other hand, the Hellenes frown



upon gratuitous nudity and overt displays of sexuality or the body presented in an unclean or filthy way. Note that nudity does not mean that the character is completely naked all the time, just sparsely dressed, allowing for portions of her body to be displayed. A bare-chested man wearing a cloak would be considered nude for the sake of this style.

**Doric Chiton**

It is of wool-dyed indigo, madder, or saffron, frequently patterned with geometric or floral motifs. Its upper edge is folded over to hang down on the breast. It is folded around the body, caught together on each shoulder by binds, leaving the arms uncovered, and — though open down the right side — is held in place by the girdle, over which it blouses. When not girded, the over-fold can be raised over the head in back as a shawl. Cost: 10dm

**Ionic Chiton**

Most often seen as a female garment. It is made of thin woolen, crepe-like materials or gauzy materials, patterned in murex purple. It is cut with ample width from two pieces, and then sewn together along the top of the extended arm, frequently pleated, and long, sometimes trailing. It is often sewn or caught together all the way down the right side with the left side open. It is worn in many ways by both men and women, and particularly by musicians and charioteers. The chiton is often worn with a short wrap, the chalmydon. Cost: 10dm

**Chlamys**

A smaller woolen rectangle than the himation, oft bordered, pinned at front or right shoulder; worn with short chiton or alone by younger, more active men. Cost: 20dm

**Himation**

A rectangle of wool with weighted corners, slung over the left shoulder, leaving the right arm free; or worn, by married women, with the corner over the head like a shawl. Older men wear it as their only garment. A man wearing the himation alone is adequately dressed. It serves also as a blanket. The colors are natural wool colors: white, natural, browns, and black; or dyed crimson, or purple. It sometimes has woven patterns, selvages, and embroidery. Cost: 40dm

**Leggings and pants**

A practical form of clothing brought to the Hellenes by the Amazorans. Usually made of soft leather or linen the pants are sometimes embroidered and come in a variety of colors. Cost: 15dm

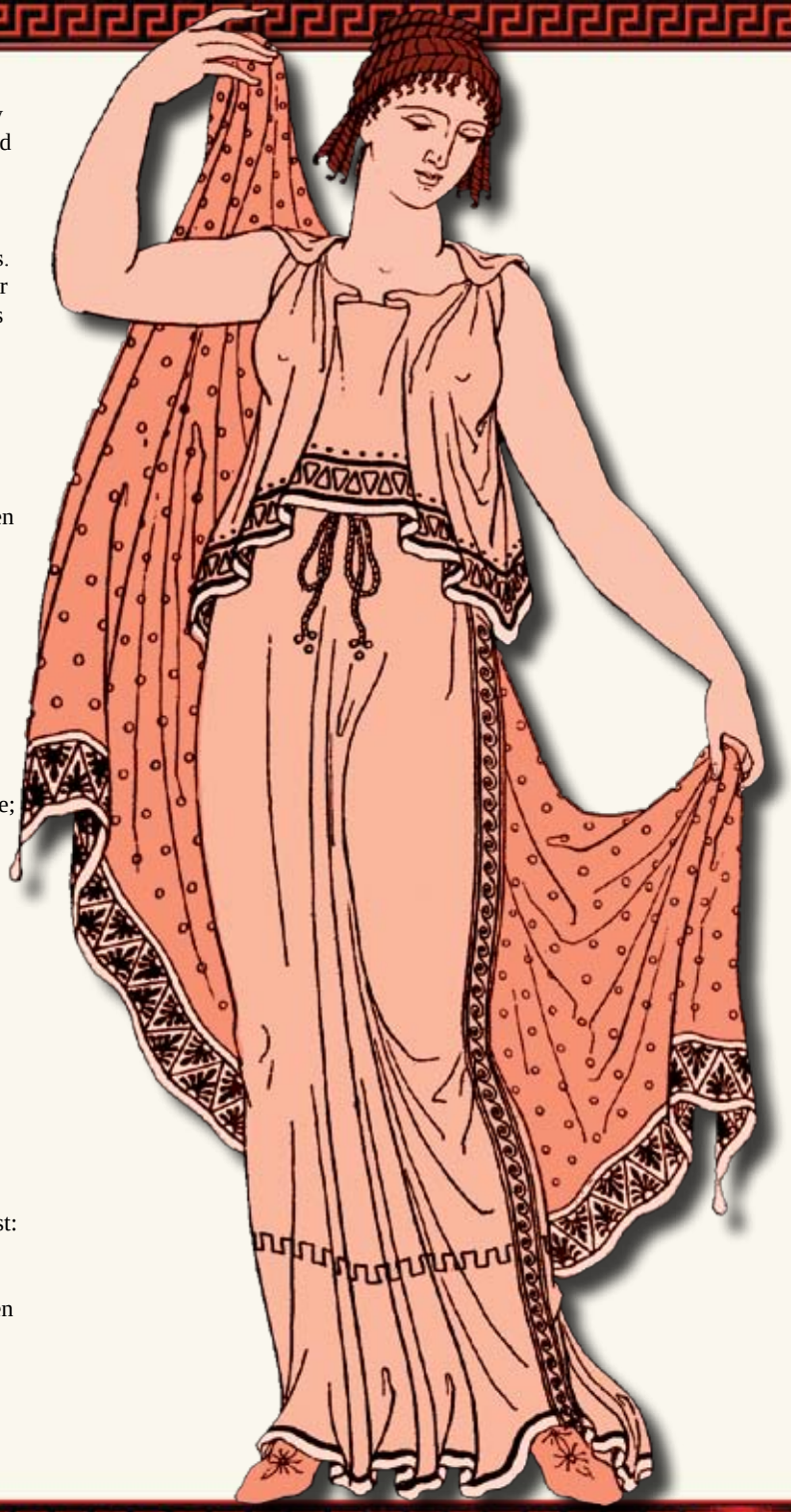
## Footwear

Hellenes often go barefoot or wear bands of leather around the calves called pattis. This is not really footwear, but an accessory for the leg.

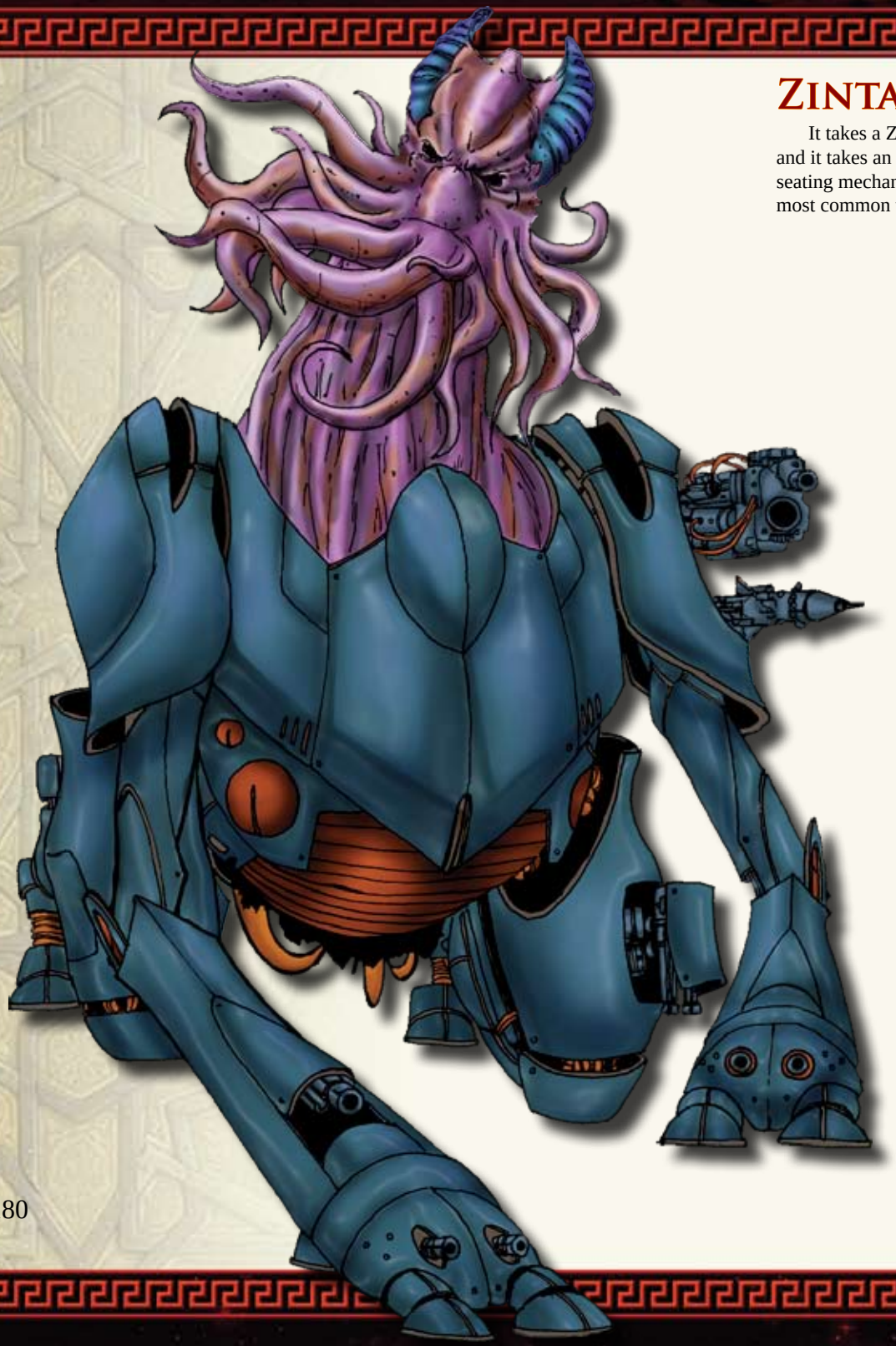
**Solea are s**andal of leather or synth-leather; comes in a variety of colors. Cost: 15dm

**Buskin Boots** are mid-calf boots of leather or synth leather; they come in a variety of colors. Cost: 25dm

**Krepis** were originally a military sandal but are now worn as a fashion by the younger crowd. Modern versions now worn by the military are heavy duty and reinforced and no longer have the open toe. Cost: 25dm







# Zintar Carapaces

It takes a Zintar at least 30 seconds (5 combat rounds) to properly suit up and activate a carapace, and it takes an equal amount of time to leave. Emergency ejections are possible, but doing so ruins the seating mechanism due to the explosive discharges that propel the Zintar out. Below are a few of the most common types of carapaces available to the Zintar Hero.

### Combat Carapace

A sturdy four-legged carapace with two arms in the upper torso. The carapace is heavily built and able to withstand heavy trauma while protecting its occupant

**Hit Points**: 60
**DEX**: Same as user
**SPD**: +0
**PR**: 12
**STR**: +5
**Accessories**: None
**Hard Points**: 8
**Cost**: 8,600 dm

### Hellenic Carapace

This is a bipedal carapace fashioned in the form of a Hellene. It is built to make interaction with Hellene on Hellene planets easy.

**Hit Points**: 30
**DEX**: Same as user
**SPD**: +0
**PR**: 4
**STR**: Same as user
**Accessories**: None
**Hard Points**: 4
**Cost**: 2,200 dm

### Medical Carapace

This carapace has a large space on the back that allows for medical treatment in the field. Additional small fine-manipulation hands are built into the two main arms to allow for delicate medical work. The carapace adds +1 to any medical treatment.

**Hit Points**: 30
**DEX**: Same as user
**SPD**: +0
**PR**: 4
**STR**: Same as user
**Accessories**: None
**Hard Points**: 4
**Cost**: 2,200 dm

### SPACER CARAPACE

Used in areas where space is at a premium. The carapace is small and compact and equipped with hover suspensors allowing for flight. The spherical carapace has several small arms used for fine manipulation. The spacer carapace also has a vehicle interface pod attachment.

**Hit Points**: 25
**DEX**: Same as user
**SPD**: +0
**PR**: 4
**STR**: Same as user
**Accessories**: Flight 10, Hover
**Hard Points**: 4
**Cost**: 2,500 dm

### STANDARD CARAPACE

**Hit Points**: 30
**DEX**: Same as user
**SPD**: +0
**PR**: 4
**STR**: Same as user
**Accessories**: None
**Hard Points**: 4
**Cost**: 1,200 dm

### WORKER CARAPACE

This carapace is used for heavy lifting and construction jobs. It is usually set on tracks or sturdy legs with two powerfully built arms for lifting.

**Hit Points**: 90
**DEX**: Same as user
**SPD**: -3
**PR**: 5
**STR**: +10
**Vehicle Scale**
**Accessories**: None
**Hard Points**: 10
**Cost**: 5,200 dm

## Carapace Modifications

**Additional Armor**

The carapace may have additional armor applied to its outer hull. To represent the additional weight added from the armor plating, every 5 points of Protection Rating reduces the DEX of the Zintar by -1. Cost: 500dm per additional 1 PR of armor

**Extra Hit Points**

The carapace is enhanced and reinforced to withstand a great deal of damage. Cost: 500dm per 10 additional Hit Points for the carapace

**Flight**

This enhancement allows the carapace to fly above the surface. The vehicle moves at a rate of SPD +0 but can be made to move faster. Flight systems take two Hard Point slots. Cost: 800 dm. Every additional SPD +1 adds 500dm to the cost.

**STR Bonus**

The carapace's strength is added to the wearer's. STR Bonus takes two Hard Point slots. The carapace's standard STR is listed under carapace description but may be upgraded.

| STR | Cost modifier |
|---|---|
| +1 | +1,000dm |
| +4 | +2,500dm |
| +8 | +5,000dm |

**Sealed Systems**

The carapace is self-contained and proof against the vacuum and high and low pressures. The onboard atmosphere and life-support capacity will last for 24 hours. Sealed Systems take two Hard Point slots. The base cost is 800 dm. Each additional day of life support cost 400dm

**Speed**

The carapace is built to move faster than normal on the ground. Enhanced speed takes one Hard Point slot. Every additional +1 SPD adds 500dm to the cost.

**Weapon Mounts**

Combat-oriented Zintar usually attach additional weapons to their carapaces. These additional weapons may be fired using the multi-action rules but give the Zintar the advantage of having various weapons at his disposal. Most Zintar have the weapons built into the carapace and hidden in compartments along the body. Weapons mounted in a weapon mount are extremely difficult to disarm and those who try have a DoD -5. Each weapon mount takes one Hard Point slot. Cost: 500 dm per weapons mount

**Worker Hands**

Zintar are the masters of multi-tasking and usually want or need to perform multiple manual tasks at once. Zintar that need to may have multiple extra tiny worker arms and hands built into his carapace. The arms are tiny and not very useful when doing heavy lifting but are a godsend when manipulating controls and holding tools. Each pair of worker hands adds a +1 bonus to any technical skill roll that might benefit from an additional pair of hands. A Zintar may have one pair of worker hands for every +1 he has in his INT attribute. Every pair of worker hands takes one Hard Point slot. Cost: 500 dm per pair of worker hands

# Weapons

Each entry below includes one or more of the following elements:

- **Damage Rating (DR):** The minimum damage the weapon inflicts upon a successful attack.
- **Standard Price (Price):** The price in Drachmas
- **Notes:** special use notes and penalties or restriction incurred from using the item.
- **STR**: Characters receive a -2 penalty to combat skill rating for each point by which their STR falls short of the weapon's minimum STR requirement; characters cannot use missile weapons at all without having the minimum required STR.

**All weapons use the Hero's CR attribute to modify actions on the Omni Table.**

## Ranged Weapons

| TYPE | CLASS | DR | WT | ROF | STR | AMMO | Range | Price |
|---|---|---|---|---|---|---|---|---|
| Arrow, Armor Piercing | - | 6 | 1kg per 10 | - | - | - | - | 10dm per 10 |
| Arrow, Explosive | - | 8 | 1kg per 10 | - | - | - | - | 20dm per 10 |
| Arrow, Poison | - | 6+ | 1kg per 10 | - | - | - | - | 15dm per 10 |
| Arrow, Sonic | - | 4 | .5kg per 10 | - | - | - | - | 15dm per 10 |
| Arrow, Standard | - | 6 | .5kg per 10 | - | - | - | - | 5dm per 10 |
| Bow, Amazoran | Bow | - | 1.5kg | 1 | +0 | 1 | 90m | 315dm |
| Bow, Spartan Infantry | Bow | | 2kg | 1 | +0 | 1 | 100m | 175dm |
| Discus | Thrown | 4 | 1kg | 1 | +0 | - | 20m | 280dm |
| Goregon Atlatl | Atlatl | 3+ | 2.5kg | 1 | +0 | 1 | +20m | 350dm |
| Grenade, Blast | Thrown | 18 | .5kg | 1 | +0 | - | 20m | 125dm |
| Grenade, EMP | Thrown | 8 | 1kg | 1 | +0 | - | 20m | 200dm |
| Grenade, Inferno | Thrown | 20 | .5kg | 1 | +0 | - | 20m | 125dm |
| Grenade, Nerve Gas | Thrown | - | .5kg | 1 | +0 | - | 20m | 125dm |
| Grenade, Poison Thorn | Thrown | 8 | .5kg | 1 | +0 | - | 20m | 175dm |
| Grenade, Sonic | Thrown | 18 | .5kg | 1 | +0 | - | 20m | 125dm |
| Grenade, Tangle | Thrown | - | .5kg | 1 | +0 | - | 20m | 150dm |
| Javelin | Thrown | 6$^{\Delta}$ | 1kg | 1 | +0 | - | 30m | 350dm |
| Spartan Infantry Spear | Thrown | 7 | - | 1 | +0 | - | 10m | 175dm |
| Sling | Sling | 4 | 1kg per 10 | 1 | +0 | 1 | 45m | - |

## Melee Weapons

| TYPE | CLASS | DR | WT | STR | PRICE |
|---|---|---|---|---|---|
| **BLADED WEAPONS** | | | | | |
| Æther Dagger | Blade, small | 4$^{Æ}$ | .5kg | +0 | 875dm |
| Æther Sword | Blade, large | 8$^{Æ}$ | .5kg | +0 | 1,750dm |
| Dagger | Blade, small | 3 | 1kg | +0 | 25dm |
| Goregon Arm Blades | Blade, large | 8 | 5kg | +1 | 280dm |
| Goregon Chain Sword | Blade, large | 13$^{\Omega}$ | 10kg | +2 | 755dm |
| Goregon Death Xiphos | Blade, 2-H | 15 | 10kg | +4 | 525dm |
| Hoplite Infantry Xiphos | Blade, large | 10 | 2.5kg | +1 | 175dm |
| Nymphas Spike Daggers | Blade, small | 3 | 1.5kg | +0 | 175dm |
| Nymphas Thorn Blade | Blade, large | 8 | 1kg | +0 | 350dm |
| Spartan Torch Sword | Blade, large | 11$^{\Omega}$ | 2.5kg | +0 | 910dm |
| Torch Dagger | Blade, small | 5$^{\Omega}$ | 2.5kg | +0 | 420dm |
| **HAFTED WEAPONS** | | | | | |
| Cretan Battle Ax | Hafted | 8 | 5kg | +2 | 228dm |
| Cretan War Ax | Hafted, 2-H | 10 | 6.5kg | +0 | 280dm |
| Goregon Axe | Hafted, 2-H | 12 | 10.5kg. | +4 | 630dm |
| Goregon Chain Club | Flail | 11 | 6kg | +2 | 455dm |
| War Club | Hafted, 2-H | 10 | 5kg | +2 | 175dm |
| **SPEARS/POLEARMS** | | | | | |
| Æther Spear | Spear | 9$^{Æ}$ | 3kg | +1 | 1,750dm |
| Amazoran Pulse Spear | Spear | 6$\Delta$ | 6kg | +1 | 280dm |
| Amazoran Pulse Trident | Spear | 7 | 6kg | +1 | 350dm |
| Goregon Pole Axe | Spear | 12 | 10kg | +3 | 455dm |
| Nephelai Sonic Spear | Spear | 8$\Delta$ | 4kg | +0 | 280dm |
| Spartan Infantry Spear | Spear | 7 | 5kg | +1 | 175dm |
| Torch Spear | Spear | 9$^{\Omega}$ | 5kg | +0 | 385dm |
| Trident | Spear | 7 | 6kg | +1 | 228dm |
| Zintar Impact Spear | Spear | 9 | 7kg | +1 | 525dm |
| **OTHER WEAPONS** | | | | | |
| Cestus | Brawling | +3 | 1kg | +0 | 140dm |
| Garrote | - | - | - | +0 | 1dm |
| Net | Net | - | 4kg | +0 | 50dm |
| Sap | Sap | 4 | - | +0 | 5dm |
| Whip | Whip | 2 | 1kg | +0 | 140dm |

## Firearms

| TYPE | Class | DR | WT | STR | ROF | AMMO | Range | Price |
|---|---|---|---|---|---|---|---|---|
| **PISTOLS** | | | | | | | | |
| Æther Pistol | Pistol | 10[Æ] | 2kg | -2 | 1 | 8 | 35m | 2,100dm |
| Hoplite Pistol | Pistol | 8 | 2kg | -2 | 2 | 12 | 50m | 140dm |
| Magnetic launch Pistol | Pistol | 10 | 2kg | -2 | 1 | 8 | 150m | 420dm |
| Needle Pistol | Pistol | 5 | 2kg | -2 | 5 | 30 | 100m | 280dm |
| Nephelai Sonic Blaster | Pistol | 6 | 2kg | -2 | 1 | 12 | 40m | 210dm |
| Spartan Hand Pistol | Pistol | 10 | 2.5kg | -2 | 2 | 6 | 50m | 210dm |
| Torch Pistol | Pistol | 10[Ω] | 2kg | -2 | 2 | 60 | 40m | 700dm |
| **SUBMACHINE GUNS** | | | | | | | | |
| Hoplite Assault Gun | SMG | 10 | 4kg | +0 | 3 | 60 | 80m | 175dm |
| Spartan Storm Gun | SMG | 12 | 5kg | +0 | 3 | 45 | 100m | 210dm |
| Spartan Torch Gun | SMG | 12[Ω] | 5kg | +0 | 3 | 60 | 60m | 420dm |
| **STONE THROWERS** | | | | | | | | |
| Stone Thrower | Rifle | 14 | 5kg | +0 | 1 | 15 | 17m | 490dm |
| Stone Thrower Repeater | Rifle | 12 | 5kg | +0 | 2 | 32 | 15m | 420dm |
| **ASSAULT RIFLES** | | | | | | | | |
| Æther Lance Rifle | Rifle | 12[Æ] | 4kg | +0 | 1 | 30 | 150m | 2,450dm |
| Amazoran Flame Lance | Rifle | 11 | 4kg | +0 | 1 | 60 | 200m | 455dm |
| Goregon Plasma Catapult | Rifle | 14 | 6kg | +2 | 1 | 4 | 100m | 560dm |
| Hoplite Beam Rifle | Rifle | 10[Ω] | 4kg | +0 | 3 | 45 | 300m | 840dm |
| Magnetic launch Rifle | Rifle | 14 | 4.5kg | +0 | 2 | 75 | 300m | 560m |
| Needle Rifle | Rifle | 8[Ω] | 4kg | +0 | 5 | 112 | 200m | 700dm |
| Nephelai Sonic Lance | Rifle | 11 | 4.5kg | +0 | 1 | 30 | 100m | 455dm |
| Spartan Slug Rifle | Rifle | 13 | 6kg | +1 | 3 | 120 | 150m | 263dm |
| Torch Cannon | Rifle | 13[Ω] | 5kg | +0 | 2 | 60 | 200m | 1,050dm |
| **HEAVY WEAPONS** | | | | | | | | |
| Heavy Repeating Beam Rifle | Heavy | 25[Ω] | 12kg | +2 | 3 | 100 | 850m | 1,890dm |
| Hoplite Light machine Gun | Heavy | 25 | 11kg | +1 | 5 | 200 | 1.5km | 473dm |
| Spartan Chain Gun | Heavy | 30 | 25kg | +4 | 5 | 400 | 1km | 525dm |
| Spartan Grenade Launcher | Heavy | Var | 12kg | +1 | 1 | 5 | 100m | 945dm |
| AVR Launcher | Heavy | 33† | 22kg | +1 | 1 | 2 | 5km | 3,500dm |
| Nymphas Hail Cannon | Heavy | 22 | 12kg | +1 | 2 | 2 | 850m | 875dm |

Ω = Armor piercing (This weapon ignores half the PR of armor)
Æ = All Æther Weapons bypass all armor except Æther Shields
Δ = Weapon is very accurate and receives a +1 bonus to attack
† = Vehicular Scale damage



## Bladed Weapons

**Æther Daggers, Swords, and Spears**

Unlike their more mundane cousins, the Æther daggers, swords, and spears have blades consisting of tightly focused Æther projections. Because of its nature, only Æther Shields can effectively stop the penetration of an Æther blade.



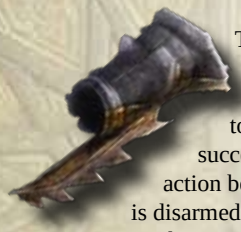
**Dagger**

Unlike the knife, the dagger is rugged and intended for combat and hunting. It consists of a short metal blade sharpened on both sides.



**Goregon Arm Blades**

An arm bracer worn by Goregon fighters. The bracer has serrated blades up its length uses to parry melee weapon attacks. The Arm Blades may be used to trap and disarm an opponent after a successful parry. This requires an additional action beyond the parry and if successful the weapon is disarmed. If the parry attempt is a critical success the attacking weapon is broken.



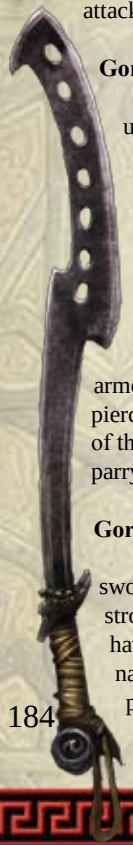
**Goregon Chain Sword**

A weapon with a multipurpose use on the Goregon home world. The cutting edge of this weapon consists of tiny sharp blades on a rotating chain belt. When activate the chain cycles moving the tiny blades at great speed. This weapon is very good at clearing vines and brush and excellent at cutting through heavy hides and carapaces. Against armored foes this weapon is armor-piercing. Must have a STR of 2 or higher to use. Because of the moving blade the weapon is difficult to parry; those parrying the weapon suffer -2 to their parry roll attempts.



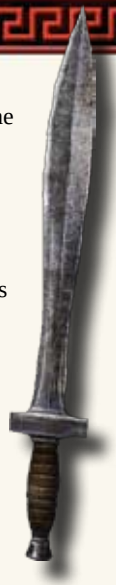
**Goregon Death Xiphos**

The Death Xiphos is a large (2 meters) two-handed sword commonly found among the Goregon clans. Only the strongest warriors may wield this massive weapon (must have a STR of 4 or higher to use). In tight quarters (such as narrow corridors and caves), the weapon can not be swung properly and suffers a penalty of -1 to attacks and -4 DR.



**Perdix Tech Hoplite Infantry Xiphos**

A small (70 cm), close-combat sword much like the one used by standard Hoplites. The blade is large and used primarily as a slashing weapon.



**Nymphas Spike Daggers**

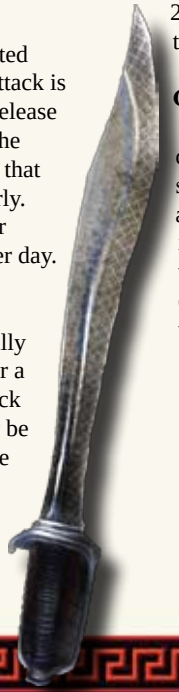
A small wooden spike used primarily by the Nymphas. The center of the spike is hollow and carries a strong poison that is released upon impact. The poison chamber is compartmentalized to hold several charges of poison before the spike is empty. Once empty the spike is discarded. The poison has a DR of 8 and is only half-effective if the victim makes a resistance (CON -2) roll to counter the poison. The poison lingers and continues to attack the opponent even after the initial attack for 4 rounds. Each round the victim must attempt a resistance roll but if he is successful on at least one challenge then the poison has run its course and will no longer affect the opponent.

Because the weapon is primarily made of a stick of wood with a hollow center; the weapon breaks easily. The weapon breaks if it successfully parries damage equal twice its DR (6 points). Another drawback of the wooden weapon is that it must constantly be sharpened to keep its spike sharp. Eventually the blade will be whittled away and need replacing.

**Nymphas Thorn Blade**

A thrusting bladed weapon 70cm long serrated with tiny poisonous thorns. Once a successful attack is made, the thorns break off into the wound and release a powerful poison. The effects are the same as the Nymphas Spike Dagger. The blade has 5 thorns that can be re-grown if the blade is cultivated properly. When planted in fertile ground and given proper chemical nutrients, new thorns will grow one per day.

Because the weapon is primarily made of a stick of wood with a hollow center; the weapon breaks easily. The weapon breaks if it successfully parries damage equal twice its DR (16 points) or a natural 1 is rolled on an attack. Another drawback of the wooden weapon is that it must constantly be sharpened to keep its spike sharp. Eventually the blade will be whittled away and need replacing.



**Perdix Tech Spartan Torch Sword & Dagger**

Torch weapons look like normal versions of their kind except for the hundreds of tiny holes that run up and down the surface of the blades. When the weapon is activated a tiny Promethium pellet is released inside the blade and shoots blue flame through the many small holes along the blade. Because of the intense heat the weapon may only be used for a minute at a time. While the blade cools down the operator uses the weapon like any other weapon.

The fiery blade will ignite flammable materials and has the ability to pierce normal armor. Energy shields protect normally against this weapon but normal physical defenses are bypassed as per the armor-piecing rules.

## Hafted Weapons

**Cretan Battle Axe**

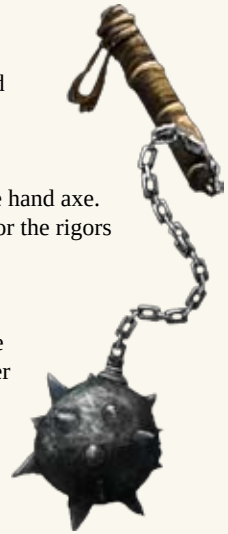
A battle axe is a large double-bladed combat axe roughly 1m long.

**Cretan War Axe**

This is a combat version of the simple hand axe. The handle is 60cm long and reinforced for the rigors of combat.

**Goregon Axe**

A large double-bladed axe used by the massive Goregons. The handle stands over 2m long (must have a STR of 4 or higher to use).



**Goregon Chain Club**

A heavy metal ball attached to a chain. Sometime the ball is spiked or studded and often the chain is affixed to a wooden haft. The ball is swung around to give it increased impact. When rolling to attack, if the attack roll is a critical the attacker has a chance to knock his opponent down. The opponent rolls his STR minus the damage. If knocked down the opponent must spend an action getting back up.

**War Club**

A heavy hammer normally made of wood and wielded two-handed. They require considerable strength to wield effectively (must have a STR of +2 or higher to use). When rolling to attack, if the attack roll is a critical hit the attacker has a chance to knock his opponent down. The opponent rolls his STR minus the damage. If knocked down the opponent must spend an action getting back up.

## Spears & Polearms

Polearms all have the benefit of allowing the user the chance to go first in the first round of any melee combat. The bonus is applicable when fighting anyone with a shorter-reach weapon than the polearm but does not bestow this benefit when combating someone with a ranged weapon. In the first round of combat the polearm's adds +4 to the user's initiative total for that round. In subsequent rounds the speed reverts to its normal listing.



**Æther Spear**

See above entry under Bladed Weapons

**Amazoran Pulse Spear & Tridents**

The Amazoran pulse spear takes advantage of rocket technology. When used in melee the tiny rocket in the base adds additional DR to the attack (+2); this may be done three times during combat before the charge is used up. When thrown, a tiny rocket ignites in the base of the spear allowing for throws at double the range.

**Goregon Pole Axe**

A polearm consisting of a crescent-shaped blade affixed to a seven-foot pole. The weapon is used in a great sweeping arc and can devastate unarmored or lightly armored opponents.

**Javelin**

See listing under ranged weapons.

**Nephelai Sonic Spear**

The Nephelai sonic spear is a weapon that takes advantage of the Nephelai's unique ability to manipulate sound. When used by a Nephelai the weapon gets a bonus of +1 to its DR equal to the WIL of its user.

**Perdix Tech Spartan Infantry Spear**

The standard infantry weapon of the Hellenes, along with the Flame lance. A simple weapon consisting of a reinforced Cermet shaft with a metal blade at the end.

**Perdix Tech Torch Spear**

See Spartan Torch Blades under Bladed Weapons

**Trident**

The favored weapon of space mariners, who find the weapon an excellent choice. It is essentially a three-pronged spear normally made of metal. This weapon is excellent at parrying melee attacks and gains a +2 when doing so.

**Zintar Impact Spear**

A heavy weapon consisting of a reinforced metal shaft with a large metal blade at the end. Upon impact a small explosive charge in the base of the blade explodes, punching the blade further into the victim and causing shrapnel damage to those in the immediate area. The weapon's primary purpose is to penetrate the combat carapace of the Zintar warrior. The weapon has two charges before the explosive cartridge must be reloaded.

The blast radius is 2m and does 6 DR. When rolling to attack, if the attack roll is a critical the attacker has a chance to knock his opponent down. The opponent rolls his STR minus the damage. If knocked down the opponent must spend an action getting back up.

## Ranged Weapons

**Arrow**

There are several different types of arrows in use with bows in the age of the Hellenes. Listed below are the most common.

**Armor Piercing**

A heavier arrowhead that pierces physical armors, using the standard armor-piercing rules. The arrow has half the normal range.

**Explosive Tips**

A small chemical explosive is inserted behind the arrowhead, causing additional damage upon impact (+2 DR). The arrow has half the normal range.

**Poison Tip**

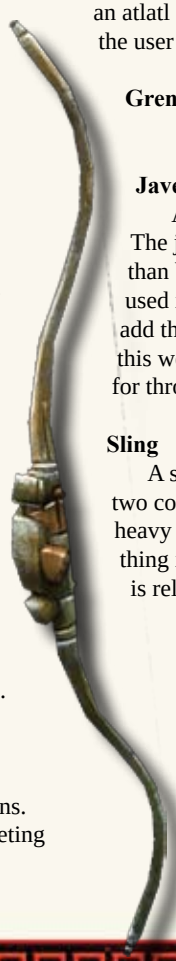
A small chemical poison is inserted behind the arrowhead causing additional damage (see poison damage for type and potency). The arrow has half the normal range.

**Sonic tip**

A creation of the Nephelai using sound technology. The arrowhead is equipped with small sonic howlers that stun opponents as it whizzes by. The howler activates 10m away from the shooter and creates a sonic disruption in a 2m radius along its flight path. Those caught in the flight path must succeed at a WIL roll DoD -2 or be stunned for 1 round. The normal damage of this bow is reduced by -2DR.

**Bow, Amazoran**

A lightweight compound bow used by the Amazorans. The bow includes a microcomputer that helps with targeting opponents, giving it a +2 to accuracy when attacking.



**Bow, Spartan Infantry**

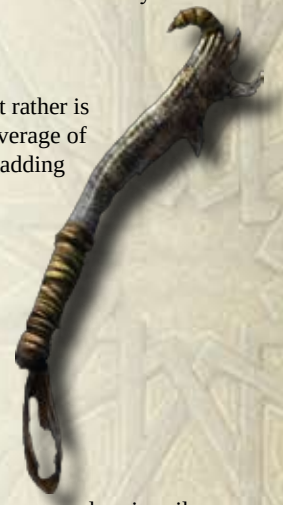
Sturdy combat bow used primarily for assassination missions. The bow is heavy duty and designed for ease of use, quiet execution, and power.

**Discus**

The discus is a flat bronze or iron plate about a foot across with a sharpened edge, intended for throwing. A discus may be used in hand-to-hand like daggers, doing the same amount of damage (DR 3). Heroes proficient with the discus may throw the weapon and have it return as it whizzes in an arc from the target back to its starting point. The difficulty for such a maneuver is DoD -2.

**Goregon Atlatl**

An atlatl is not a weapon per se but rather is used in throwing short javelins. The leverage of an atlatl increases the damage total by adding the user's STR.



**Grenades**

See next page.

**Javelin**

A typical throwing spear. The javelin is issued more often than bows since it can also be used in melee combat. Users may add their STR to the damage when this weapon is used. Because javelins are made primarily for throwing they are not as sturdy as the spear.

**Sling**

A sling consists of a small patch of leather attached to two cords or thongs on either side. A rock or other small heavy item is placed in the leather pouch and the entire thing is swung in a circle to build up speed before the stone is released.

## Grenades



**Grenade, Blast**

A small explosive that can be thrown at a target. Grenades release shrapnel when they explode, doing damage to all within a 7m radius.

**Grenade, EMP**

A small explosive that can be thrown at a target. EMP Grenades disrupt and shutdown all electronic equipment with a radius of 4m radius. EMP grenades do not deal damage like other grenades. Torch, Sonic, and Æther weapons all have electronic components, as do energy shields and Zintar carapaces. Most items have a basic resistance of 0, and larger items will have +2 to +4. The resistance of the item is rolled versus the EMP of the grenade DR of 8. If the device is successful in resisting the grenade then it functions normally; if it fails the device stops working and an engineering roll combined with the proper tools and replacement parts are needed to activate it.

**Grenade, Inferno**

A grenade that does heat and fire damage to a 7m radius. The grenade explodes and covers the target and anyone standing within a 2m radius with fiery Promethium shavings. The fire burns for 3 rounds minus the target's DEX (minimum of 1 additional round), taking half the weapon's listed damage per round.

**Grenade, Nerve Gas**

A Nephelai-manufactured grenade that releases a gas over an 8m wide area — renders all who come in contact with the gas paralyzed and in terrible pain. Those who fail a CON roll -2 are paralyzed for 10 -CON minutes.

**Grenade, Poison Thorn**

A Nymphas-manufactured grenade that releases tiny toxic thorns to poison their opponents. The poison has a base damage value of 8 and is only half-effective if the victim makes a CON at DoD -4 roll to resist the poison.

**Grenade, Sonic**

Grenades do not release shrapnel when they explode; instead they release a flash of light and loud sonic boom, doing subdual damage to all within a 7m radius. When used by a Nephelai the weapon gets a bonus of +1 to its DR equal to the WIL of its user.

**Grenade, Tangle**

Small Nymphas manufactured grenade that releases a fast-growing set of tangler vines, which wrap around and grapple an opponent. Anyone caught with the 5m radius of the grenade must successfully make an evade roll -3 or become stuck in the vines. Once an opponent is grappled they may break free with a STR roll at +4 every round. Oread Nymphas are immune to the effects of the grenade.

## Other Weapons

**Cestus**

A Cestus is a brawling weapon that consists of leather and linen wraps quilted with lead and other heavy substances. The weapon gives more weight to normal punches, adding +3 to the punching damage and allows the wearer to parry melee weapons with little or no harm to their hands.

**Garrote**

A garrote is simply a cord or wire used for strangulation. They normally have short wooden handles making them easy to hang onto while a victim struggles. +2 bonus to rolls when attempting to choke an opponent.

**Net**

A net is used to entangle enemies. On a Full Success with a net the victim is entangled and must make an Omni Table roll against STR to try and break free (-12 Difficulty)

**Sap**

This weapon is difficult to use +1 difficulty to the attack roll but excellent at knocking an opponent unconscious when used correctly. Usually the sap is used by sneaking up behind an opponent and striking them in the back of the head or neck. With a successful attack the target must make a CON roll with a DoD equal to the attacker's STR or be knocked unconscious for 1D20 rounds.

**Whip**

A whip is a length of woven leather or hide usually used on animals or slaves. In the hands of some, it can also make a formidable weapon against unarmored foes. Users receive a +4 bonus to rolls when attempting to trip or entangle an opponent and +2 when attempting to disarm an opponent.

## Firearms

**Firearms and Range modifiers**

Firearms take into account additional modifiers for range when using. Pistols and carbines are perfectly suited for close-quarter fighting but assault rifles suffer in these situations. When in ranges of less than 10 meters, assault rifles and larger weapons suffer an additional penalty to hit of +1 difficulty.

Below are additional notes on the various weapons.

- **Accuracy:** Some will have an Accuracy modifier that is either added or subtracted from the attack.
- **DR:** Base Damage Rating.
- **ROF:** Rate of Fire. The weapon is considered an automatic fire weapon and may take advantage of the automatic weapon rules.

## Ammunition

Slug-thrower firearms ammunition comes in a variety of calibers and types. For the purposes of the basic Omni System, all ammunition is basically the same for all guns. It does come in different "flavors" These are covered below.

**Hollow Points**

Hollow Point bullets are designed to destroy flesh. They are disastrous when used against unarmored targets but have a harder time penetrating hard surfaces. Hollow point bullets cause +2 damage to unarmored targets but suffer twice the normal PR when fired at armored or hard targets.

**Armor Piercing**

Armor-piercing bullets are made in such a way to give them better penetration against hard targets. Armor-piercing bullets ignore the first 4 points of PR on any target struck.

**Armor Piercing Discarding Sabot (APDS)**

APDS rounds are hardened metal bullets encased in a plastic sleeve that break away from the round when it leaves the barrel of the gun, effectively increasing range. APDS bullets double the effective range of a firearm and also do +1 damage on successful Attack rolls.

**Energy Weapons**

Energy weapons use a highly efficient power pack. A power pack may be recharged 10 times before the cell is burnt out and no longer of use.

**Needle Clips**

Needle ammo come in caseless clip of ammo. Poison-tipped needles cost quite a bit more but have the added threat of poisoning the target. Poisons-tipped needles do an additional +6 DR if the target fails a CON roll, DoD -3

| Ammo Cost (Per 100 rounds case) | WT | COST |
|---|---|---|
| Armor Piercing | 2kg | 30dm |
| (APDS) | 2kg | 45dm |
| Hollow points | 2kg | 30dm |
| Standard | 1kg | 15dm |
| Energy Weapons | .10kg | 25dm |
| Needles | .5kg | 20dm |
| Needle (poison) | .5kg | 45dm |

## Pistols

**Æther Pistol**

A smaller handheld version of the Æther rifle. Besides the damage capacity the weapon behaves the same.

| Accuracy | Damage | ROF |
|---|---|---|
| -2 | 10Æ | 1 |

**Hoplite Pistol**



A Hoplite pistol used mostly for police actions. The pistol is very accurate and easy to use and maintain.

| Accuracy | Damage | ROF |
|---|---|---|
| +4 | 8 | 2 |

**Diadalos Corporation ML-3 Magnetic launch Pistol**



The Amazoran pistol works by utilizing an electromagnetic force to propel an electrically conductive projectile. In highly charged electrical areas the pistol loses some of its ability to fire accurately, suffering a -2 to attack rolls.

The weapon is very quiet, producing only a hum when cycling up to shoot and a hiss when firing the projectile.

| Accuracy | Damage | ROF |
|---|---|---|
| 0 | 10 | 1 |

**Needle Pistol**

The Needle pistol is a creation of the Nymphas that fires a swarm of sharp needles at a target. What this weapon loses in damage it makes up in rapid fire. Nymphas have been known to tip their needle ammunition with poison for added affect.

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 5 | 5 |

**Nephelai Sonic Blaster**

This Nephelai manufactured blaster pistol causes damage by focusing sound at and through a target. The area affected by the sonic attack varies depending on how the weapon is focused. On a tight beam the weapon affects only one person but on a wide beam the weapon can affect several opponents at once. When shot at wide focus the weapon may hit a fan-shaped area in front of the user up to 5m wide and the range is cut in half. When shot at narrow focus one opponent is targeted and range is normal.

A skilled user of the weapon can ricochet sound waves off of hard surfaces and hit targets around corners or behind walls. This cuts the damage done by half and requires the attack roll to take a +2 difficulty.

When used by a Nephelai the weapon gets a bonus of +2 to its DR equal to the WIL of its user.

| Accuracy | Damage | ROF |
|---|---|---|
| 0 | 6 | 1 |

**Spartan Hand Pistol**

A standard military-issue slug thrower used by the Spartan military. The gun is heavy and unwieldy but packs a powerful punch.

| Accuracy | Damage | ROF |
|---|---|---|
| -1 | 10 | 2 |



**The Archimedes 431-A Torch Pistol**

The pistol version of the Torch Rifle. The Torch pistol shoots tiny pellets of Promethium that are ignited at the end of the barrel and hurled at targets. The fiery intensity of the Promethium pellet can burn through almost any barrier it encounters, making these weapons incredibly deadly. The weapon has a built-in heads-up display that gives it +1 accuracy when firing.

The weapon also has different charge settings allowing it to do a variable amount of damage. The weapon normally has a DR of 10 but additional points of damage can be done up to maximum +5. Every additional point of damage uses 1 additional round of ammunition

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 10 | 2 |

## Submachine Guns

**Hoplite Assault Gun**

The standard-issue assault weapon given to city-bound Hoplites. The gun's compact size makes it ideal at close-assault and house-to-house fighting.

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 10 | 3 |

**Spartan Storm Gun**

The Spartan Storm Gun is sturdy and packs more firepower at the expense of weight. The small ugly weapon is very effective at bridging the gap of pistols and rifles.

| Accuracy | Damage | ROF |
|---|---|---|
| - | 12 | 3 |

**The Archimedes 616-K Spartan Torch Gun**

The plasma-belching energy assault submachine gun favored by the Spartan military. This is essentially a Torch cannon with the shoulder stock sawed off to make it more compact. The weapon also has different charge settings allowing it to do variable amounts of damage. The weapon normally has a DR of 12 but additional points of damage can be done up to maximum +5. For every additional point of damage done uses 1 additional round of ammunition.

| Accuracy | Damage | ROF |
|---|---|---|
| - | 12 | 3 |

## Stone Throwers

**Stone thrower**

A rifle that shoots shells full of small pellets. The cloud of projectile is effective in close quarters and ship-board fighting. At Short range the Stone Thrower may hit up to 4 targets if they are standing within .5m of each other for normal damage, or one target for double damage at Point Blank range. Long and Medium ranges do not gain any additional benefit and may target only one foe, doing half-damage.

| Accuracy | Damage | ROF |
|---|---|---|
| 0 | 14 | 1 |

**Stone Thrower Repeater**

The automatic version of the stone thrower. It uses smaller shells but may fire them at a much higher rate.

| Accuracy | Damage | ROF |
|---|---|---|
| 0 | 12 | 2 |

## Assault Rifles

**Æther Lance Rifle**

The Æther rifle works by creating a small burst of the Æther dimension in real space. This devastating device is highly volatile and cumbersome to use but when in the hands of a trained specialist it is a very lethal weapon.

Æther weapons bypass all normal physical and energy armor and shielding. Only the Æther shield can stop an Æther weapon.

The weapon also has different charge settings allowing it to do variable amounts of damage. The weapon normally has a DR of 12 but additional points of damage can be taken up to maximum +5. Every additional point of damage uses 1 additional round of ammunition.

The Lance also has a small Torch blade emitter under the barrel that may be activated, turning the lance into a melee weapon. When used as a melee weapon the lance is exactly like a Torch Spear.

| Accuracy | DR | ROF |
|---|---|---|
| -2 | 12[Æ] | 1 |

**Amazoran Flame Lance**

An Amazoran energy rifle used by the elite Flame lancers. The weapon has a muzzle that can fire a widespread wash of plasma energy at opponents. The beam can be narrowed to become an energy blade and used for melee. When used as a range weapon the lance has two focus settings — wide area or narrow focus. When shot as a wide focus the weapon may hit a fan-shaped area in front of the user up to 3m wide and the range is cut in half. When shot at narrow focus one opponent is targeted and range is normal.

The weapon also has different charge settings allowing it to do variable amounts of damage. The weapon normally has a DR of 11 but additional points of damage can be done up to maximum +5. Every additional point of damage uses 1 additional round of ammunition.

The Lance also has a small Torch blade emitter under the barrel that may be activated, turning the lance into a melee weapon. When used as a melee weapon the lance is exactly like a Torch Spear.

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 11 | 1 |

**Goregon Plasma Catapult**

A large rifle that fires ceramic balls filled with Promethium shavings at the target. On impact the ceramic balls explode and cover the target and anyone standing within a 2m radius with fiery Promethium shavings. The fire burns for 5 rounds minus the target's DEX (minimum of 1 additional round), taking half the weapon's listed damage.

| Accuracy | Damage | ROF |
|---|---|---|
| 0 | 114 | 1 |

**Hoplite Beam Rifle**

A standard-issue Hoplite energy weapon. The Beam rifle fires a highly accurate beam of energy at its opponent. The weapon normally has a DR of 10, but additional points of damage can be added up to a maximum of +5. Every additional point of damage done uses 1 additional round of ammunition.

The accuracy of the beam weapon increases each round by +1 up to a maximum of +5 as long as the weapon is trained on a single target and fired continually. If the attacker ever stops shooting, the targeting computer resets and begins at the base accuracy modifier again, dialing into the target anew.

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 10[Ω] | 3 |

**Diadalos Corporation ML-8 Magnetic Launch Rifle**

The rifle version of the Magnetic Launch Pistol.

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 14 | 2 |

**Needle Rifle**

A heavy rifle version of the needle pistol.

| Accuracy | Damage | ROF |
|---|---|---|
| +4 | 8[Ω] | 5 |

**Nephelai Sonic Lance**

The sonic lance is a more powerful version of the sonic blaster pistol. The lance also has a small torch blade emitter under the barrel that may be activated, turning the lance into a melee weapon. When used as a melee weapon the lance is exactly like a torch spear.

| Accuracy | Damage | ROF |
|---|---|---|
| 0 | 11 | 1 |

**Spartan Slug Rifle**

A ground infantry slug thrower used by the Spartan military.

| Accuracy | Damage | ROF |
|---|---|---|
| 0 | 13 | 3 |

**The Archimedes 719-B Torch Cannon**

The standard workhorse rifle of the Spartan military has not changed much in the last century and is copied far and wide. The torch cannon shoots tiny pellets of Promethium that are ignited at the end of the barrel and hurled at targets. The pellet can burn through almost any barrier it encounters, making these weapons incredibly deadly. The weapon has a built-in heads-up display that gives it +1 accuracy when firing.

The weapon has different charge settings allowing it to do variable amounts of damage. It normally has a DR of 13 but additional points of damage can be added up to a maximum of +5. Every additional point of damage uses 1 additional round of ammunition.

| Accuracy | Damage | ROF |
|---|---|---|
| +1 | 13 | 2 |



## Heavy Weapons

**Heavy Repeating Beam Rifle**

The heavy beam weapon used by all major armies. The rifle is long and sleek and attached to the power supply by a reinforced cable.

The weapon also has different charge settings allowing it to do variable amounts of damage. The weapon normally has a DR of 25 but additional points of damage can be added up to maximum +5. Every additional point of damage uses 1 additional round of ammunition.

The weapon cannot be fired as a single shot and must always take advantage of the automatic fire rules.

The accuracy of the beam weapon increases each round by +1, up to a maximum of +5 as long as the weapon is trained on a single target and fired continually. If the attacker ever stops shooting, the targeting computer resets and begins at the base accuracy modifier, dialing into the target anew.

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 25Ω | 3 |

**Hoplite Light machine gun**

The hoplite light machine gun is a mainstay in the hoplite military squads. A light, sleek design makes it easy to set up and use in the field. The weapon cannot be fire as a single shot and must always take advantage of the automatic fire rules.

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 25 | 5 |

**Spartan Chain gun**

A rapid-fire, belt-fed, anti-vehicular weapon carried by the hardened infantry of the Spartan military. Normally used with a tripod and a two-man weapons crew, only the strongest Spartans can hold onto the gun while it is firing. The weapon cannot be fire as a single shot and must always take advantage of the automatic fire rules. Because of the weapon's rapid fire nature, it must stop firing after 4 rounds of continuous use, and cool down for 2 rounds before firing can continue. The gun requires its user to have a STR of at least +4.

| Accuracy | Damage | ROF |
|---|---|---|
| -2 | 30 | 5 |



**Spartan Grenade launcher**

A bulky but simple-to-operate Spartan ordnance weapon. The weapon may fire a variety of different grenades available to the user.

| Accuracy | Damage | ROF |
|---|---|---|
| -2 | varies | 1 |

**AVR Launcher**

The anti-vehicular rocket launcher is fired from the shoulder and holds a very potent round used to breach the protective covering of exoskeleton armor, tanks, and aircraft. The laser-targeted rocket is highly accurate and has an onboard computer system that allows it to make course corrections in flight.

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 33 | 1 |

**Nymphas Hail Cannon**

The Nymphas cannon shoot a hail of thorns, peppering the opponents in the area of effect. The thousands of thorns per shot are effective at killing swathes of lightly armored opponents. The cannon affects a 10m radius. Once the hail ends the thorns stick into the earth, making the ground difficult to travel over and reducing the soldiers' movements by half.

| Accuracy | Damage | ROF |
|---|---|---|
| - | 22 | 2 |



# Armor

Many types of armor are used and manufactured in HELLAS. Armor functions in the game by effectively reducing the amount of damage done by any successful attack made against the character. All armor has a Protection Rating (PR). This is the amount of damage that the given piece of armor absorbs for any given attack.

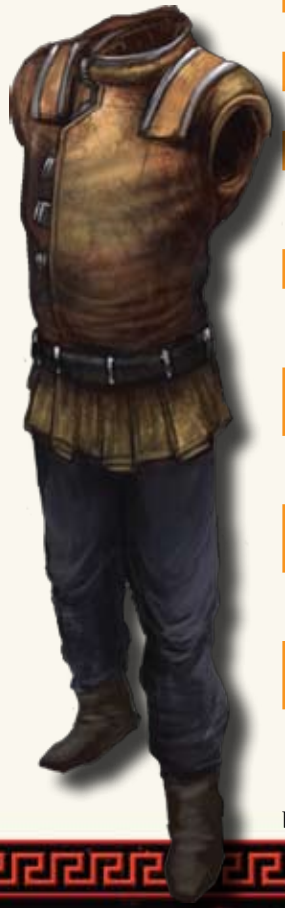
In many cases armor is modular; that is to say, it is made up of several pieces to form a whole. The armor bonuses to PR for each piece worn are totaled giving the overall PR of the character wearing the armor. Some pieces of armor cannot be stacked; these are described in the next section.

Armor can normally be broken down into the following pieces: a cuirass consisting of a molded breast plate, often with an adjoined backplate; a peturgis (broad belt and apron that covers the groin and thighs, normally made of leather); and greaves of metal or leather covering the lower legs. A helmet is also often added to most full suits of armor.

The STR requirements for modular pieces are added together to give a final total. For example, Hoplite Plate (STR +3) worn with a Plate Helmet (STR +1) has a STR requirement of +4. Items with negative STR requirements do not reduce the STR requirements of other pieces worn in conjunction with them.

## Donning Armor

Putting on armor is not a quick activity. If surprised, a Hero will have a hard time putting on armor while an adversary is shooting at him or swinging a sword at his neck. Many players will want their Hero completely armored up before every combat; this is possible if they spend every waking moment in their armored suits, but is hardly practical. For simplicity's sake it takes 2 rounds (10 seconds) to don 2 points of armor except for helmets, which take only an action during combat.



## Armor Penalties

Because armor can stop the blow of an axe or even a bullet, it is often cumbersome. As a result, some armor has a minimum STR requirement to wear it. Also as a result of its weight, for every +1 of STR required to wear a type of armor, the character suffers a -1 penalty to his or her DEX attribute. Players should note this is also applied to any DEX-modified skills so trying to be stealthy or attempting to wield DEX-based weapons can be quite difficult while wearing the heavier armors. Energy, Æther, and Shield Drones are exempt from this penalty

## Armor Descriptions

**Light SynthCloth/ Light Leather**

Light cloth armor is probably the most common, along with light leather armor. They consist of multiple layers of linen or another cloth used to soften the blows of light weapons or the claws and teeth of beasts. It is very lightweight but offers little in the way of protection for serious injury.

**Heavy Synth Cloth or Leather**

This type of armor consists of treated and hardened leather, or material from the hide of an animal such as an elephant or rhinoceros. Wooden armor also falls into this category of armor.

| TYPE | PR | WT | STR | COST |
|---|---|---|---|---|
| **CUIRASS (vest)** | | | | |
| Light Synth cloth/ Leather | 1 | 2kg | -2 | 53dm |
| Heavy Synth cloth/ Leather | 2 | 4kg | -2 | 70dm |
| Goregon Scale* | 4 | 15kg | +2 | 175dm |
| Amazoran Lamellar, ceramic | 4 | 10kg | 0 | 175dm |
| Hoplite Mesh | 4 | 5kg | 0 | 88dm |
| Hoplite Plate | 6 | 10kg | +1 | 105dm |
| Spartan Composite Plate | 6 | 10kg | +1 | 140dm |
| Spartan Tactical Cuirass | 7 | 20kg | +2 | 350dm |
| Goregon Carapace* | 8 | 25kg | +3 | 315dm |
| **PETURGIS (broad belt and apron)** | | | | |
| Light Synth cloth/ Leather | 1 | 2kg | -2 | 53dm |
| Heavy Synth cloth/ Leather | 2 | 4kg | -2 | 70dm |
| Lamellar, ceramic | 4 | 9kg | +0 | 175dm |
| **GREAVES (lower legs)** | | | | |
| Light Synth cloth/ Leather | 1 | 1kg | -2 | 25dm |
| Heavy Synth cloth/ Leather | 2 | 2kg | -2 | 35dm |
| Lamellar, ceramic | 4 | 4.5kg | -2 | 175dm |
| Plate | 6 | 5kg | +0 | 55dm |
| **HELMET** | | | | |
| Heavy Synth cloth/ Leather | 2 | 1kg | -2 | 105dm |
| Plate | 6 | 4kg | +1 | 210dm |
| **FULL SUITS (does not include helmets)** | | | | |
| Light Synth cloth/ Leather (light leather or cloth cuirass, apron, and grieves) | 3 | 6kg | -1 | 158dm |
| Heavy Synth cloth/ Leather (Heavy leather or cloth cuirass, apron, and grieves) | 6 | 10kg | -1 | 210dm |
| Lamellar, ceramic (Ceramic cuirass, apron, and grieves) | 12 | 25kg | +2 | 525dm |
| Hoplite Plate (Plate cuirass, ceramic apron, and plate grieves) | 16 | 24kg | +3 | 298dm |
| Spartan Tactical (Tactical cuirass, ceramic apron, and plate grieves) | 17 | 39kg | +3 | 735dm |
| Goregon Terror Armor (Carapace cuirass, ceramic apron). Only avail. for Goregons. | 12 | 30kg | +3 | 490dm |

**Note**: Nephelai may add 20% to the cost of armor to have it treated so that it may become intangible with them. Æther shields are exempt from this price increase.



**Goregon Scale**

A lightweight (to the Goregon) scale made from the hides of Lernaean Hydrae, the scale is waterproof and very effective against slashing and energy attacks. Against slashing weapons such as most swords, and torch cannons/pistols, the armor doubles its normal PR.

**Amazoran Lamellar**

The Amazorans believe in armor that affords protective versatility. The heat-resistant ceramic scales are laced together to create form-fitting, lightweight armor.



**Hoplite Mesh**

The synthetic ballistic materials used for standard hoplite soldier and guard forces.



**Hoplite Plate**

The durable light-plate armor is made up of heat-resistant alloys and Cermet that provide a good all-around protective covering for hoplite heavy infantry.

For an additional 50% cost the armor can be made space-worthy, allowing for use in the cold void of space.

**Spartan Composite Plate**

The standard-issue armor worn by all Spartans. The armor is made to withstand the harshest environments as well as the rigors of space.

**Spartan Tactical Cuirass.**

This suit of elite armor is worn by officers and heavy Spartan shock troops. The armor is made to withstand the harshest environments as well as the rigors of space.

**Goregon Carapace**

The armor is made from the shells of Goregon Combat Tortoises, a heavily armored and feared creature on the Goregon home world. The armor is made up of segmented armored plates that lock tightly in place, forming a protective shell.



## Shields

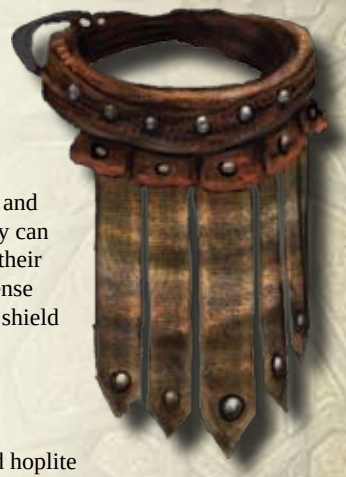


Information on shields includes weight in pounds (WT), maximum damage the shield can withstand in a single attack without breaking (Max. DR), the minimum strength required to employ the shield (STR), and average cost.

All shields are assumed to be medium-sized shields. For larger shields such as tower or kite shields multiply the weight and cost by 2. Larger shields provide a +4 bonus to parry instead of the normal +2 but require a +2 STR to employ effectively. (Exception: Riot/Mariner Shields require only a +0 STR regardless of size)

| TYPE | WT | MAX DR | STR | COST |
|---|---|---|---|---|
| Riot/Space mariner | 5kg | 25 | 0 | 175m |
| Hoplite Shield | 8kg | 35 | 0 | 280dm |
| Spartan Officer Energy Shield* | 1kg | 20 | -1 | 840dm |
| Zintar Drone Shield | 12kg | 20 | - | 350dm |
| Zintar Drone Energy Shield | 10kg | 25 | - | 350dm |

*=Use energy shroud rules



**Riot/Space mariner**

The Riot and Space mariner shields are both small lightweight shields used in compact areas such as in close quarters or ship corridors.

**Hoplon shield**

The standard-issue Spartan combat shield. Made of lightweight alloys and ceramics. If four or more hoplites stand together and lock their shields they can create a phalanx shield wall. This gives the shield bearer a bonus of +4 to their defense and gives anyone standing in a row behind them a +3 to their defense bonus. The formation must be kept tight to receive the bonus meaning the shield bearers must forego any attempt to evade while engaged in a phalanx.

**Spartan Officer Energy Shield**

The officer energy shield is worn as a bracer on the shield arm. When activated it creates a shimmering energy shield that resembles the standard hoplite version. The color of the energy shield can be change to suit the taste of the wearer. The energy shield has no DEX penalty because of the lightweight nature of the device.

**Zintar Drone Shields**

These combat drones are carried on the back of the wearer until combat. When activated they hover around the wearer and intercede incoming attacks. The drones are linked to the user by a small headband that allows for the wearer to relay messages about attacks. The advantage of the drone is it allows the user to have his shield hand free. More drones can be employed at one time giving the user a bonus on all shield parries. For each shield drone in use the user get a bonus of +1 to his parry. A Hero may have as many additional drones as he has INT (minimum of 1). Every time a shield drone successfully blocks an attack it takes damage up to its maximum DR at which time it is destroyed. Energy shield drones do not take damage since they block the attack with an energy screen instead of their physical body.

## Archimedes Energy Shrouds

Energy shrouds form a protective energy bubble around the user protecting them from attack. Energy shrouds have the benefit of being lightweight and negating the advantage of armor-piecing weapons. When an armor-piecing weapon is used against the shroud it does not halve the energy shroud's Protection Rating and the full value is used to protect.

Energy shrouds protect both the front and back equally well but can be set to protect double in the front or rear if the user wants extra protection in these areas. When focused to double in one area the PR of the shroud on that side is doubled but the other area is left unguarded. Shrouds may take damage equal to ten times the PR rating before needing a recharge. Once the damage threshold is met the shroud shuts down.

*Example: A Spartan is using a Class A Energy Shroud (10) and is hit for 10 points of damage. The shroud negates the damage and has power enough to take another 90 points of damage before its batteries are depleted and need recharging.*

Shrouds can stay active for up to two hours before needing a recharge.

Energy shrouds have the potential to be overloaded requiring them to shut down. If a shroud ever takes 3 times its PR rating in an attack it must roll its PR rating with a penalty equal to the damage that passed the shroud. If it is successful it functions as normal, if it fails the shroud shuts down and must be recharged.

Energy shrouds do not add to a wearer's encumbrance.

*Example: A Spartan is using a Class A Energy Shroud set double front (10) and is hit for 35 points of damage. The shield negates 10 points of damage but must now make an overload roll. The Spartan must beat a DoD of -25. Once his shroud is taken into account the modified DoD is -15 (shroud 10 - 25 damage = -15).*

| TYPE | MAX DR | WT | STR | COST |
|---|---|---|---|---|
| Energy Shroud class A^ | 5 | 2kg | -2 | 750 dm |
| Energy Shroud class B^ | 6 | 2kg | -2 | 910dm |
| Energy Shroud class C^ | 12 | 2kg | -2 | 1.610dm |
| Æther Shroud Class A^ | 6 | 4kg | -2 | 1,400dm |
| Æther Shroud Class B^ | 8 | 4kg | -2 | 1,750dm |
| Æther Shroud Class C^ | 10 | 4kg | -2 | 3,325dm |

^=Note that the value given is for one area. If the shroud is set to double front or back the PR is doubled. A normal class A Shroud protects for 5-point attacks in all directions. If set double-front the Shroud would protect for a PR of 10.

**Æther Shrouds**

The Æther Shroud uses the wild enigmatic energy of Slipspace to protect its wearer. The shrouds are very expensive and energy-hungry, only allowing only a half-hour of constant use before the batteries need recharging. Æther shrouds are highly impervious to most forms of damage and highly sought after by combat specialists all over the galaxy.

Æther shrouds function exactly like normal Energy shrouds except they also protect against Æther weapon attacks.

Æther shrouds suffer a more hazardous problem when they overload. If successful it functions as normal, but if it fails the shroud creates a small Slipspace rift that sucks at the wearer causing him harm. The shroud will do damage to the user equal to its PR rating and then shut down. Once this occurs the shroud is damaged beyond repair and useless. Because of this danger, Æther shrouds are sometimes referred to as Dead Man's Shrouds, or Cerecloths.

Æther shrouds do not add to a wearer's encumbrance.

**Energy Shround Stacking**

Energy shrouds may be stacked but do not confer a greater PR. What stacking does allow for is a greater power reserve for the shield. Two class A Energy Shrouds do not combine for an PR of 10 but will give the shield a prolonged life doubling the amount of damage the shroud can take before its power supply is depleted. Shroud-stacking also combines PR for shroud overload rolls allowing for a greater chance of success.

Energy shrouds must be of the same type. An Energy shroud and Æther shroud may not be stacked or activated together.

# VEHICLES



## Planetary Vehicles

The table lists a number of conveyances commonly found on planets and moons. With land vehicles, the prices are for wheeled versions. Hovercraft versions up the price by 7,500dm and the Maneuverability (MAN) by +1. Hovercraft have the benefit of being able to handle a wider variety of terrain, including shallow pools of water, with ease, at the cost of a higher initial price and greater maintenance difficulty (+3 to all vehicle repair difficulties). Both wheeled vehicles and hovercraft have the same SPD; the difference is in how well they can travel over different terrain. For more, see the Vehicle Attribute section of the rules

### Vehicle Weapons

Occasionally, Heroes might find it necessary to mount weapons on their vehicles. All of these weapons require the gunnery skill to use them properly. Additionally, a character who must simultaneously fire a weapon and maneuver the vehicle incurs a multi-action penalty. Each weapon may fire once per round, or multiple times with a multi-action penalty. All weapons do vehicular scale damage.

| Weapon | Damage | Range | Ammo | Base Cost |
|---|---|---|---|---|
| Machine Gun | 15 | 1500m | 300 | 1,500dm |
| Flame Cannon | 20 | 1500m | 50 | 2,250dm |
| Torch Cannon | 25 | 1750m | 100 | 4,000dm |
| Rocket Launcher | 15 | 3000m | 6 | 7,550dm |

**Machine gun**

A rapid-fire anti-vehicular weapon carried by the infantry of the Spartan military.

| Accuracy | Damage | ROF |
|---|---|---|
| -2 | 15 | 3 |

**Flame Cannon**

The flame cannon shoots a jet of super-heated plasma at the target igniting any flammable material it comes into contact with. The flame burns for 3 rounds after it hits doing an additional 6 DR until extinguished.

| Accuracy | Damage | ROF |
|---|---|---|
| -4 | 20 | - |

**Rocket Launcher**

The anti-vehicular rocket launcher. Rockets from the launcher explode with a radius of 4 meters.

| Accuracy | Damage | ROF |
|---|---|---|
| - | 15 | - |

**Torch Cannon**

A heavy, vehicle-mounted beam weapon. The weapon also has different charge settings allowing it to do variable amounts of damage. The weapon normally has a DR of 25 but additional points of damage can be added up to maximum +5. Every additional point of damage uses 1 additional round of ammunition.

| Accuracy | Damage | ROF |
|---|---|---|
| +2 | 25 | - |

**Weapon Scale**

Vehicle weapons are further modified by the scale they primarily affect. By default all weapons affect vehicle-scale targets.

| Scale | Cost modifier |
|---|---|
| Personal | +500dm |
| Vehicle | 0 |
| Space Fighter | 850dm |

**Sensors**

Some vehicles have advanced electronic sensors that allow them to scan areas and detect incoming vehicles or other things. Sensor suites are not required or even installed in all vehicles. Sensors have a range and accuracy that determines the cost. The range is the maximum range at which the sensors are effective and accuracy modifies the operator's computer (ship systems) roll as a bonus or penalty.

| Sensors range | Cost |
|---|---|
| 500m | 250dm |
| 1km | 500dm |
| 3km | 750dm |
| 5km | 1,500dm |
| 10km | 3,000dm |
| 20km | 5,000dm |

| Accuracy | Cost Modifier |
|---|---|
| -2 | -500dm |
| +0 | - |
| +2 | +500dm |
| +4 | +1,000dm |
| +6 | +2,500dm |

**Fire Control**

Vehicle weapons are further modified by the installation of a fire control targeting computer to make the weapon more accurate. Weapons computers improve the gunnery roll by the bonus of the particular system.

| Fire Control | Cost modifier |
|---|---|
| +2 | +500dm |
| +4 | +1,000dm |
| +6 | +2,500dm |

**Armor**

Heroes may want to armor their vehicle to protect them from the firepower being used against them. For every 6 points of armor, drop the maneuverability of the vehicle by -1. If an energy shield is installed the penalty does not apply.

| Armor | Cost Modifier |
|---|---|
| Per 1 point | +200dm |
| Energy Shield | Modifies the cost by 2,500dm |

## Planetary Vehicles

All vehicles listed are Vehicle scale.

| Vehicle Type | SPD | PAS[1] | HP | MAN | ACL | DCL | SIZ | Price |
|---|---|---|---|---|---|---|---|---|
| **Land[3]** | | | | | | | | |
| Motorcycle, small street | +40 | 1–2 | 10 | +1 | +10 | +5 | 1 | 500dm |
| Motorcycle, large | +70 | 1–2 | 12 | 0 | +4 | +3 | 1 | 1,125dm |
| Personal ground vehicle, small | +50 | 3–4 | 13 | +1 | +4 | +3 | 2 | 2,500 m |
| Personal ground vehicle, mid-size | +50 | 5–6 | 14 | 0 | +3 | +1 | 2 | 2.5-4.5k dm |
| Personal ground vehicle, large | +45 | 6–8 | 16 | -1 | +3 | +1 | 2 | 4-5k dm |
| Personal ground vehicle, sports | +65 | 2–4 | 13 | +2 | +8 | +4 | 2 | 6-7k dm |
| Ground vehicle, small mass transport | +40 | 15 | 18 | -2 | +3 | +1 | 3 | 10k dm |
| Ground vehicle, delivery | +40 | 2–3 (cab) | 20 | -4 | +2 | +1 | 3 | 12k dm |
| **Water[2]** | | | | | | | | |
| Canoe | +4 | 4 | 4 | 0 | +1 | +1 | 1 | 150dm |
| Sailboat, small | +7 | 2 | 12 | -2 | +2 | +1 | 2 | 2,000dm |
| Sailboat, large | +10 | 6–18 (2 crew) | 20 | -4 | +2 | +1 | 3 | 11,000dm |
| Powerboat, medium | +26 | 9 | 14 | 0 | +4 | +2 | 2 | 12,000dm |
| **Air** | | | | | | | | |
| Helicopter, civilian | +15 | 5 | 21 | -1 | +5 | +2 | 3 | 20,000dm |
| Hoverplane, personal | +20 | 4–8 (1 crew) | 16 | 0 | +6 | +3 | 3 | 15-20,000dm |
| Small jet | +25 | 8–20 (2 crew) | 21 | 0 | +8 | +4 | 3 | 30-50,000dm |

## Exoskeletons

Exoskeletons enable Hellenes to operate in particularly harsh environments while exploring new worlds or constructing bases under difficult conditions. Exoskeletons fully enclose the wearer in a powered fuselage that greatly augments the user's abilities. Most Exoskeletons are sealed one-man mini-vehicles used for a variety of purposes but primarily for construction and combat.

Being a hybrid between personal armor and a vehicle, Exoskeletons offers armored protection and vehicular combat capability.

**NOTE**: Exoskeletons are Vehicle-scale

**Weapons, Fire Control, Sensors, and Armor**

Use the rules above as per planetary vehicles.

**STR Bonus**

The suit's strength is added to the wearer's but at vehicular scale. The suit's standard STR rating is equal to the pilot's but may be upgraded at a cost.

| STR | Cost modifier |
|---|---|
| +2 | +500dm |
| +8 | +1,000dm |
| +16 | +2,500dm |

| Exo Type | SPD* | HP | MAN | ACL | DCL | SIZ | Price |
|---|---|---|---|---|---|---|---|
| Heavy Worker | +13 | 18 | -2 | +3 | +6 | 1 | 6,000dm |
| Explorer | +13 | 12 | 0 | +5 | +5 | 2 | 10,000dm |
| Hoplite Striker | +47 | 12 | +2 | +10 | +20 | 3 | 25,000dm |
| Spartan Combat | +25 | 20 | 0 | +5 | +10 | 3 | 35,000dm |

All PSD are vehicle scale



1. includes one crew member (unless otherwise specified).
2. add an additional 7,500dm if the vehicle is a hovercraft.

# Space Vehicles

## Spacecraft Statistics

In the HELLAS Role-playing Game, spaceships have a number of important game statistics. You should always keep in mind that all spacecraft provide full cover for their occupant unless they are outside on the deck during Slipspace travel.

Each ship's statistics includes the following information:

- **Hard Points (HrD):** The number of Hard Points available on the ship.
- **Scale:** The ship's scale — fighter, capital, or space station.
- **Crew (CW):** The number of crewmembers it takes to pilot the ship
- **Passengers (PAS):** The number of passengers and troops a ship may carry beyond the crew complement.
- **Cargo:** This indicates — in metric tons or kilograms (for smaller ships) — the amount of cargo a vessel can carry. This refers to the cargo's mass only, not volume.
- **Supplies:** This stat shows how long the ship can travel before having to stop for refueling and re-supply of the life-support systems (atmosphere, food, water).

SCALE NOTE

All personal ships, fighter ships, and transports are space fighter-scale. All capital ships are capital-ship scale.

## Escape Pods

All ships come equipped with enough escape pods to accommodate the crew and passengers. Most standard escape pods have enough life support to support its passengers for 1 week.

# Personal Space Ships

## Hermia Day Tripper

A small three-seat commercial space vehicle capable of Slipspace travel. Commonly owned by wealthy households or small business, it is perfect for the small trip around the local star system.

| | | | |
|---|---|---|---|
| **MAN** | +0 | **HUL** | +0 |
| **SEN** | +0P | **SPD** | +30 |
| **ACL** | +2 | **DCL** | +6 |
| **SD** | 1 | **SIZ** | 3 |

**Scale:** fighter
**Crew (CW):** 1
**Passengers (PAS):** 2
**Cargo**: 50 Kg.
**Supplies**: 2 days
**Hit Points:** 15
**Armament:** None
**Shields:** None
**Cost:** 10,000 dm
**Additional Hard Points:** 2



## Helios Runner

A small family transport vehicle capable of Slipspace travel. Used primarily as a short-ranged transport capable of traveling one parsec before needing take on additional supplies. The Helios is perfect for family or small groups who want to travel the stars.

| | | | |
|---|---|---|---|
| **MAN** | +0 | **HUL** | +1 |
| **SEN** | +1S | **SPD** | +25 |
| **ACL** | +2 | **DCL** | +6 |
| **SD** | 1 | **SIZ** | 3 |

**Scale:** fighter
**Crew:** 1
**Passengers:** 8
**Cargo**: 250 Kg.
**Supplies**: 7 days
**Hit Points:** 20
**Armament:** None
**Shields:** None
**Cost:** 15,000 dm
**Additional Hard Points:** 3



# Fighter Ships

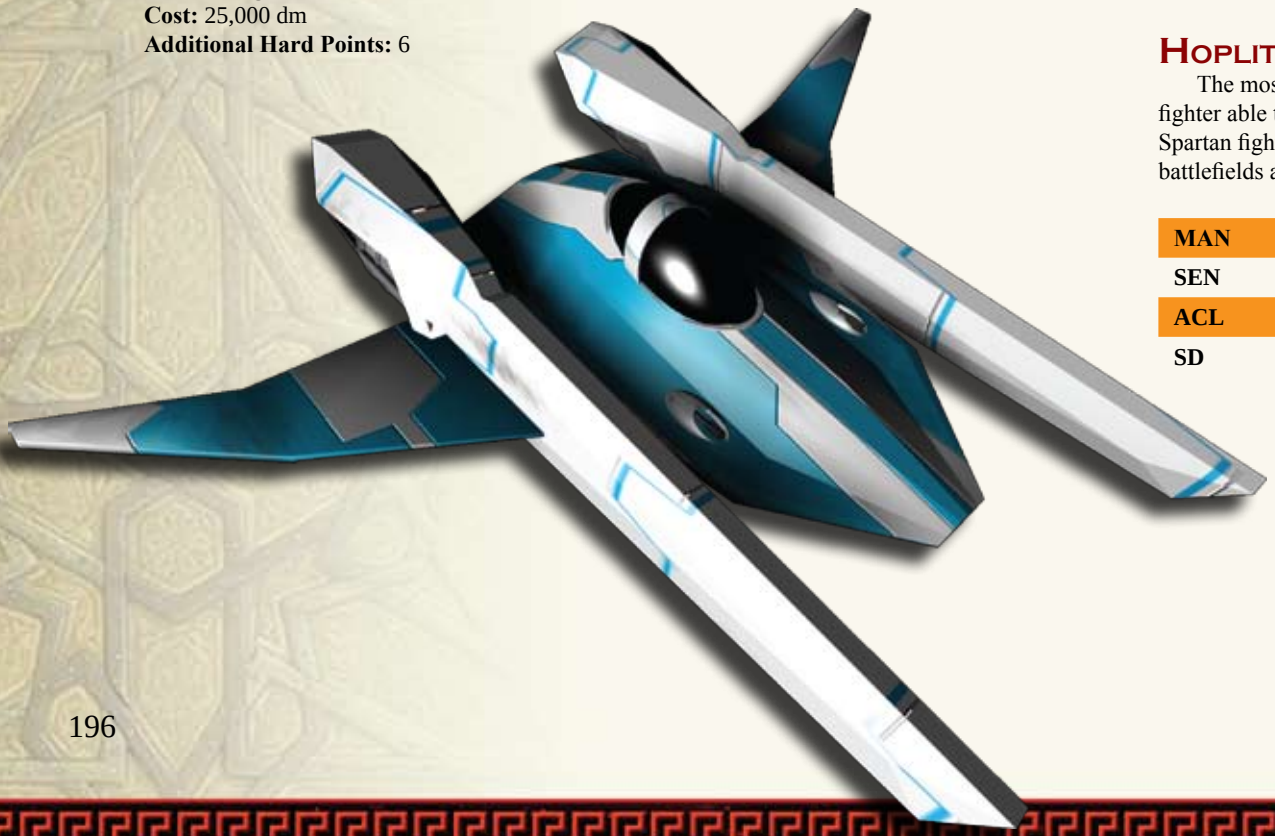
## Hoplite Falcon

The Smallest of the hoplite series of fighters. Primarily used as a scout and short-range fighter. The small lightweight fighter is found aboard many carriers and deep-space haulers and is favored because of its small size and ease of maintenance.



| | | | |
|---|---|---|---|
| **MAN** | +3 | **HUL** | +0 |
| **SEN** | +1S | **SPD** | +45 |
| **ACL** | +10 | **DCL** | +10 |
| **SD** | 0 | **SIZ** | 3 |

**Scale:** fighter
**Crew:** 1
**Passengers:** 0
**Cargo**: 75 Kg.
**Supplies**: 7 days
**Hit Points:** 25
**Armament:** Pulse Laser DR 10 (forward firing arc), Light Missile Rack with 4 Light HE Missiles DR 15 (forward firing arc)
**Shields:** Light Shield Generator PR 8
**Cost:** 25,000 dm
**Additional Hard Points:** 6



## Hoplite Raptor

The most common space fighter in the Athenoi navy, this multi-purpose space fighter able to fill many roles in the navy. Not as heavily armed or armored as the Spartan fighters but overall a quick and reliable ship that has had a presence on many battlefields across the known worlds.

| | | | |
|---|---|---|---|
| **MAN** | +2 | **HUL** | +1 |
| **SEN** | +1S | **SPD** | +40 |
| **ACL** | +10 | **DCL** | +6 |
| **SD** | 0 | **SIZ** | 3 |

**Scale:** fighter
**Crew:** 1
**Passengers:** 0
**Cargo**: 100Kg.
**Supplies**: 7 days
**Hit Points:** 25
**Armament:** Two Linked Pulse Laser DR 10 (forward firing arc), Light Missile Rack with 4 Light HE Missiles DR 15 (forward firing arc)
**Shields:** Light Shield Generator PR 8
**Cost:** 35,000 dm
**Additional Hard Points:** 6

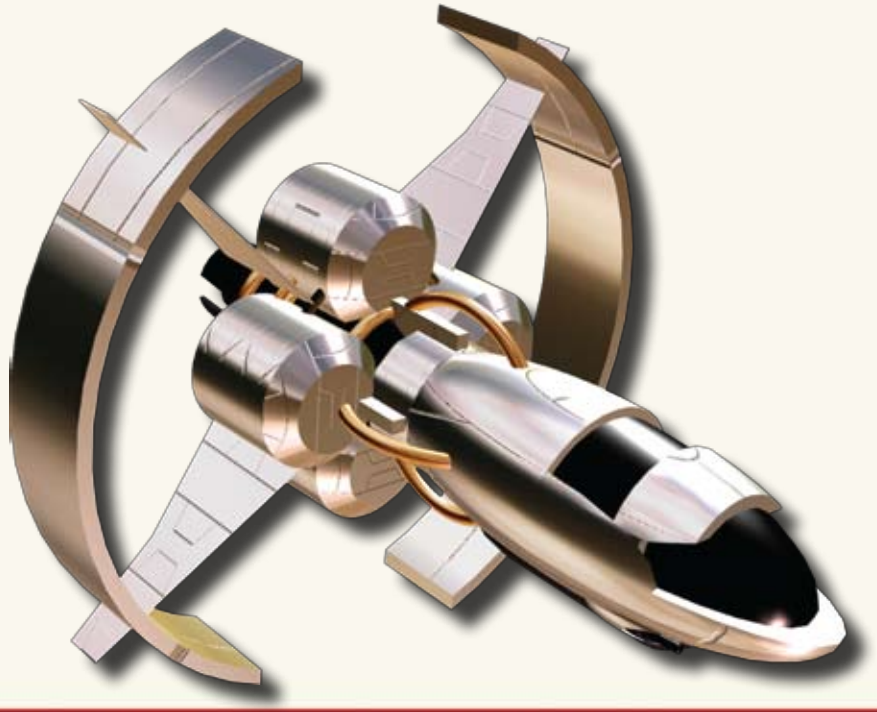
## Spartan Dominator

A heavy Spartan space superiority fighter. Not as fast or sleek as any Athenoi-made spaceship the Spartan Dominator carries quite a bit more firepower and heavier shields to make up for it.



| | | | |
|---|---|---|---|
| **MAN** | +0 | **HUL** | +2 |
| **SEN** | +1S | **SPD** | +30 |
| **ACL** | +8 | **DCL** | +5 |
| **SD** | 0 | **SIZ** | 4 |

**Scale:** fighter
**Crew:** 1
**Passengers:** 0
**Cargo**: 250Kg.
**Supplies**: 7 days
**Hit Points:** 30
**Armament:** Two Linked Light Rail Guns DR 16 (forward firing arc), Light Missile Rack with 4 Light HE Missiles DR 15 (forward firing arc)
**Shields:** Medium Shield Generator PR 12
**Cost:** 30,000 dm
**Additional Hard Points:** 6

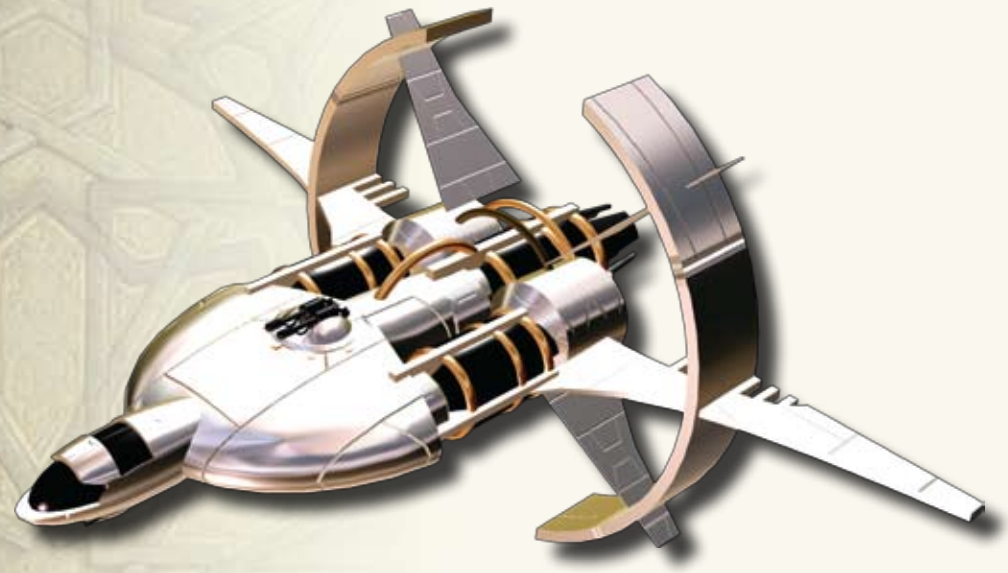


## Zoran Asp

The Asp is the standard interceptor of the Zoran and Amazoran navy. The small fighter is every bit as fast as the Athenion Hoplite Falcon and carried quite a bit more firepower at the expense of maneuverability. The Asp has started to be used as pirate ships since a surplus was sold by the Zorans to Hellene mercenaries

| | | | |
|---|---|---|---|
| **MAN** | +0 | **HUL** | +2 |
| **SEN** | +0S | **SPD** | +40 |
| **ACL** | +10 | **DCL** | +5 |
| **SD** | 0 | **SIZ** | 3 |

**Scale:** fighter
**Crew:** 1
**Passengers:** 0
**Cargo**: 250Kg.
**Supplies**: 7 days
**Hit Points:** 30
**Armament:** Two Linked Light Pulse Lasers DR 10 (forward firing arc), One Light Disrupter DR 4 (forward firing arc), Light Missile Rack with 4 Light HE Missiles DR 15 (forward firing arc)
**Shields:** Light Shield Generator PR 8
**Cost:** 25,000 dm
**Additional Hard Points:** 6



## Zoran Lion's Roar Gunship

The Lion's Roar is a massive Zoran-produced heavy fighter bomber. The gunship has room to accommodate two passengers or marines and a Slipspace drive for long-range missions. The ship is used by mercenary groups throughout the known worlds.

| | | | |
|---|---|---|---|
| **MAN** | +0 | **HUL** | +4 |
| **SEN** | +2M | **SPD** | +32 |
| **ACL** | +4 | **DCL** | +2 |
| **SD** | .5 | **SIZ** | 4 |

**Scale:** fighter
**Crew:** 3
**Passengers:** 2
**Cargo**: 500Kg.
**Supplies**: 2 weeks
**Hit Points:** 45
**Armament:** One Medium Pulse Lasers DR 16 (forward firing arc), One Turreted Medium Beam Cannon DR 19, One Light Disrupter DR 4 (forward firing arc), Medium Missile Rack with 8 Light HE Missiles DR 15 (forward firing arc)
**Shields:** Medium Shield Generator PR12
**Cost:** 40,000 dm
**Additional Hard Points:** 6

# Transports

## Argosian Light Hauler

A small commonly used space transport. The Argosian Light Hauler has seen service as a passenger transport, exploring vehicle, and teamster cargo vehicle. The inexpensive and ubiquity make this vehicle easy to maintain and purchase secondhand.

| | | | |
|---|---|---|---|
| **MAN** | +0 | **HUL** | +4 |
| **SEN** | +0M | **SPD** | +25 |
| **ACL** | +4 | **DCL** | +2 |
| **SD** | .5 | **SIZ** | 4 |

**Scale:** Transport
**Crew:** 2
**Passengers:** 4
**Cargo**: 50k tons
**Supplies**: 8 weeks
**Hit Points:** 40
**Armament:** One Light Pulse Lasers DR 10 (forward firing arc)
**Shields:** Light Shield Generator PR 8
**Cost:** 40,000 dm
**Additional Hard Points:** 8



## Atlas Hauler

The largest of the transport-class ships. The Atlas is used to transport bulk goods and commodities between systems. The massive ship is composed almost entirely of cargo containers with a small crew and passenger compartment.

| | | | |
|---|---|---|---|
| **MAN** | +-5 | **HUL** | +6 |
| **SEN** | +3M | **SPD** | +20 |
| **ACL** | +3 | **DCL** | +1 |
| **SD** | .5 | **SIZ** | 6 |

**Scale:** Capital
**Crew:** 10
**Passengers:** 20
**Cargo**: 150k tons
**Supplies**: 40 weeks
**Hit Points:** 50
**Armament:** One Light Pulse Lasers DR 10 (forward firing arc)
**Shields:** Light Shield Generator PR 8
**Cost:** 60,000 dm
**Additional Hard Points:** 9

## Sagittarius AE-41

The Sagittarius Argosian Engine 41 is a sleek sturdy Argosian merchant transport. The Sagittarius is renowned for its speed and maneuverability and is known as one of the most agile transport ships. The Sagittarius is modified for duties ranging from material and personnel transport to custom ships in poorer systems.

| | | | |
|---|---|---|---|
| **MAN** | +1 | **HUL** | +3 |
| **SEN** | +0M | **SPD** | +27 |
| **ACL** | +6 | **DCL** | +4 |
| **SD** | 1 | **SIZ** | 4 |

**Scale:** Transport
**Crew:** 2
**Passengers:** 6
**Cargo**: 25 tons
**Supplies**: 9 weeks
**Hit Points:** 35
**Armament:** One Light Pulse Lasers DR 10 (forward firing arc)
**Shields:** Light Shield Generator PR 8
**Cost:** 45,000 dm
**Additional Hard Points:** 8





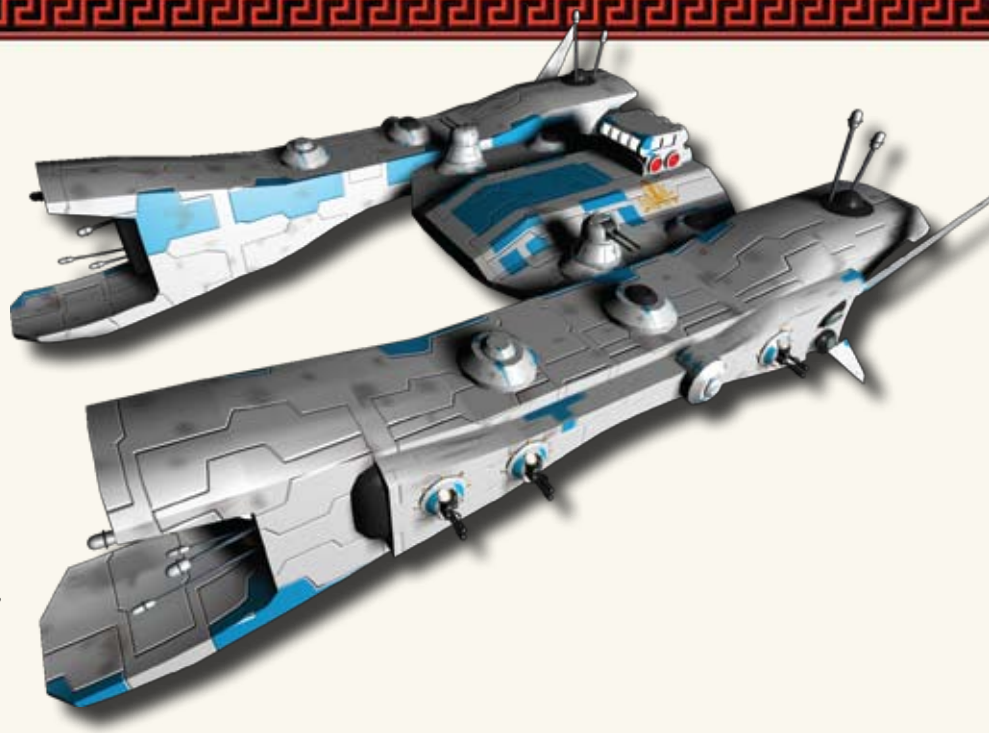
# Capital Ships

## Hoplite Customs Ship

Sold to many worlds, the customs ships is a versatile vessel that can be used as a light interdictor and weapons platform when larger ships are not available. The ship has become the ship of choice for pirates because of its speed and agility.

| | | | |
|---|---|---|---|
| **MAN** | -1 | **HUL** | +4 |
| **SEN** | +4M | **SPD** | +25 |
| **ACL** | +5 | **DCL** | +2 |
| **SD** | 2 | **SIZ** | 6 |

**Scale:** Capital
**Crew:** 50
**Passengers:** 20
**Cargo**: 25k tons
**Supplies**: 25 weeks
**Hit Points:** 65
**Armament:** 6 Light Beam Cannons DR 13 (3 port, 3 Starboard), 4 Turreted Light Pulse Laser DR 10, 1 Medium Disrupters DR 6 (forward firing arc), 1 Medium Tractor Beam STR +5 (forward firing arc)
**Shields:** Medium Shield Generator PR 12
**Cost:** N/A
**Additional Hard Points:** 10





## Hoplite Bireme

The Bireme is the workhorse of the Athenoi navy and functions as a civilian and military craft in many different systems. The Bireme carries a complement of 50 marines and 1 flight of four space fighters.

| | | | |
|---|---|---|---|
| **MAN** | -2 | **HUL** | +5 |
| **SEN** | +4L | **SPD** | +30 |
| **ACL** | +5 | **DCL** | +5 |
| **SD** | 4 | **SIZ** | 6 |

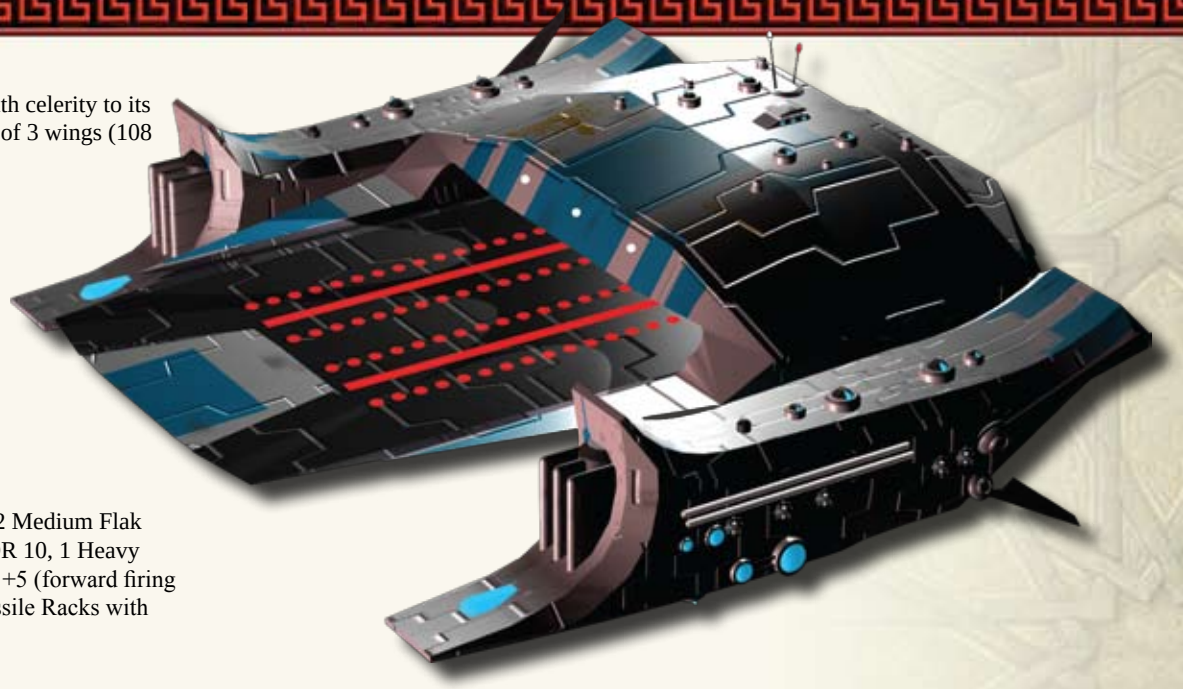
**Scale:** Capital
**Crew:** 150
**Passengers:** 175
**Cargo**: 20k tons
**Supplies**: 40 weeks
**Hit Points:** 75
**Armament:** 10 Light Beam Cannons DR 13 (5 port, 5 Starboard), 6 Turreted Light Pulse Laser DR 10, 2 Medium Disrupters DR 6 (port and Starboard), 1 Medium Tractor Beam STR +5 ((forward firing arc), 2 Heavy Missile Racks with Light HE missiles DR15 (port and Starboard)
**Shields:** Heavy Shield Generator PR 20
**Cost:** N/A
**Additional Hard Points:** 12

## Hoplite Carrier

The fastest ship of its size, the hoplite carrier is able to move with celerity to its destination and carry out its mission. The ships boast a compliment of 3 wings (108 fighters), and 100 hoplite marines.

| | | | |
|---|---|---|---|
| **MAN** | -2 | **HUL** | +6 |
| **SEN** | +4E | **SPD** | +25 |
| **ACL** | +5 | **DCL** | +5 |
| **SD** | 2 | **SIZ** | 6 |

**Scale:** Capital
**Crew:** 950
**Passengers:** 750
**Cargo**: 175k tons.
**Supplies**: 75 weeks
**Hit Points:** 110
**Armament:** 10 Light Beam Cannons DR 13 (5 Port, 5 Starboard), 2 Medium Flak Cannons DR 6 (port and Starboard), 6 Turreted Light Pulse Laser DR 10, 1 Heavy Disrupters DR 8 (forward firing arc), 1 Medium Tractor Beam STR +5 (forward firing arc), One Oxybeles Mount DR 40 (forward firing arc), 2 Heavy Missile Racks with Light HE missiles DR15 (port and Starboard)
**Shields:** Heavy Shield Generator PR 20
**Cost:** N/A
**Additional Hard Points:** 12





## Spartan Destroyer

One of the most feared and deadly ships in the Spartan fleet, known in some sectors of space as Areson's Will. The destroyer is built with one thing in mind; to bring down capital ships. The ship carries two pentēkostyai, or 144 Spartan fighting men (for boarding actions), and 4 space fighters.

| | | | |
|---|---|---|---|
| **MAN** | -4 | **HUL** | +6 |
| **SEN** | +4L | **SPD** | +22 |
| **ACL** | +3 | **DCL** | +1 |
| **SD** | 1 | **SIZ** | 6 |

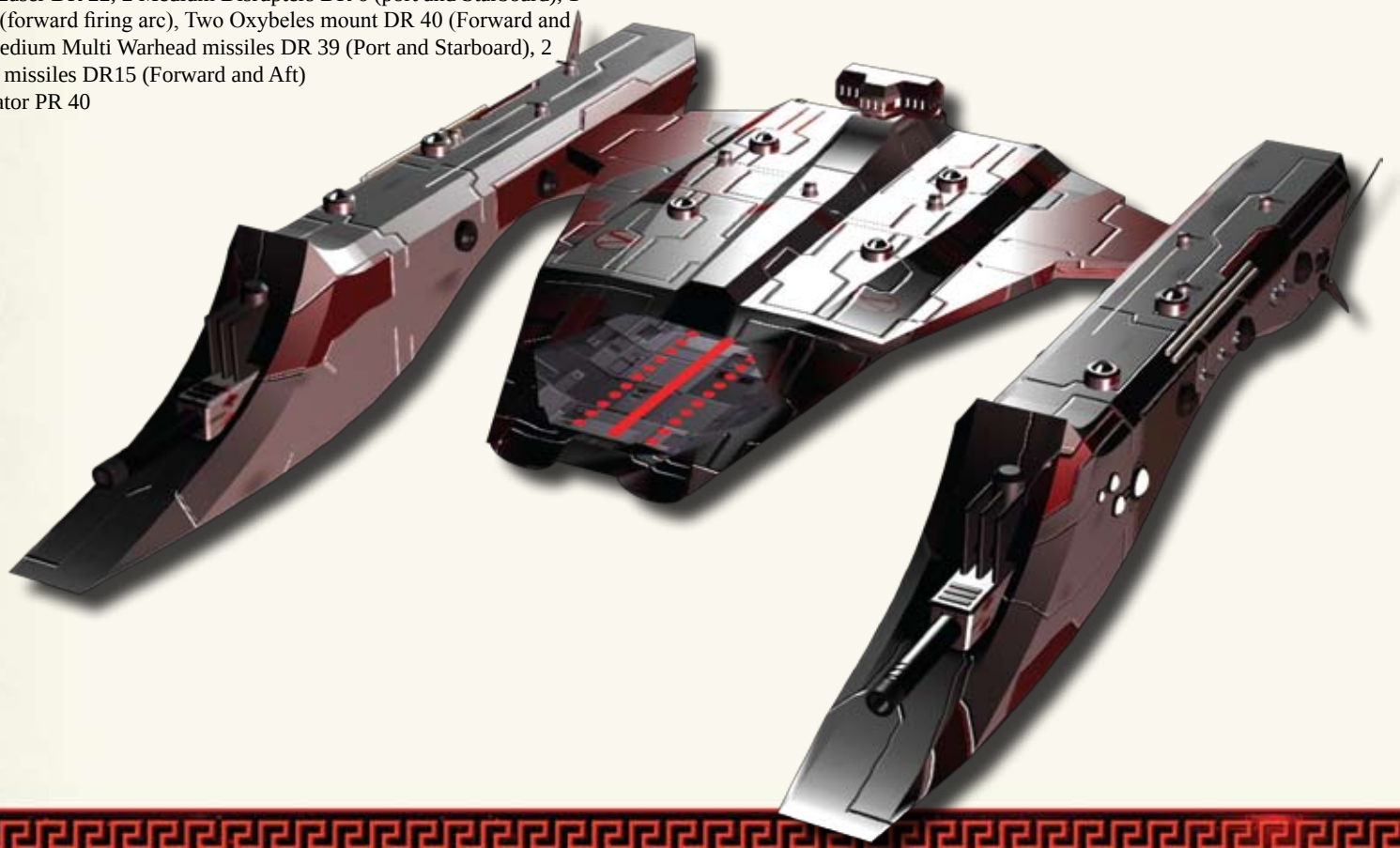
**Scale:** Capital
**Crew:** 400
**Passengers:** 200
**Cargo**: 35k tons.
**Supplies**: 40 weeks
**Hit Points:** 85
**Armament:** 6 Heavy Rail Guns DR 28 (3 Port and 3 Starboard), 6 Turreted Light Pulse Laser DR 10, 2 Medium Disrupters DR 6 (Port and Starboard), 1 Medium Tractor Beam STR +5 (Fore), One Oxybeles mount DR 40 (Fore), 2 Heavy Missile Racks with Medium Multi Warhead missiles DR 39 (Port and Starboard)
**Shields:** Heavy Shield Generator PR 20
**Cost:** N/A
**Additional Hard Points:** 12

## Spartan Carrier

The command ships of the Spartan navy. The Spartan carrier is used as a troop transport and staging area for the fighter complement and fearsome battleship. Unlike its Athenoi counterpart, the Spartan carrier is primarily a larger destroyer capable of taking the battle to the enemy. The ship holds 500 fighting Spartans, and one wing of fighters (36).

| | | | |
|---|---|---|---|
| **MAN** | -5 | **HUL** | +10 |
| **SEN** | +5L | **SPD** | +20 |
| **ACL** | +3 | **DCL** | +1 |
| **SD** | 1 | **SIZ** | 7 |

**Scale:** Capital
**Crew:** 1,200
**Passengers:** 1,000
**Cargo**: 40k tons
**Supplies**: 90 weeks
**Hit Points:** 150
**Armament:** 6 Heavy Rail Guns DR 28 (3 Port, 3 Starboard), 2 Heavy Flak Cannons DR 8 (Port and Starboard), 8 Turreted Heavy Pulse Laser DR 22, 2 Medium Disrupters DR 6 (port and Starboard), 1 Super Heavy Tractor Beam STR +9 (forward firing arc), Two Oxybeles mount DR 40 (Forward and Aft), 2 Heavy Missile Racks with Medium Multi Warhead missiles DR 39 (Port and Starboard), 2 Heavy Missile Racks with Light HE missiles DR15 (Forward and Aft)
**Shields:** Super Heavy Shield Generator PR 40
**Cost:** N/A
**Additional Hard Points:** 12



# Modifying Ship Systems

The ship information above is generic and without other ship systems. Not all transports or fighters have the same weapon systems or shield generators. The systems below are meant to allow a Hero to customize his ship and to save space in this book.

## Hard Points (HrP)

Hard points are meant to limit the amount of equipment a ship of a particular size may have. Large capital ships may have several heavy weapons systems and varying amounts of smaller weapons and in contrast a personal spaceship should not be able to carry an Oxybeles Mount. Smaller ships can carry less than a large capital ship and this is represented by Hard Points. A ship's hard points are shown under its listing.

| Scale | Hard Points |
|---|---|
| All Light equipment | = 1 Hard Point |
| All Medium equipment | = 2 Hard Points |
| All Heavy equipment | = 4 Hard Points |
| All Super Heavy equipment | = 6 Hard Points |

*Example: A 6 Hard-Point spacecraft may hold two light weapons, a medium shield system, and a medium sensor array.*

## External Equipment Pods

Sometimes the internal Hard Points of a craft isn't enough to properly outfit a craft. When additional armament or ship systems are needed, External Equipment Pods may be added. Pods are not without their price. Along with being expensive they reduce the MAN of the craft. The amount of additional Hard Points the pod adds is listed below along with the price and the MAN penalty.

| Type of Pod | Cost | MAN Penalty |
|---|---|---|
| Light (+3 hard points) | 1,500dm | -1 |
| Medium (+6 hard points) | 2,000dm | -2 |
| Heavy (+6 hard points) | 5,500dm | -3 |
| Super Heavy (+12 hard points) | 7,000dm | -4 |

## Hull Plating

A ship may add additional physical armored plating to the exterior of the hull to prevent breaches and damage sustained during an attack. Hull plating adds PR to the craft but at a cost of weight and maneuverability. For every increment of PR that doubles the HUL attribute the ship loses one point from the MAN attribute of the ship.

A ship may reduce its MAN to a maximum of -5 in this way.

| Hull Plating | Cost |
|---|---|
| +1 PR | 2,500dm |

*Example: A ship with a HUL of +2 can have PR 2 with no reduction of MAN. If the ship had PR 6, MAN would drop by -2.*

## Hull Reinforcement

A ship may have additional HUL reinforcement added to the ship to enhance structural integrity. The more braces, beams, and cables in the ship, the less room for other components. Every three points of Hull Reinforcement reduces the maneuverability of the craft by -1

| Hull Reinforcement | Cost |
|---|---|
| +1 HUL | 1,500dm |

*Example: A ship with a HUL of +2 adds an additional +3 of HUL reinforcement for a total of +5 HUL. Because of the large amount of reinforcement components, the ship's MAN bonus is reduced by -1.*

## Sensor Systems

| Type | Range | Base Cost |
|---|---|---|
| Light | **S** 10k kilometers | 2,500dm |
| Medium | **M**180k kilometers | 5,000dm |
| Heavy | **L** 1AU | 9,000dm |
| Super Heavy | **E** 2AU | 15,500dm |

The bonus is added to any ship systems roll made to discern information. All sensors come factory-built with a +0 bonus.

| Sensor Bonus | Cost per Point |
|---|---|
| +1 | +2,500dm |

## Maneuverability

A ship's vectoring thrusters may be enhanced to give it better maneuverability. This system does not add to the original maneuverability rating but rather replaces it.

| Maneuverability | Cost |
|---|---|
| Light (+2) | 3,500dm |
| Medium (+4) | 5,500dm |
| Heavy (+6) | 7,500dm |

## Engines

A ship owner may replace the engines in order to increase its speed. Unlike other systems this system modifies the existing engine. Every 10 points of SPD uses one of the ship's hard points.

| SPD | Cost |
|---|---|
| +1 SPD | = 2,500dm |

## Slipspace Engines & Drive Rings

A ship owner may replace the Slip Drive engines in order to increase its speed. Unlike other systems this system modifies the existing engine. Every .5 points of Slipspace speed added uses one of the ship's hard points.

| Slipspace Movement | Cost |
|---|---|
| .5 modification | = 7,500dm |

| Drive Ring Rating | Cost |
|---|---|
| .25 | 7,250dm |
| .5 | 10,000dm |
| 1 | 15,000dm |

Small fighters and some personal spacecraft are too small to house a Slipspace Drive. To overcome this problem smaller vehicles may use a Slipspace Ring. The Ring is a device that ships lock into and activate. Once attached to the ship the Slipspace Ring uses the ship's engines to power the drive unit. The Ring also comes equipped with a small Slipspace sail that activates and deploys when the user wants to enter Slipspace.

The Ring is large and fairly generic and built to be used on a variety of ships. Since it is large ad cumbersome, the ring bestows a -2 penalty to the ship's MAN attribute. This penalty can be negated by detaching the Ring before combat. The Ring takes one round to attach and, when not in use, may be left behind until the user is ready to reenter Slipspace.

Slipspace rings do not use any Hard Points since they are an exterior attachment that may be jettisoned when not in use.

*Example: A ship has a Slip Drive of 1 and is modified to have a Slip Drive rating of 2. This would cost 15,000dm and use 2 Hard Points.*

## Shield Systems

Spacecraft shields are electronic energy dampers that help absorb or deflect some of the damage from enemy attacks. Energy shields are normally activated only in combat, and must cover specific fire arcs to be effective in combat.

Using shields is a computer (ship systems) skill roll. Each spaceship has a certain number of points in their shield's Protection Rating. When a pilot angles shields, the shield points must be split up among the four fire arcs: fore, aft, port (left), and starboard (right).

*Example: A merchant ship with light shields has a Protection Rating of 8. When divided evenly among all four arcs the ship has 2 points of PR on each side.*

The shields can be set to stay the same every round of combat or they may be moved around actively by the operator to "parry" incoming attacks. When using the shields actively the operator's DoD is equal to the attacker's skill total as normal. If the ship takes hits from the shielded side in combat, the ship gets to negate the Protection Rating of the shield's PR from the damage inflicted.

*Example: The merchant ship has a PR of 4 point in the back arc of the ship when the pirate ship's weapons hit. The pirate ship inflicts 10 points of damage upon the merchant ship. The merchant ship negates 4 points of that damage and takes only 6 points.*

| Type | Protection Rating | Cost |
|---|---|---|
| Light | 8 | 5,000dm |
| Medium | 12 | 7,500dm |
| Heavy | 20 | 10,000dm |
| Super Heavy | 40 | 15,000dm |

## Projectile Weapons Systems

Weapons must be assigned to one of the four arcs unless placed in a turret.

**Light Weapons**

| Projectile type | DR | Range[1] | Cost[2] |
|---|---|---|---|
| Beam | 13 | P | 2,000dm |
| Flak Cannon | 4 | S | 1,750dm |
| Rail Gun | 16 | S | 2,500dm |
| Pulse Laser | 10 | S | 1,500dm |
| Disrupter | 4 | S | 1,750dm |
| Æthric Cannon | 16 | P | 3,000dm |

**Medium Weapons**

| Projectile type | DR | Range[1] | Cost[1] |
|---|---|---|---|
| Beam | 19 | S | 4,000dm |
| Flak Cannon | 6 | M | 3,500dm |
| Rail Gun | 22 | M | 5,000dm |
| Pulse Laser | 16 | M | 3,000dm |
| Disrupter | 6 | M | 3,500dm |
| Æthric Cannon | 22 | M | 6,000dm |

**Heavy Weapons**

| Projectile type | DR | Range[1] | Cost[1] |
|---|---|---|---|
| Beam | 25 | M | 6,000dm |
| Flak Cannon | 8 | L | 4,500dm |
| Rail Gun | 28 | L | 7,500dm |
| Pulse Laser | 22 | L | 4,500dm |
| Disrupter | 8 | L | 5,250dm |
| Æthric Cannon | 28 | L | 9,000dm |

**Super Heavy Weapons (Capital scale or higher vehicles)**

| Projectile type | DR | Range[1] | Cost[1] |
|---|---|---|---|
| Beam | 31 | L | 8,000dm |
| Flak Cannon | 12 | E | 6,000dm |
| Rail Gun | 34 | E | 10,000dm |
| Pulse Laser | 28 | E | 6,000dm |
| Disrupter | 12 | L | 7,000dm |
| Æthric Cannon | 34 | L | 12,000dm |
| Oxybeles Mount [2] | 40 | E | 19,500dm |

[1]= Double cost for Capital Ship-scale weapons and multiply by 5 for Space Station-scale weapons

[2]= Can only be mounted on Capital Ships or Space Stations.

## Fire Control Systems

Each weapon may be further modified by increasing its accuracy when shooting. Fire control computers are linked directly to the weapon making it easier to target opponents.

| Fire Control Bonus | Cost per Point |
|---|---|
| +1 | +2,500dm |

## Weapon Linking

A set of weapons may be linked together to fire simultaneously, doing more damage. The weapons need not be identical but both must be fired at the same target. The drawback to linking weapons is that if the ship is damaged and takes a weapon hit then both weapon systems are affected.

| Weapon Linkage | Cost |
|---|---|
| Linking 2 weapon systems | +2,500dm |
| Linking 3 weapon systems | +5,000dm |

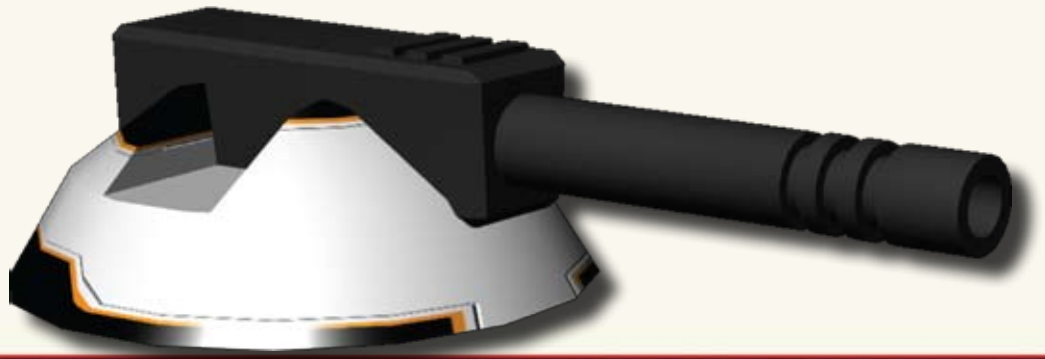
## Weapon Turrets

Normally, a weapons system is fixed into a single position and can only take advantage of ships flying through that firing arc. A turreted weapon may fire in a 360-degree firing arc. Turrets use one less Hard Point than the weapon it is holding (minimum on one).

**NOTE**: Oxybeles mounts may never be mounted in a turret

*Example: a Heavy Railgun takes up 4 Hard Points and the Heavy Turret that it sits inside take another 3.*

| Type | Cost |
|---|---|
| Light (1 Hard Point) | 2,500dm |
| Medium (1 Hard Points) | 5,000dm |
| Heavy (3 Hard Points) | 7,500dm |
| Super Heavy (5 Hard Points) | 9,000dm |



### Beam Weapons

Beam Weapons shoot a continuous beam of plasma energy at the target, slicing into the hull. The sustained beam also acts as a tracer allowing for better accuracy. The drawback to the weapon is that the range is shorter than a standard laser pulse (+2 to accuracy when shooting).

### Flak Cannons

Used as an anti-spacecraft weapon, flak cannons shoot a shell of metal and ceramic disks that burst in the vicinity of their target. Ships caught in the burst radius take damage as normal but must also make an evade roll with a DoD equal to the initial attack. Larger cannons fire more shells and give the fighter a larger penalty on its resistance roll. Failure means the ship takes damage and rolls on the Disabled Systems Chart.

### Rail Guns

Rail Guns shoot a hypervelocity metal slug. On impact the slug rips through the ship's armor, causing not only hull damage but internal damage as well. When determining damage double the target ship's shield PR, but if damage is done the target ship suffers a loss of one HUL. When a ship is reduced to -6 HUL it no longer functions and is a dead burning hulk in space. Ships with rail guns also have the drawback of carrying a large payload of physical ammunition. Rail Guns usually have an ammo capacity of 30 shots before needing to reload. Reloads on star fighters are impossible to do by the pilot; transports and larger ships take 5 rounds. Additional clips cost 250 Drachmas.

### Pulse Lasers

This is the standard weapon found on most ships in Hellene space. They work off of the ship's power supply and have an unlimited ammo supply as long as the ship's power core is active.

### Disrupter Weapons

Besides the usual array of offensive weapons—lasers, railguns, missiles, flak cannons—many ships employ disrupter cannons. These weapons fire a burst of magnetic flux energy that, when it hits, temporarily disables many electrical and computer control systems. Pirates, customs officials, and others seeking to disable and later board vessels frequently use disrupter cannons. Shields cannot protect a vessel from disrupter weapon damage.

*Example: Cassiopeia has placed the 6 points of shields of her cargo transport (Hit Points 26) to the aft fire arc. Any laser cannon attacks that hit the freighter would be reduced 6 points by the shielding; however, disrupter cannon blasts slice right through the shields. Cassiopeia does not get the benefit of her shields.*

When a ship is hit by a disrupter weapon its suffers the listed damage but must also make HUL roll with a DoD equal to the disrupter's DR and consult the first chart below. Once it is determined a control is disabled, roll on the second chart to determine what system is disabled.

| Dice roll Result | Effect: |
|---|---|
| Mishap | All Controls Disabled |
| Failure | Two Controls Disabled |
| Partial | One Control Disabled |
| Success or Critical | Ship not affected |

*Example: Cassiopeia's ship (HUL +3) is hit and damaged by the disrupter weapon (DR4). Her ship must make a HUL roll with a DoD -1. She gets a partial success and the ship suffers one System Disabled.*

### DISABLED SYSTEMS CHART

| Roll Result | System Disabled |
|---|---|
| 1 | Sensors reduced by one level |
| 2 | Engines speed reduce by -2 |
| 3 | One Weapon is disabled |
| 4 | Shield PR reduced by -2 |
| 5 | Sensors reduced by two levels |
| 6 | Engines speed reduce by -3 |
| 7 | One Weapon is disabled |
| 8 | Shield PR reduced by -3 |
| 9 | Sensors disabled |
| 10 | Engines speed reduce by -4 |
| 11 | One Weapon is disabled |
| 12 | Shield PR reduced by -4 |
| 13 | Sensors destroyed |
| 14 | Engines speed reduce by -6 |
| 16 | One Weapon is disabled |
| 17 | Shield PR reduced by -6 |
| 18 | Shield generator destroyed |
| 19 | Engines destroyed |
| 20 | One Weapon is destroyed |

### ÆTHRIC CANNON

The Æthric Cannon is a device that uses the very energies of Panthalassa to damage and weaken ships in normal space. The cannon projects a stream of Slipspace along a magnetic tunnel toward its target. The beam hits and creates an area of Slipspace inside the ship causing damage. Shields have no effect on the cannon and the only defense is to not be hit. The cannon must be recharge after every shot and can be fired once every 5 rounds. The cannon draws its immense power directly from the engine, slowing the ship down to a crawl. A ship that uses the cannon reduces its SPD by -4.

### OXYBELES MOUNT

This capital ship weapon is built along the spine of the ship and fires large Ætheric-tipped missiles at its opponents. The missile tip uses Slipspace technology to bypass the shields of the target and deliver the warhead payload directly to the hull. The large 50m-long missiles are expensive and difficult to load, allowing only one shot per 10 rounds. The missiles are also slow and very inaccurate, giving them a -3 penalty to hit. When the weapon hits it causes an additional "System Disabled" hit.

### HOT BOXING

A ship's engine energy can be shunted to provide extra power for the shields or beam weapons of the vehicle. For every point of ship speed sacrificed, the weapon or shields can generate an additional 2 points of damage or shield PR (up to a max of 10). To do this takes an engineering roll with a DoD -3 per 2 points provided (if the roll is critically failed either the engines or the weapon system shuts down for 1D20 rounds). The extra energy last for one shot or until the shields take damage equal to the energy gained. The engine speed will regenerate to a peak level in 10 rounds after the energy is used.

## Tractor Beams

Military-grade tractor beams manipulate gravitational fields to capture spaceships so they may be boarded and searched. Pirates and customs officials frequently use tractor beams in their work. (Many civilian vessels have small tractor beam generators for moving cargo around, but they have no combat applications.)

When a tractor beam attempts to "hit" a target ship, it's resolved as a normal attack: if the attack roll is successful, the tractor beam locks onto the target ship.

If the target ship resists it rolls its SIZ with a DoD equal to the tractor beam's Strength. Use the grapple rules in the Combat Section. A captured ship that doesn't resist a tractor beam can automatically be reeled in toward the attacker.

## Tractor Beam Systems

| Projectile type | Strength | Range[1] | Cost[2] |
|---|---|---|---|
| Light | +3 | S | 2,500dm |
| Medium | +5 | M | 5,000dm |
| Heavy | +7 | L | 9,000dm |
| Super Heavy | +9 | E | 15,500dm |

## Missiles and Bombs

Missiles and bombs are physical weapons that deliver awesome firepower.

## Missile Racks/Bay

Missiles and bombs are held in a missile rack or a bomb bay. The payload of the rack/bay will determine the amount of missiles a ship can hold. The first number under the payload is the amount of light missiles or bombs the rack/bay can hold, the second number is the amount of medium ordnance the rack/bay can hold, the third number is the amount of heavy, and the last number is the amount of super heavy.

*Example: A rack with a payload of 4/2/1/0 means the rack can hold 4 light missiles, or 2 medium missiles, or 1 heavy missile, but no super-heavy missiles.*

Ordnance cannot be mixed. If ship needs to hold both heavy and light missiles it must use two weapon racks.

| Type | Payload | Cost |
|---|---|---|
| Light | 4/2/1/0 | 1,500dm |
| Medium | 8/4/2/1 | 2,000dm |
| Heavy | 16/8/4/2 | 2,500dm |
| Super Heavy | 32/16/8/4 | 3,000dm |

## Missile Weapons Warhead type

| Missile/Bomb Type | Damage | Cost (per missile) |
|---|---|---|
| Light | 15 | 500dm |
| Medium | 27 | 750 dm |
| Heavy | 36 | 1250 dm |
| Super Heavy | 42 | 2250dm |

The modifiers below are added to the standard missile or bomb.

### Cluster (CL)

Because of the high-tech proximity fuse this warhead explodes several meters before it hits its target, releasing a cluster of smaller explosives. The tiny bombs are more difficult to evade (-2 to all evade rolls) and hit multiple sides of the ship (roll 1D20 to determine how many sides are hit. 1 – 10 = 1 side, 11 – 15 = 2 sides, 16 – 19 = 3 sides, 20 = all sides). The drawback to this type of warhead is its payload is quite small (shields or armor hit by these missile types add +5 to their PR totals). Because of the nature of the missile type, when shooting cluster missiles down the attacker automatically destroys the salvo if he successfully hits one missile.
**Cost:** Add 50% to the missile cost

### Hephaeston Furnace Shells (HFS)

The shell scatters a load of Promethium plasma over the area causing it to burn in the vacuum of space. The burning last for 5 - MAN rounds, doing half the listed DR.
**Cost:** Add 50% to the missile cost

### High Explosive (HE)

The standard missile type used. There are no modifications for this type of missile.
**Cost:** Add nothing to the missile cost

### Lightning Strike (LS)

Very small, fast-moving missiles. These missiles moves incredible fast toward their targets reducing the difficulty to hit fast-moving craft. The difficulty to hit with this missile is reduced by -2 (minimum of 1 difficulty). The drawback is that they do not carry as large a warhead as standard missiles. Shields or armor hit by these missile types add +5 to their PR totals. These missiles are very fast and difficult to shoot out of the sky. When targeting these missiles the attacker receives a penalty to the DoD of -1.
**Cost:** Add 25% to the missile cost

### Multi Warhead (MW)

These large slow-moving bombs lack speed but carry a larger payload. These missiles/bombs have a penalty of -4 to hit but add +12 to the DR of the missile. This warhead's blast radius is quite large and may hit other ships adjacent to the target. If other ships are within Point-Blank Range they must make a piloting roll to evade the blast radius. If they are unsuccessful they take half damage as well. These missiles are very slow and easy to shoot out of the sky. When targeting these missiles the attacker receives a bonus to the DoD of +1.
**Cost:** Add 50% to the missile cost

# CHAPTER EIGHT

"Are you sure about this?" asked Alcmene. Cassiopeia didn't answer, which in essence was answer enough. Yes, she was sure. As sure as she could be, given the circumstances. As sure as she could be, given Iolaus' gut instinct, and Alcmene's intangible empathic urges, and her own intuition, and the Drunken Goat's crippled sensor array.

All of it pointed here, and so it was here that they had come. But where, and why? There were no systems in this part of space, and it was far enough off the main Slipspace routes that it seemed an unlikely destination for anyone likely to be friendly. Indeed, this was more likely to be pirate territory, insofar as they ever staked it out.

But everything pointed to there being a Spartan presence here — either in Realspace, or Slipspace. Everything, including the divinations to Athenia cast not two hours ago, in private, so as not to offend Iolaus' sensibilities. But they were here now, and there was nothing visible. So there was only one way to find out if their collective instincts were valid.



"Here we go," said Cassiopeia, unfurling the Slipsail and cycling up the engines. The transition back to Slipspace took just a few minutes, but it seemed an eternity until the stars faded from view and they found themselves staring at an unfamiliar ship, hovering dead in the ethereal wash.

"Any ideas?" she asked.

Iolaus looked more closely, zoomed in as far as he could on the monitor.

"No idea," he said. "It's not Spartan, not Hellene either."

"It doesn't match anything in the system. So I can't say if it's hostile or not."

"Life?" asked Alcmene.

"I don't detect any," said Cassiopeia. "But that could be faulty sensors."

"The same faulty sensors that are not detecting any sign of danger?" asked Iolaus.

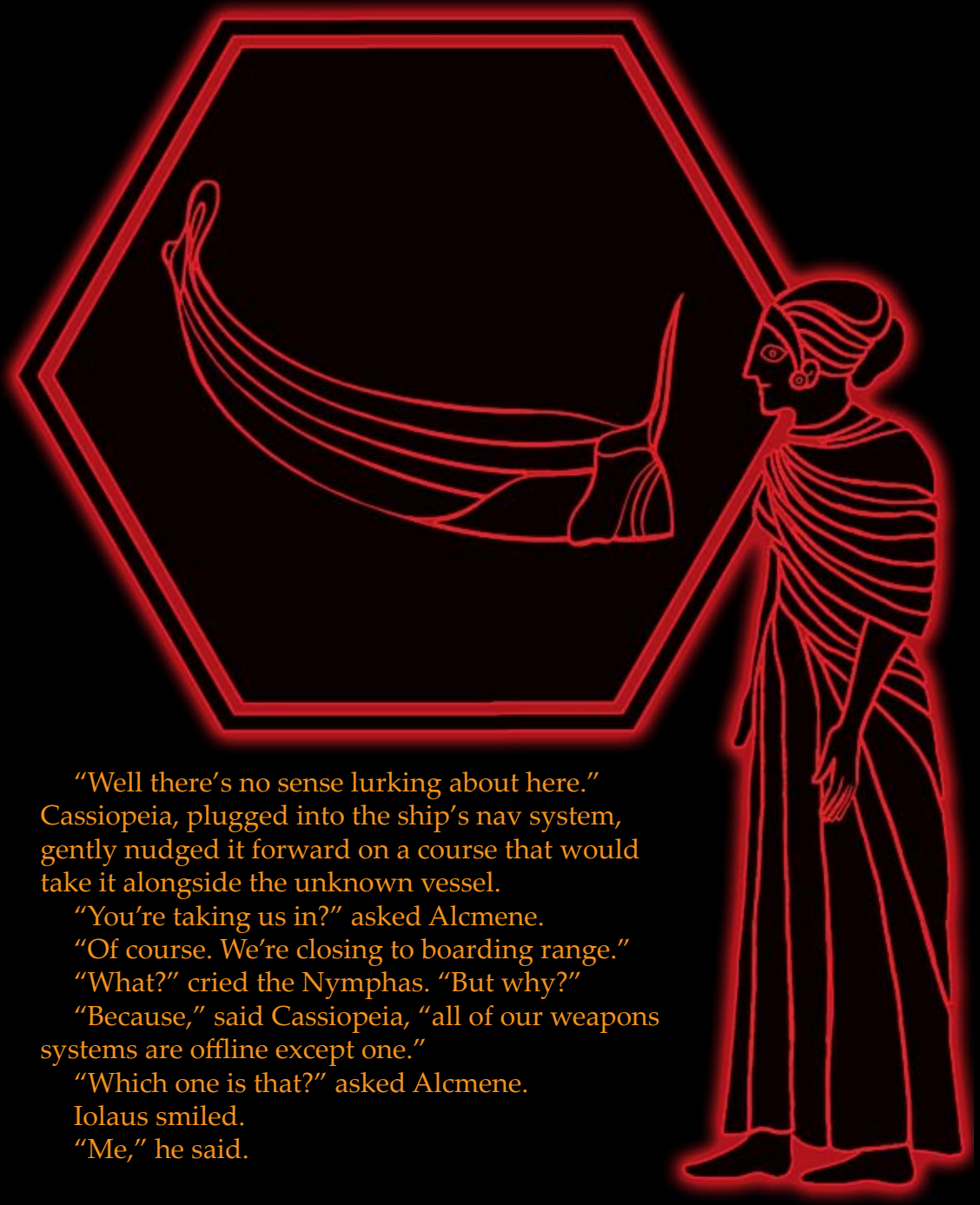
"Correct."

He sighed.

"You could have chosen a different ship," said Cassiopeia.

"No," he said flatly. "I could not have." And of course, he was right; as far as Cassiopeia was aware, no other ships in proximity to Sparta had survived its destruction. They were it. And thus it was on them to figure out what had happened, to piece together the mystery, to find any surviving Spartans, and....

Yes, Cassiopeia thought, and then what?



"Well there's no sense lurking about here." Cassiopeia, plugged into the ship's nav system, gently nudged it forward on a course that would take it alongside the unknown vessel.

"You're taking us in?" asked Alcmene.

"Of course. We're closing to boarding range."

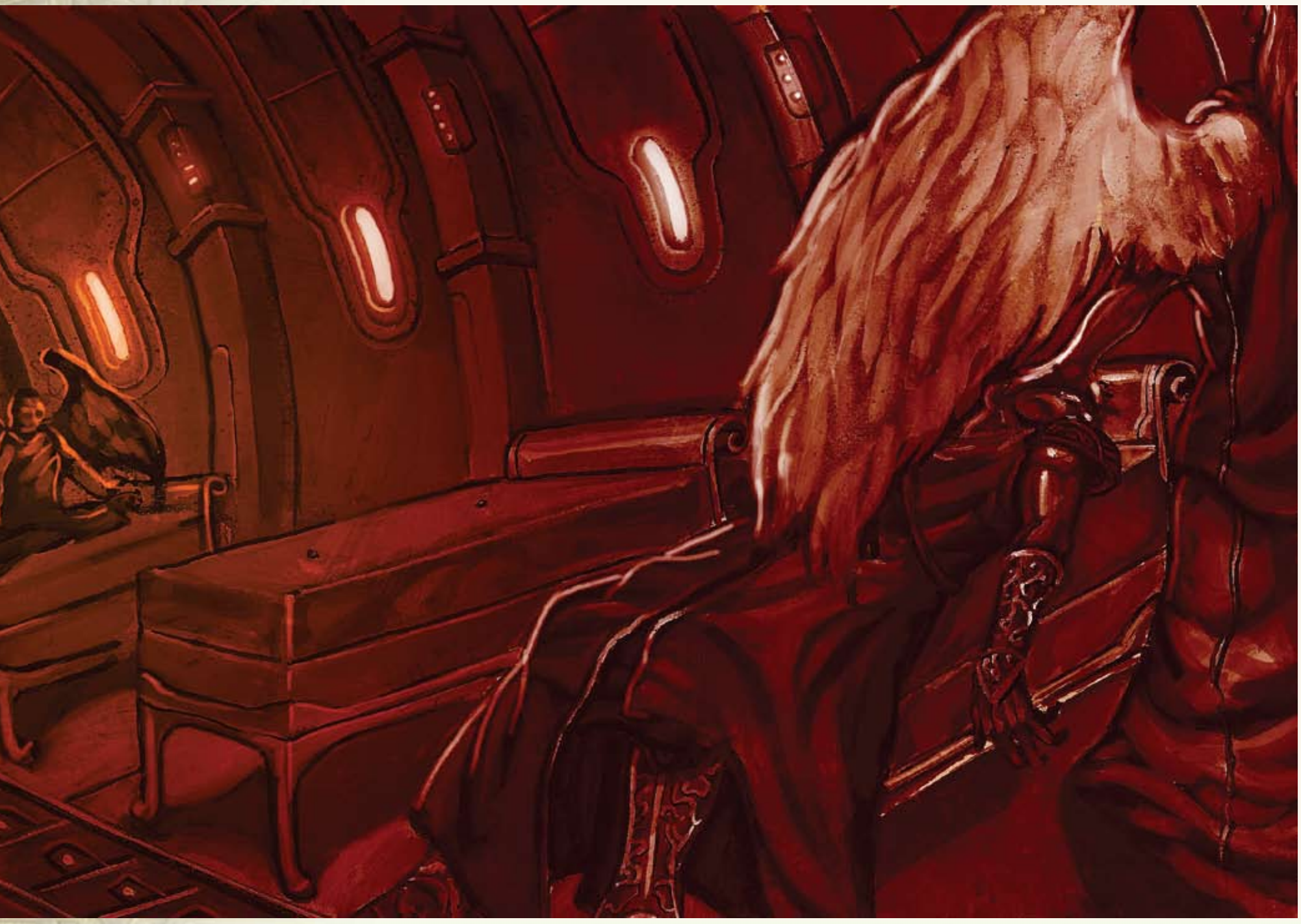
"What?" cried the Nymphas. "But why?"

"Because," said Cassiopeia, "all of our weapons systems are offline except one."

"Which one is that?" asked Alcmene.

Iolaus smiled.

"Me," he said.



# CORE RULES

Like most RPGs, HELLAS is not a "pickup and play" type of game. To get the most out of your HELLAS game, the Game Master and players should spend some time to become intimately familiar with the game world in which their game is set.

# THE OMNI TABLE

All actions in HELLAS are resolved by a single, simple procedure:

1. Compare the character's Skill or Attribute Rating with the Degree of Difficulty (the relative ease or difficulty of the action).

2. Take the difference (a positive number, a negative number, or zero) and add it to a D20 roll.

3. Consult the Omni Table for the result. That's all you really need to know. All the rules in this book are just variations of the previous procedure. Players contribute by describing the Intent of their character's actions to the GM. Then it's the GM's job to interpret the outcome of the Omni Table and how it affects the particular scene the Heroes are involved in. Guidelines for interpreting these rolls are covered later.

## OMNI TABLE

| d20 Roll | Result |
|---|---|
| **0 or Less** | Critical Failure |
| **1–5** | Failure |
| **6–10** | Partial Success |
| **11–19** | Success |
| **20 or More** | Critical Success |

## Omni Table Key

- **Critical Failure**: not only does the attempted action fail, but it fails miserably and may have additional negative consequences (accidental damage to the character attempting the action, opposite of the intended effect, etc.). It's the GM's job to determine the actual results of any Mishap, based on the circumstances surrounding the attempted action.
- **Failure**: the action fails to achieve the intended result.
- **Partial Success**: the action is only moderately successful, achieving part but not all of the intended effect (such as half-damage from an attack or partial effect from a Dynamism).
- **Full Success**: the action achieves the intended result.
- **Critical Success**: the action is even more successful than intended, achieving the player's stated intent and also yielding additional benefits of some sort (attack causes a Critical Wound that disables the opponent, increased effect from a Dynamism, etc.). It's the GM's job to determine the actual results and extent of any Critical Success, based on prevailing circumstances.

## Omni Table Modifiers

Omni Table die rolls may be subject to bonuses or penalties for any of the following modifiers:

- Attributes
- Skill ratings
- Intent
- Degree of Difficulty
- Opposing Attributes or Skills
- Multiple actions
- Non-proficiency penalty

### ATTRIBUTES

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

Attributes can be used as modifiers to specific Skills by adding the Attribute's numerical value to the level of the Skill (the total is referred to as the Skill Rating; q.v.). Attributes can also be used to determine the result of actions for which there is no specific skill. Whenever an Attribute is used by itself for an Omni Table die roll, it is always doubled. Note that this applies to negative-rated Attributes as well. Zero-rated Attributes remain the same.

*Example: lifting a heavy object (a function of the Strength Attribute) or trying to locate a lost item (a function of the Perception Attribute).*

### SKILL RATING

Skills are abilities acquired through training and practice, such as combat or Dynamism abilities. There are two terms used to describe Skills: Level and Rating. Skill Level indicates the character's degree of training, with "0" representing a basic level of proficiency.

A Skill's Level can be improved with training and experience (see Improving Skills, in this section). Skill Rating is the combination of a character's training (Level) and natural ability (a related Attribute). Each Skill has an Attribute that acts as its modifier, for example, the modifier for the skill, "Sleight of Hand" is Dexterity. To determine your overall Skill Rating, add the level of the Skill plus its Attribute modifier. Whenever a Skill is used for an Omni Table die roll, always use its Skill Rating.

### INTENT

Intent is a player's description of what his or her Character hopes to accomplish by a particular action. This helps the Game Master determine the chance of success for the attempted action, as well as its actual outcome. For example, the Intent of an attack might be to injure, disarm, trip, or any of a dozen other stratagems. If the player informs the Game Master beforehand of the character's intentions, the GM will be better prepared to interpret the Omni Table die result. Intent is also important in helping the GM establish an action's Degree of Difficulty.

### DEGREE OF DIFFICULTY (DOD)

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

### Opposed Actions

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

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

*The watchman has a Perception of +3. Orion's stealth skill rating is +9. Orion's player rolls a D20 and adds +3 (the difference between stealth 9 and PER 6 (PER +3 is doubled because it is an Attribute and not a skill)) to the roll. If the watchman had a Perception of +5, Orion's player would roll a D20 with a -1 modifier to the roll instead (stealth 9 and PER 10).*

### Multiple Actions

As a basic rule, each character is allowed to take one action per round. However, players can take more than one action per round but suffer a penalty in so doing. For each action already performed during the round, characters suffer a cumulative -5 Omni Table penalty. Extra actions can be performed during a character's turn, or later in the round as responses to the actions of other characters. The GM decides what constitutes an "action" and what doesn't. Simple things like quickly looking around a room or dropping an item probably aren't actions that would add to the multiple action penalty. More complex procedures like drawing a weapon or exiting a vehicle probably would count as extra actions. In some cases, the GM may ask the player to make a skill or Attribute roll to determine the success of ordinary tasks performed as part of a multiple action sequence (a DEX roll to quickly throw off a bulky cloak and still make an attack, for example).

*Ahera the serving wench wants to throw her empty mug at a rude male across the bar, then stand up and punch him in the face. First, Ahera's player makes an attack roll to hit with the mug. This is a normal attack roll since it is Ahera's first action during the round. Next Ahera's player rolls to see if she punches the male. This attack roll suffers a -5 penalty (in addition to any other modifiers) since Ahera has already acted once during this round. If Ahera wanted to then take a third action, her player would roll for this with a penalty of -10.*

Note that a result of Mishap on any Multiple Action die roll prevents any additional action from being taken in that round. For example, if Ahera's first die roll results in a Mishap, she does not get to attempt the second action.

### Other Modifiers

Combat, Dynamism, and some of the more complicated skills have additional rules and modifiers that the Game Master and players should know about. For more information see the corresponding chapters in this book.

## Note to Players and Game Masters

The heart and soul of any Omni System™ game is the interaction between the players and the Game Master. It is the GM's job to help simulate in the game those things that make real life so unpredictable: a stroke of good fortune, a freak accident, and the strange occurrences that defy all odds or lay waste to the most carefully laid plans.

Players can help the Game Master by offering specific information on their character's Intent before rolling on the Omni Table. It is also important for players to allow their GM to embellish Omni Table results without interfering in the course of the game. Game Masters will earn the trust of their players by being fair and objective, and by maintaining a degree of moderation in their renderings. Imaginative and inventive narration is fine, even encouraged, as long as it's not overdone.

## Time In the Game

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

Except in combat and similarly critical situations, it is usually not necessary for the Game Master to keep such strict track of time. For example, a day's ride can be covered by the GM in a single sentence, if nothing special is planned for that day. The Game Master should feel free to take a flexible approach about time in the game and use detailed round-by-round descriptions of the action only as needed. Similarly, the Omni Table can be used to cover a few seconds of action, or an entire day of warfare.

# Attribute Checks

Any time a character uses an Attribute to determine the result of an attempted action, use the following procedure:

1. Player states Intent (which Attribute is to be used, and what is the character trying to accomplish?)
2. Double the Attribute's numeric Rating
3. GM determines bonuses or penalties (based on the Degree of Difficulty or opposing factors)
4. Player rolls to attempt the action
5. GM judges result.

## 1. Stating Intent

Before rolling on the Omni Table to use an Attribute, the player needs to state his character's intent. Tell the Game Master which Attribute you're using, and what it is you're trying to accomplish.

## 2. Doubling the Attribute's Rating

Whenever a Primary Attribute is being used as the primary modifier for an action it is always doubled first. This rule applies to plus-rated (positive) and minus-rated (negative) Attributes. Zero-rated Attributes remain the same (two times zero = 0).

*Jaxon the Hellene needs to make a Strength roll to attempt to lift a massive boulder. Jaxon doubles his STR attribute of +5 for a total of +10 to his roll.*

## 3. Determining Bonuses and Penalties

After the player indicates which Attribute is being used and describes the character's intent, the Game Master must determine if any bonus or penalty will be applied. This is done before the player rolls on the Omni Table.

First, take the character's doubled Attribute Rating and apply it as a modifier — positive, negative, or zero. Then you'll need to determine the Degree of Difficulty. If the character's action is being opposed by another individual or creature, decide which of the opponent's abilities will be used as the Degree of Difficulty. If it is a Skill, the opponent's Skill Rating is used for this purpose. If it is an Attribute, the opponent's Attribute Rating is doubled and used as the Degree of Difficulty.

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

When Jolaan tries to lift the boulder, his player rolls his doubled Strength rating (+10) versus the Degree of Difficulty for the weight of the stone. The GM decides that the stone is extremely difficult for a normal (0 STR) man to lift, so he sets the difficulty at -10. Of course, since Jolaan is an Aesir and possessed of strength above most men, he suffers no penalty to his Omni Table roll but neither does he gain any bonuses. (+10 STR -10 Degree of Difficulty = 0)

Other factors that may apply include the character's physical condition (wounded, tired, etc.), the footing (slick, unstable, etc.), and so on. Comparing applicable bonuses and penalties, the GM arrives at a single figure. This is the modifier that will be applied to the player's Omni Table roll.

## 4. Making the Attribute Roll

To determine whether the Attribute is used successfully or not, the player rolls a D20 on the Omni Table, applying the GM's modifier to the die result.

## 5. Judging the Result

With all Omni Table rolls, it is the GM's job to interpret the results, taking into account the modified die roll total and the player's stated intent, and other relevant factors. See the information on Omni Table results later in this chapter for examples.

### Attributes as Modifiers

Attribute Ratings are used as modifiers for applicable skills, increasing or decreasing the affected skill accordingly. The total of skill level and its Attribute modifier is referred to as the Skill Rating.

*Ahera has a level of +3 in Acrobatics, and a DEX of +2 (the modifier for this skill). Ahera's Skill Rating in Acrobatics is +5.*

# Abilities Related to Attributes

## Combat Damage

Damage totals for physical attacks employing natural or other melee weaponry are modified by adding the attacker's Strength Rating to the weapon's Damage Rating (DR). Damage totals for device-propelled missile weapons, such as arrows, are not modified by the user's Strength, although hand-thrown weapons such as javelins are.

## Reaction rolls

The first impression that a character makes on any new acquaintance is determined by making a Reaction roll on the Omni Table. Normally a Reaction roll is based on the sum of a character's CHA and modified by Glory. Failure indicates an unfavorable or even hostile reaction; Success indicates acceptance (or at least ambivalence), while Critical Success will always yield the most favorable response possible under the prevailing circumstances. At the Game Master's discretion, Reaction rolls can be employed for encounters of almost any sort. In some situations, skills such as etiquette or diplomacy can be used in lieu of Reaction rolls, depending on the nature of the individuals being encountered, their native culture, and other factors.

## Movement

Individuals and creatures can move up to 30 meters in one round's time, plus 6 meters per +1 Speed Rating or minus 3 meters per -1 Speed Rating. This rate of movement assumes an even surface, a straight course of travel, and limited encumbrance.

Vehicles use the same SPD scale as characters. In most circumstances, a vehicle's range is more important that it's SPD Rating. A vehicle's SPD is generally only used in vehicle vs. vehicle combat, as most vehicles are able to move much faster than a Hellene and therefore there is rarely a contest between the two. The table at left should be consulted whenever a player or Game Master needs to figure out the amount of ground a character or vehicle can cover in a given time frame.

A SPD Rating of -6 indicates an immobile creature or object. The Speed table should cover any possible living creature and ground, naval, and flying vehicles, as well as all but the fastest spacecraft. This SPD scale assumes the normal laws of physics. For faster-than-light travel, a different SPD scale is required.

### Encumbrance

Hellas does not concern itself with detailed encumbrance rules where players are forced to calculate and recalculate the weights their characters are bearing, as these rules slow down play and go counter to the epic theme of the game. Instead, players and GMs alike are encouraged to use common sense and visualisation when determining what a given character or creature can comfortably carry before suffering a –5 penalty on all Omni Table die rolls related to movement of any sort (including all combat and Dynamism that requires gestures).

Players should bear in mind that truly heroic characters do not overburden themselves with an abundance of items, attempting to account for every eventuality. GMs may freely impose appropriate penalties to character actions in such cases, as the character clatters around festooned in gear that gets in the way and potentially causes a lot of unwanted noise.

If it becomes truly necessary to know how much a character can lift, such as in cases where a foe is grappled and lifted bodily, the maximum amount that can be deadlifted is equal to their own body weight, plus 50 kilograms per each additional +1 Strength Rating, or minus 20 kilograms per -1 Strength Rating.

SPEED TABLE

| SPD | M/rd | KPH |
|---|---|---|
| -5 | 0 | 0 |
| -4 | 6 | 4 |
| -3 | 12 | 7 |
| -2 | 18 | 11 |
| -1 | 24 | 14 |
| 0 | 30 | 18 |
| 1 | 36 | 22 |
| 2 | 42 | 25 |
| 3 | 48 | 29 |
| 4 | 54 | 32 |
| 5 | 60 | 36 |
| 6 | 66 | 40 |
| 7 | 72 | 43 |
| 8 | 78 | 47 |
| 9 | 84 | 50. |
| 10 | 90 | 54 |
| 11 | 96 | 58 |
| 12 | 102 | 61 |
| 13 | 108 | 65 |
| 14 | 114 | 68 |
| 15 | 120 | 72 |
| 16 | 126 | 76 |
| 17 | 132 | 79 |
| 18 | 138 | 83 |
| 19 | 144 | 86 |
| 20 | 150 | 90 |
| 21 | 156 | 94 |
| 22 | 162 | 97 |
| 23 | 168 | 101 |
| 24 | 174 | 104 |
| 25 | 180 | 108 |
| 26 | 186 | 112 |
| 27 | 192 | 115 |
| 28 | 198 | 119 |
| 29 | 204 | 122 |
| 30 | 210 | 126 |

| SPD | M/rd | KPH |
|---|---|---|
| 31 | 216 | 130 |
| 32 | 222 | 133 |
| 33 | 228 | 137 |
| 34 | 234 | 140 |
| 35 | 240 | 144 |
| 36 | 246 | 148 |
| 37 | 252 | 151 |
| 38 | 258 | 155 |
| 39 | 264 | 158 |
| 40 | 270 | 162 |
| 41 | 276 | 166 |
| 42 | 282 | 169 |
| 43 | 288 | 173 |
| 44 | 294 | 176 |
| 45 | 300 | 180 |
| 46 | 306 | 184 |
| 47 | 312 | 187 |
| 48 | 318 | 191 |
| 49 | 324 | 194 |
| 50 | 330 | 198 |
| 51 | 336 | 202 |
| 52 | 342 | 205 |
| 53 | 348 | 209 |
| 54 | 354 | 212 |
| 55 | 360 | 216 |
| 56 | 366 | 220 |
| 57 | 372 | 223 |
| 58 | 378 | 227 |
| 59 | 384 | 230 |
| 60 | 390 | 234 |
| 61 | 396 | 238 |
| 62 | 402 | 241 |
| 63 | 408 | 245 |
| 64 | 414 | 248. |
| 65 | 420 | 252 |
| 66 | 426 | 256 |

| SPD | M/rd | KPH |
|---|---|---|
| 67 | 432 | 259 |
| 68 | 438 | 263 |
| 69 | 444 | 266 |
| 70 | 450 | 270 |
| 71 | 456 | 274 |
| 72 | 462 | 277 |
| 73 | 468 | 281 |
| 74 | 474 | 284 |
| 75 | 480 | 288 |
| 76 | 486 | 292 |
| 77 | 492 | 295 |
| 78 | 498 | 299 |
| 79 | 504 | 302 |
| 80 | 510 | 306 |
| 81 | 516 | 310 |
| 82 | 522 | 313 |
| 83 | 528 | 317 |
| 84 | 534 | 320 |
| 85 | 540 | 324 |
| 86 | 546 | 328 |
| 87 | 552 | 331 |
| 88 | 558 | 335 |
| 89 | 564 | 338 |
| 90 | 570 | 342 |
| 91 | 576 | 346 |
| 92 | 582 | 349 |
| 93 | 588 | 353 |
| 94 | 594 | 356 |
| 95 | 600 | 360 |
| 96 | 606 | 364 |
| 97 | 612 | 367 |
| 98 | 618 | 371 |
| 99 | 624 | 374 |
| 100 | 630 | 378 |

# GM RULES AND TIPS

The Omni System™ uses a simple rule system based on the Omni Table. All actions in the game are resolved by the same procedure: first, compare the character's Skill or Attribute Rating with the Degree of Difficulty. Then take the difference (positive, negative, or zero) and add it to a D20 roll. Then, consult the Omni Table for the result.

Players contribute by describing the Intent of their character's actions to the GM before rolling on the Omni Table. The GM combines the character's Intent with the Omni Table die result to interpret the outcome of the attempted action. With a few variations pertaining to the use of Combat, Dynamism, and Skills, these are the basics of the rule system. Make sure you have a good grasp of how the rules work before starting to play. Take it slowly at first, and don't be too concerned if you or your players make mistakes at first. Once everyone becomes acquainted with the rules and their respective roles, the game will run much more smoothly.

## INTERPRETING OMNI TABLE RESULTS

Here are some tips for interpreting Omni Table results:

Describe the Action Table result in terms of how close the character came to their stated intent. When the player describes her character's action in the scene, picture what could happen if:

- ...the character performs extremely well (Critical Success)
- ...the character performs at their skill level (Full Success)
- ...the character barely succeeds (Partial Success)
- ...the character fails in the attempt (Failure)
- ...or the character bungles the action (Mishap)

Use the player's intended result as the basis for your description.

For example:

**Player**: "I approach the guard, attempting to capture his attention with my outrageous costume and conspiratorial demeanor. Hopefully, his back will be turned long enough for Altair to lift the keys from his belt."

**GM**: "Okay. Roll on the Omni Table and add your deception skill rating to the result."

Player: "Hmmm. A 10: Partial Success."

**GM**: "The guard is not really fooled by your act, and seems very suspicious. He can't help but look your way, however, giving Altair the chance he needs. He'd better be careful with those magic fingers, now that the guard is on the alert."

If the Omni Table result is associated with a number (such as damage in combat) try to include a bit of description as well, adding color to the scene.

*For example: Instead of saying: "You take 6 hit points of damage," try something like: "The Zoran's serrated blade bites into your upper arm, drawing a jagged line of blood across your sleeve."*

## Don't Forget the Environment

Characters don't always fail due to a lack of skill. Sometimes, things just don't go their way. When a Hero fails at a task that they ordinarily could accomplish (striking an inferior opponent, for example, or scaling a simple wall), you can describe their failure as a result of unforeseen circumstances or unfavorable conditions.

*For example: "The hoplite's shield does not buckle as you anticipated, but instead deflects your expertly placed blow." "The brick you were using as a foothold crumbles just as you place your weight on it."*

Be careful with this technique, though. Too much of it and the game quickly becomes slapstick comedy.

# DETERMINING DEGREE OF DIFFICULTY

Setting the Degree of Difficulty (DoD) for a given action is another important GM job. For many actions, the rulebook provides guidelines for selecting difficulty numbers. In combat, for example, the DoD to hit a foe is equal to the combat skill rating of the defender. When Dynamism abilities are used, the Level of the Dynamism acts as the Degree of Difficulty. Not all actions are so cut-and-dried, however.

As a tool for the harried GM, a sliding scale of Difficulty numbers is provided below. Remember that DoD is always based on how hard it is for an average "novice" (0-rating) practitioner to accomplish the action.

| Difficulty | Modifier |
|---|---|
| No chance of failure | No need to roll |
| Any fool could do it | +10 |
| Very Easy | +7 |
| Easy | +5 |
| Simple | +3 |
| Routine | +0 |
| Tricky | -3 |
| Difficult | -5 |
| Very Difficult | -7 |
| Extreme | -10 |
| Beyond extreme | -15 or more |

Armed with these numbers, the ratings of the characters, and some common sense, the GM can run an Omni System™ campaign without ever looking in this book for a rule. For any given action, no matter how unusual, ask yourself: "Would this be Difficult for the average-skilled practitioner? Very Difficult? Routine?" When you have your answer, you have your Degree of Difficulty and you're ready to roll. Or not to roll, as the case may be.

## To Roll or Not to Roll

There's no need to call for an Omni Table roll for each and every action. Sometimes simply knowing the character's trait rating is enough to judge the outcome of an action.

*For example: Gellus the Kyklopes is wandering through an open market while visiting the city of Korinthos. Gellus' companion, Saul, is somewhere in the sea of humanity, frantically searching for the Kyklopes. Frustrated, Saul stands on a cart and begins yelling and waving his arms, "Gellus! OVER HERE!" The GM decides that Gellus is quite a distance away, and is entranced by collection of Zoran pottery. Still, there is no need to roll in this case. With his +6 Perception, Gellus is one of the most observant beings on the continent. He hears Saul's vulgar hooting and begins moving in the opposite direction.*

Only during stressful or unusual situations is a roll required to accomplish an ordinarily simple task. Just be consistent about what does and does not require a die roll in your game.

## Interpreting Dynamist Ability Die Rolls

Interpreting the results of Dynamism die rolls can be tricky for beginning Game Masters, particularly when the player-Dynamist is still getting used to the peculiarities of Omni System™ Dynamism abilities. In each case the GM should try to take into account the individual circumstances, be fair and patient, and use common sense. Here are some examples:

- A full success does not always yield the same result.
- A full success while hurling fireballs underwater may not be as impressive as the same stunt used on wooden carriage wheels while on dry land. These secondary effects are important, and depend a great deal on the vividness of the player's roleplaying, description, and statement of Intent.
- A full success isn't always required.
- Even pathetic results can sometimes do the trick, if the Intent is good: "I use a puff of elemental air to blow that vial of acid into the fireplace."
- Even a critical success doesn't always work.If the player's Intent is flawed, no amount of powerful Dynamist will help. A critical Influence success still has no effect on illusory people or mindless undead. Intent should always be clear and to the point: "I whip up a swirling wind of hurricane force, knocking my enemies to the ground as I soar into the air and hurl lightning at the incoming Fomorian warships' and the wind is actually a summoned Air Elemental."

One thing at a time, please. Explain to your players that Intent should be limited to a single, clear course of action.



# COMBAT

In HELLAS, as in real life, combat can be a very deadly affair. Although drawing your sword or blaster pistol should be considered a last resort when more sensible means of settling a dispute fail, there will inevitably be those instances where it is necessary. When this occurs, a familiarity with this section will greatly increase your character's chance of survival.

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

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

## COMBAT ROUNDS AND TURNS

**One Combat Round** = 6 Seconds

During combat, time is measured in rounds. A round is roughly six seconds long: enough time for combatants to draw weapons and exchange attacks, move up to the maximum allowable distance based on their Speed Rating, or create a Dynamism effect. During a combat round, each character is given a chance to take action. A single character's action within a round is called a turn, as in: "it's Iolaus' turn to attack." Once all characters involved in the combat have taken their turn, the round is over.

## DAMAGE & PROTECTION

In the Omni System™, it is not necessary to make a separate die roll to determine how much damage an attack does. Instead, weapons and other forms of attack do a set amount of damage based on their Damage Rating (DR for short), and the Omni Table die roll. Protection Rating (PR) describes the protective value of armor. In Omni System™ games, armor is rated by the number of Hit Points it absorbs per attack.

## DAMAGE RATING (DR)

A weapon's Damage Rating (DR for short) is equivalent to the maximum number of Hit Points it is capable of doing in the hands of an individual or creature of "average" (0-rated) Strength. For example, a long sword with a DR of 8 will do a maximum of eight HP damage. When using hand-held weapons, combatants add their Strength Rating (STR) to the Damage Rating total. For example, a Hoplite with a STR of +2 will do a maximum of 10 HP damage with that same long sword (DR 8 plus STR +2 =10). Remember that damage totals for most ranged weapons, such as bows, firearms, or laser weapons, are not modified by the user's STR, although many hand-thrown weapons such as javelins are. Details are provided in the Equipment chapter.

The Omni Table result indicates how much of the total DR a weapon does on a given attack, as follows:

- **Partial Success**: Half the total DR.
- **Full Success:** Full Damage Rating.
- **Critical Success**: Full DR + Critical Wound.

A list of Damage Ratings for weapons can be found in the Equipment chapter.

| MISCELLANEOUS DAMAGE RATINGS | |
|---|---|
| **Body Slam** | DR 3+ STR |
| **Choke** | DR 4 per round |
| **Kick** | DR 2 + STR |
| **Punch** | DR 1 + STR |
| **Head Butt** | DR 1 + STR |
| **Shield Bash** | DR 3 +STR |
| **Burning** | DR 4 per round |
| **Drowning** | DR 2 per round |
| **Falling** | DR 2 per 1 meter drop |
| **Thirst** | DR 2 per day |
| **Hunger** | DR 1 per day |
| **Exposure** | up to DR 10 per hour |

## EXCEPTIONAL WEAPONS

The quality of weapons can vary greatly, even between weapons of the same type. Exceptional weapons may either be an ingenious design or may just be crafted with a greater care. Most exceptional weapons will grant the bearer a bonus of +1 to DR. Rare weapons may grant a bonus of up to +2 to both DR and the Attack roll.

## PROTECTION RATING (PR)

In The Omni System™, armor is rated by its ability to absorb and reduce damage, which is referred to as its Protection Rating (or PR for short).The PR of any type of armor is equivalent to the amount of damage it will absorb in Hit Points from each successful hit. For example, armor with a Protection Rating of +3 will reduce the damage of an attack by three Hit Points. This will apply to most attack forms but there may be some exceptions that will be detailed in the appropriate chapter. Heavier types of armor usually have a higher PR, but will cause the wearer to suffer a penalty for Encumbrance unless he or she is strong enough to carry the extra weight. Information on the Protection Rating of armor can be found in the chapter on Equipment.

## EXCEPTIONAL ARMOR

Some few suits of armor are exceptional. It is rare that any particular suit or piece of armor far exceeds its peers. Sometimes a suit will be made thicker than is normal, providing it with a higher PR, but this often has the effect of also making it much heavier. Occasionally, a suit will simply be designed to distribute its weight better and thus is treated as if it were lighter than it actually is when being worn.

## SHIELDS

Handheld shields provide extra protection, making the bearer harder to hit. Shields reduce an attacker's Combat die roll by the shield rating. The disadvantage is that while using a shield the defender suffers a penalty of -2 on all Dexterity-related die rolls.

# COMBAT PROCEDURE

Anytime a character engages in combat, use the following procedure:

1. Combatants roll for Initiative (each makes an Attribute roll using Speed Rating; the opponent with the highest roll goes first)
2. Player states Intent (what kind of tactic is the Hero trying and what is its specific intent?)
3. GM determines bonuses or penalties (based on the character's and opponents Combat Skill Ratings, and other factors)
4. Player rolls to attempt the action
5. GM judges result

### MISCELLANEOUS COMBAT MODIFIERS

- On occasion, circumstances will have an effect on combat, resulting in a penalty or bonus on the combatant's Omni Table die rolls.
- Here are some examples:
- Attacking from above: +2
- Defending from below: -2
- Mounted vs. unmounted opponent: +3
- Limited visibility*: -1 to -10
- Unstable footing: -1 to -10
- Using an off-hand: -5
- Wounded. Character is at half normal hit points or lower: -5
- Attacking from a moving vehicle : -5

## 1. ROLLING FOR INITIATIVE

At the beginning of any Combat situation, each combatant makes an Attribute roll using their respective Speed Ratings. This is called rolling for Initiative.

The character with the highest Initiative total is allowed to act first, and may choose a Tactic based on the slower opponent's Intent (see #2). The combatant with the next highest total goes next, and so on until all the combatants have taken their turns.

If you prefer a high degree of detail in your game, combatants can roll for Initiative each round. If you prefer a simpler approach, have the combatants roll for Initiative only for the first round of Combat, to establish who goes first, second, and so on. Then have all opponents proceed in turn for the remainder of the fight.

## 2. STATING INTENT

Before rolling for Combat the character must state his character's Intent. This is done by choosing weapon or Combat Skill, and a Combat Tactic. There are four categories of Combat Tactics in the Omni System™: Attack, Defend, Movement, and Stunt. Each has a number of variations, as described in the section on Combat. For example, a character's Intent might be to throw a spear, parry with a shield, retreat, or try to trip or distract an opponent.

The winner of the Initiative roll can choose to declare Intent first or wait until other combatants have done so, in order to anticipate their opponents' moves and act accordingly. Either way, the individual who has the Initiative rolls first.

## 3. Determining Bonuses and Penalties

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

Apply a bonus based on the Combat Skill Rating chosen by the character. To save time during the game it's a good idea to have players figure their characters' modified Combat Skill Ratings in advance and record these numbers on their Character Sheet.

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

- If the defender is using a weapon, use the defender's Skill Rating in that weapon as the Degree of Difficulty.
- If the defender is unarmed, use the defender's Brawling or Martial Arts Skill Rating. If the defender has no such talent, use his or her basic Combat Rating Attribute as the Degree of Difficulty.
- If the attack is unopposed, then the Degree of Difficulty is based on how simple or difficult it will be for the character to achieve his or her stated intent. For example, if Dayn the Forgotten is trying to hit an unwary opponent with an arrow, the Degree of Difficulty would be based on such factors as the targets' range and degree of cover, not the opponent's combat abilities.

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

## 4. The Combat Action Roll

To determine whether the Combat action is successful or not the player rolls a D20 on the Omni Table, applying the GM's modifier to the result.

## 5. Judging the Results

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

- **Mishap**: the attack fails due to a mishap of some sort; the attacker stumbles and falls, hits himself, hits an unintended target, breaks the weapon being used, etc. (GM's ruling)
- **Failure**: the attack misses the intended target.
- **Partial Success**: the attacker scores a glancing blow that only does half the attack form's total Damage Rating (rounded-up to the nearest whole number).
- **Full Success**: the attack does its full Damage Rating.
- **Critical Success**: the attack does full Damage Rating and achieves the attacker's stated Intent. If the Intent was to injure or kill, the victim suffers a Critical Wound, and must make a roll using his Constitution Rating to determine how badly he is hurt. Subtract the Damage Rating of the attack from this CON roll. Partial Success means the victim suffers a penalty of -5 on all further actions until healed of the Critical Wound. Failure or Mishap means the victim is incapacitated until healed. See the chapter on Combat for more information of Critical Wounds.



# Combat Tactics

In a game where a character's stated Intent can dramatically affect the chances of success or failure, the choice of tactics plays an important role. For example, why stand toe-to-toe with a Giant and risk getting flattened when you can attack from a safe distance with a bow, or use your quickness to dodge the big brute until he's too worn-out to hit you?

There are four basic categories of tactics available to characters using the Omni System™: Attack, Defend, Move, and Stunt. Each counts as a single action; using more than one Tactic in a single round of combat requires the attacker to take the standard penalty for Multiple Actions (see Rules section). Attacks (and any Dynamism use), Movement, and Stunts can only be performed during the character's turn. Defensive tactics can be used at any time during the round. The following section contains descriptions of each of these tactics and their most common variations.

## Attack

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

## Close Attacks

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

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

A Close Attack can be used against multiple targets, at the standard penalty for Multiple Actions (cumulative -5 per extra target). Alternately, a single target can be hit multiple times with a "rapid fire" attack, with the same penalties being applied. "Rapid fire" attacks can be dodged or parried as if they were a single attack.

*Damen the beggar stabs at a city Hoplite who is attempting to evict him. Damen has a Skill Rating of 17 with small blades (the appropriate attack skill in this case). The Hoplite had not drawn his mace so he must defend with his Brawling Rating of +9. The total attack roll modifier is +8 (17 - 9 = 8). Damen's player rolls a 10 for a total of 18: Full Success. The GM describes how the knife cuts into the lightly armored abdomen of the Hoplite.*

## RANGED ATTACKS

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

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

- Target is within half the effective range: no penalty
- Target is beyond half the effective range: -5
- Target is beyond the effective range: -10
- Target is 2 times beyond the effective range: -20
- Target is moving: -3, plus an additional -1 per point of target's Speed Rating
- Target is protected by cover: -1 per 10% cover
- Target is smaller than man-sized: -1 to - 10
- Target is larger than man-sized: bonus of +1 to +10

All penalties for range and availability are cumulative. For example, if a target is beyond half-effective range and is moving at a SPD of +1, the total penalty is -9.

Depending on their rate of fire, some missile weapons can be used vs. multiple targets or for "rapid fire" Ranged Attacks.

The standard penalty for Multiple Actions applies to Ranged Attacks as well. The effective range for hand-thrown weapons is 17 meters plus 3 meters per +1 STR. Ranges and firing rates for all other missile weapons can be found in the chapter on Equipment.

*Iolaus is firing his pistol into a charging group of Argosian assassins while the Senator he is protecting tries to make her escape. The lead Argosian is a mere 25 meters away, which is within the effective range of Iolaus' pistol. The assassin knows he is about to be shot at, so he rolls to one side as he moves in. Iolaus takes a penalty equal to the assassin's Defensive Skill Rating of +9. Iolaus' Pistol skill rating is +14, for a total Omni Table modifier of +5. Iolaus' player rolls a D20 and gets a 5 for an attack total of 10: Partial Success. Iolaus' bullet does only half damage as it grazes the assassin's thigh.*

## GRAPPLING ATTACKS

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

Grappling Attacks cannot be used against multiple targets. A single target can be both grabbed and choked or grabbed and thrown in the same turn, at a -5 penalty for the extra action. While engaged in a Grappling Attack, the attacker has a -5 penalty to his defensive skill rating and the victim has an effective 0 defensive skill rating.

*Preben (a Nymphas) is having a few drinks in a bar, and has had the misfortune of drawing the attention of the local tough, Skelos the unclean, a Goregon. Preben knows that Skelos, who is far larger and stronger than he, will try to get him in a hold and choke him. Preben, who is faster, decides to be the first to try to get a hold. He jumps on the back of the brawny Goregon and attempts to apply a choke hold. Preben's brawling Rating is +14 while Skelo is +8. The GM decides that since Preben is attempting a very daring maneuver (tumbling through Skelos' defenses to get at his back) he receives a -3 to his Omni Table roll. Preben's player rolls a 7 and adds the modifier of +3 for a result of 10: Partial Success. The GM rules that Preben has successfully grappled Skelos but his chokehold causes no damage.*

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

### WHEN ATTACKING:

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

### WHEN ESCAPING:

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

## SUBDUAL ATTACKS

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

Damage from a Subdual Attack is tallied the same as for other forms of attack. However, if a subdual attack causes an opponent to be reduced to 0 HP, the victim is merely rendered unconscious for 1–20 rounds. Hit Points lost as a result of a Subdual attack are restored shortly after the victim regains consciousness (1–10 minutes, or with a successful CON roll against Difficulty 10, per the GM's ruling).

## DEFENSE

A Defense is as any action intended to avoid or block an attack. There are two types of defense tactics in the Omni System™: Dodge and Parry. An opponent who does not have the initiative or who willingly surrenders the initiative can elect to either Dodge or Parry an impending attack. To do so, the defender must declare the Intent to defend before the opponent rolls for the attack.

The procedure for defense is the same as for attacks. The defender rolls on the Omni Table, adding their defensive skill rating and subtracting the attacker's skill rating. Read the Omni Table for the outcome of the defensive Tactic. Note that in the case of a full or critical defensive success, there is no need for the attacker to roll to hit.

## DODGE

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

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

- Evade Skill Rating
- Acrobatics Skill Rating at -5
- Defensive Martial Arts Skill Rating
- Dexterity Rating or Combat Rating (as per rules for substituting Attributes for Skills)

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

## PARRY

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

- Parry Skill Rating
- Weapon Skill Rating at -5
- Defensive Martial Arts Skill Rating.
- Brawling (no penalty if parrying a Brawling attack; penalty of -5 if parrying a weapon attack)
- Combat Rating (substitution)

Ranged Attacks can also be parried, but at an increased Degree of Difficulty (penalty of -5 to -10). Attacks by exceptionally large and powerful opponents that overwhelm the defender cannot be parried, such as blows from a Frost Giant's club or a charging elephant.

Note that a result of Mishap when attempting to Parry means that the defender is not only hit by the attack, but whatever was being used to parry has been damaged or destroyed (GM's ruling).

*After Damen's attacks, the Hoplite tries to hit back with his fists. Damen chooses to actively defend against this attack by parrying with his knife. Damen's small blades Skill Rating is 17 He does not have the parry skill, so uses his Weapon skill at -5 to parry); the Hoplite's brawling Skill Rating is 10. Damen already performed one previous action in the round, so he takes an additional -5 to his Parry roll for a total modifier of -3 (17 - 5 - 10 - 5 = -3). Damen's player rolls D20 and gets a 14 for a total of 11: Full Success. Damen will take no damage from the Hoplite's attack and there's no need to roll to see if it hits.*

## MOVEMENT

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

## RETREAT

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

## FLEE

Fleeing is an attempt to disengage from an attack without regard for considerations of defense or attack. Instead, the main goal is to escape as quickly as possible. A Fleeing opponent can move up to his full Movement Rate per round, but may not attack or defend while doing so. Attempting to Flee while engaged in Close Combat of any type exposes the fleeing opponent to one Unopposed attack from each opponent within range. A successful dodge or parry will allow an individual to Flee on the following round without being exposed to a Close Attack.

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

- **Mishap**: stumble and fall; you're injured and cannot continue next round.
- **Failure**: stumble and fall; you can get up and continue next round.
- **Partial Success**: move up to half your maximum Movement Rate.
- **Full Success**: move up to your maximum Movement Rate.
- **Critical Success**: max Movement Rate plus an additional 50' on opponent.

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

## ADVANCE

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

A high-speed Advance is called a Charge. This tactic allows the individual to move up to his maximum Movement Rate, though at the expense of any attempts at defense. Attacking while Charging is possible, at a penalty of -3 for Close Attacks and -5 for Ranged Attacks. When making Close Attacks while Charging, add the character's Speed to the damage rating, as well as Strength. See the Combat Skill, Mounted Combat, for additional modifiers.

## STUNTS

A Stunt can be defined as any type of unconventional maneuver attempted during the course of Combat. This tactic includes such flamboyant maneuvers as leaping from high places, swinging from ropes or chandeliers, vaulting over opponents, and the kind of daredevil moves that are commonly seen in most action-adventure movies. It also covers "dirty tricks," like tripping, throwing dirt in an opponent's eyes, and so on.

Any applicable Skill or Attribute can be used as a modifier for a Stunt; though most actions of this sort carry a stiff penalty for Degree of Difficulty (GM's ruling applies in all cases). Characters that possess Martial Arts, Acrobatics, and certain Performing Skills generally fare better at Stunts than those who do not have such specialized abilities.

Under certain circumstances, a Stunt can be combined with another tactic without incurring a penalty for Multiple Actions. For example, leaping over a bar counter and kicking an enemy can be accomplished in one fluid action, and need not entail any added penalty for multiple actions. However, leaping over a rail, swinging from a chandelier, and kicking an enemy who was across the room would count as an additional action, resulting in the standard -5 penalty.

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

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

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

## AIMED SHOTS

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

Aimed Shots are handled much like other Combat Tactics, the main difference being that maneuvers of this sort usually carry a pretty severe penalty for Degree of Difficulty — not surprising, given the fact that an Aimed Shot is by its nature much more difficult to accomplish than a standard attack. A result of Success or Critical Success is required to achieve the intended effect; for Aimed Shots, an Omni Table result of Partial Success is the same as Failure.

Aimed Shots can also be used to hit the small parts of an opponent that are not covered by their armor, and thus ignore its Protection Rating. The additional Degree of Difficulty penalty for this tactic is equal to the total PR of the armor worn. For example, to strike through a seam in Full Plate Armor (PR 7) the attacker would take an additional -7 to his or her attack roll.

## FIREARMS & AUTOMATIC WEAPONS

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

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

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

For the purposes of determining the amount of damage done consult the Omni Table

- **Failure:** the attack misses completely
- **Partial Success:** does standard DR of weapon
- **Full Success:** multiply DR by the Rate of Fire
- **Critical Success:** multiply DR by the Rate of Fire; uses half as much ammo

### SPRAYING AN AREA

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

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

# Creative Combat

All too often, combat in the game consists of little more than "I hit him with my sword;" "I do 13 damage;" "I dodge;" "I parry." With the dramatic opportunities combat presents in The Omni System™, this monotonous approach fails to enliven the game, or fire the imagination. Role-playing need not stop when combat begins.

## DESCRIPTION IS EVERYTHING

Combat is full of sensations. Describe the grunts and cries of combatants, the thud and clash of weapons, the expressions on individual faces, the moves opponents make, their actions and reactions, the smells and emotions.

No combatant is ever completely aware of everything going on around them in a fight. A good GM trick is to occasionally, secretly, tell one player that their character notices something another character doesn't, such as a pit their colleague may be about to step backwards into, a hidden sniper drawing a bead on their friend, an opponent blindsiding their unsuspecting compatriot, and so on, and give them a round or two to do something, even if only to quickly shout a warning. This trick can bolster the sense of camaraderie and teamwork among the players surprisingly well, and adds more dynamism to the conflict.

## THINK ABOUT THE ENVIRONMENT

One of the most overlooked aspects of any combat, and the first that should be born in mind, is the actual location of the fight. Considering the characters' surroundings for a moment can add a whole new dimension to a conflict. Ask yourself such questions as:

- What can be ducked behind, jumped on, off, or over, interposed between the attacker and target, or that might impede a combatant, such as boulders, tables, pillars, trees, balconies, etc.?
- Are there perils in the surroundings that might harm, kill, or otherwise inconvenience an incautious or unlucky combatant, such as a cliff-edge, open pit, lava flow, untriggered trap, or patch of ice?
- Does the environment in any way prohibit the use of certain weapons, or make their use more difficult? Some weapons, for example, require considerable space to be swung effectively, such as great swords, so a fight in a short, narrow corridor would make their use very difficult. Similarly, fighting in close formation may make it hazardous to use some weapons, as the space needed to use them may be occupied by an ally.
- Weather conditions, such as powerful gales, thick fog, etc. can make the use of missile weapons problematic at best, and even melee combat can be affected if you can't see any opponent more than a yard away, or if a lot of flying debris, sand, etc. makes life difficult.

With a good grasp of the environment comes the ability to bring it into the conflict. Imagine how it can be used to the benefit or detriment of the combatants. Opponents can be forced towards perils; boulders can be used as cover, and so on. A Mishap on any roll during the combat may also involve the environment somehow, such as a trip or blunder into an object, suddenly finding oneself maneuvered to the brink of the lava flow, a missed attack resulting in the weapon getting stuck in a tree or pillar, etc.

Avoid getting caught up in precise details; keep the play fast and fluid. Accurate distances are not important; use vague terms such as "close," "a stone's throw away," or "right next to you," and if ranged combat or distance matters, simply make a rough judgment of how long (in rounds) it will take to cover the area, or if the attack is basically close-, short-, or long-range. You don't even need to consult the ranges of the weapons to make such a call. Just keep things moving. Stopping to check ranges or the amount of area someone with X SPD can cover in a round just slows the action down.

### Beware of Bystanders

The presence of bystanders during a fight is also often overlooked. Crowds often gather to watch fights, and may goad the opponents on, and even place wagers on the outcome. Not only can bystanders get in the way, they can easily be hit by stray shots or blows, taken hostage or used as shields by nefarious individuals, or even enter the combat themselves on either side, or against both, the classic example of which is the local military or law enforcement attempting to stop the conflict and incarcerate the combatants.

Firing into any melee, whether bystanders or involved or not, is a very dangerous proposition, due to the continual movement of the combatants. Missed shots may easily hit an unintended target, such as an ally. Aside from intelligent bystanders there are always cases of animals becoming involved somehow. Herd animals may stampede, posing a threat to everyone, while a predator may leap unexpectedly into a melee, in the hopes of taking a wounded individual on the periphery of the fight. Certain mobile plants can also provide an added element to a fight, especially if they are not recognized as such from the onset.

### Use Your Surroundings

The character should also exploit the environment of the fight. Many objects, such as chairs, rocks, ropes, nets, wall hangings, and pots of oil may be used as impromptu clubs, missiles, entangling implements, incendiaries, and so on. Rugs may be pulled from under assailants, barrels of oil spilled to create slick patches, chandeliers shot down to fall on assailants below, and so on. Even an unskilled or unarmed combatant can be terribly effective if they make intelligent use of their surroundings.

### Wanton Destruction

A battle can take a serious toll on the surrounding environment, and the effects are worth thinking about.

Use of fire in any form may ignite combustibles and create a hazard. Attacks that miss their intended target may hit something else, thereby damaging it, and the use of items as cover, fighting platforms, etc. will almost certainly result in them being ruined in some way. A fight will practically always leave signs of its occurrence, even if only in the form of splashes of blood.

## Fight With Style

The majority of weapons can be used to perform a variety of strikes in a variety of ways. Give some thought as to what form an attack takes. Is it a thrust, a lunge, a wild swing, an overhead blow, a feint, or a backhanded swipe? A weapon can even be used in unorthodox ways. A strike may be made with the flat of the blade, possibly subduing or intimidating an opponent. A staff may be used to thrust. A blow to knock out can be made with a weapon's handle or pommel. Many melee weapons can even be thrown if the situation is desperate enough.

The reach of a weapon (its comparative length) is also worth bearing in mind. A character with a notably longer weapon than their opponent (such as a halberd being used against an opponent with a sword), may not only keep their opponent at bay, and strike them first, but they may effectively prevent their opponent from attacking, if the opponent is unable to get inside the reach of their weapon. However, should the opponent with a shorter weapon manage to step inside the reach of the longer weapon, they may make the longer weapon's use next to impossible as well.

The sword the character bears is not his only weapon. Try and add the occasional unarmed strike into a combination of blows; it is more interesting, and can surprise an unsuspecting opponent. A swift kick can force an opponent back, giving the character room to maneuver or flee, while a solid punch can stun, and a head butt can bring you in so close that your opponent cannot bring any weapon larger than a dagger to bear.

Consider how a combatant can be taken out of the fight quickly without necessarily being gradually bludgeoned or sliced in a protracted melee. Opponents can be disarmed, tripped, pinned, grappled, thrown, knocked out, entangled, or knocked over, for instance.

Few combats should ever be to the death; only the most deeply unintelligent, insane, frenzied, or foolishly courageous combatants will continue fighting when badly wounded or outclassed. A hasty retreat is a key survival strategy for practically every living being. Particularly bloodthirsty or lethal maneuvers, such as attempts to slice an opponent's head off, pierce their eyes, or eviscerate them should be rare, and used only when dramatically appropriate. Should players continually attempt such maneuvers against every opponent, they should expect all of the NPCs they fight to respond in like fashion.

## DON'T JUST STAND THERE

The way some combats are conducted, it is hard to imagine the combatants doing much more than standing toe-to-toe trading blows. In truth, combat is continually in motion. Bear some thought as to how the characters move about, and how this can be used to advantage or disadvantage.

- Do they try and outflank an opponent, or move to a better attacking position?
- Do the combatants circle each other warily?
- Do they attempt to close in, or move away?
- How do they dodge: duck, sidestep, roll, or leap?
- Do they press an opponent, forcing them back, or yield and give ground?
- Do they charge or leap into a fight with weapons raised high, calmly walk forward, or wait for their opponent to come to them?

Once again, the environment is very important when considering the motion of the various characters. Chandeliers or ropes may be swung from; sails slid down with a dagger, pillars ran around, tables dived under, jumped on or over, and so on. Characters with the acrobatics skill can make particularly impressive use of motion, such as cart-wheeling, back-flipping, somersaulting, and going into elaborate springs or rolls, although anyone can roll, leap, or dive.

Combatants who find themselves on the ground may be in peril if their opponent is still standing, and may be forced to roll or flail wildly in an attempt to avoid being struck and provide themselves with the moment needed to regain their feet.

Motion in certain environments can add a whole new dimension, quite literally, to a fight. Airborne combats, for example, can feature attacks from above or below, diving attacks, swoops, and so on, while underwater combats also occur in three dimensions, but slow down motion, and make non-thrusting weapons far less effective.



## KEEP TALKING

Just because the action has started, doesn't mean the talking has ceased. Characters should engage inappropriate dialogue when fighting, hurling expletives, insults, and imprecations at opponents, shouting warnings and encouragement to colleagues, screaming battle cries, engaging in the cut and thrust of witty repartee with like-minded antagonists, and so on. Just as players speak the words of their characters when roleplaying any other situation, they should do so in combat sections of the game.

## COMBAT IS A BLOODY AFFAIR

The damage opponents suffer can be as detailed or vague as befits the gaming group's tastes, playing style, and campaign style.

Never simply state the amounts of Damage inflicted by any blow — describe it. Small amounts of damage comparative to the character's Hit Points might be cuts, nicks, grazes, or bruises, while heavy damage can be bone-crunching impacts, deep slices causing blood to flow, and so on. GMs of truly grim campaigns may even inflict penalties on a character's actions if they are significantly hurt, and may interpret particularly damaging strikes as incapacitating or mutilating. Likewise, Heroic campaigns may seldom involve damage worse than bad cuts, or broken bones, all of which the characters recover from very quickly. At worst, a Heroic character might lose an eye or limb, giving them a dramatic reason to seek revenge.

Combat in a game can, and should, be as gripping and exciting as any fight scene in an action movie and, if given as much thought and effort as possible, will take its place alongside any other roleplaying scene for a sense of character and drama.

# LIFE AND DEATH

## Hit Points (HP)

This is a measure of how much injury a character can sustain before dying. The average number of Hit Points that an individual possesses is determined by social class. This total is modified, one time only for beginning characters, by adding or subtracting a number of points equal to the individual's Constitution Rating. Thereafter, Hit Points increase slowly with character level. Hit Points are not used as an Attribute Modifier or to make Omni Table rolls.

### Critical Wounds

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

- **Critical Success/Success**: victim can continue without penalty.
- **Partial Success**: victim can continue, but suffers a penalty of -5 on all die rolls until the Critical Wound damage is healed (by Dynamist or non-Dynamist healing, or through rest and recuperation).
- **Failure/Mishap**: victim is incapacitated and rendered incapable of movement, regardless of actual Hit Point total. No further actions can be taken until the Critical Wound damage is healed. In the case of minor NPCs, a critical hit can cause instant death or knockout (GM's ruling) without the need for a CON roll.

### Death & Dying

Individuals or creatures reduced to zero or less Hit Points are rendered unconscious and on the verge of death. Should this happen the Game Master should immediately roll on the Omni Table, using the victim's Constitution Rating and current Hit Points as modifiers. The total will yield one of the following results:

- **Mishap**: barring a miracle of some sort, the victim's career has come to an untimely end. If the victim was a PC, the player can create a new character.
- **Failure**: things are looking grim. The victim is fading fast and will need to make another CON roll every minute at a cumulative penalty of -1 per minute. A result of failure or worse on any of these subsequent CON rolls results in death. A result of partial successor better, and the victim gets to live for another minute. At best, the victim will suffer a permanent injury of some kind (as per a result of Partial Success).
- **Partial Success**: the victim will recover, but will suffer some sort of permanent injury. Possibilities include disfiguring scars, a 1-point reduction of one of the victim's Attributes, amnesia, or some other disability appropriate to the circumstances surrounding the victim's "near-death experience" (GM's ruling).
- **Full or Critical Success**: the victim will recover completely, with or without medical attention, and suffer no permanent damage. These rules should be reserved only for PCs or important NPCs. Any other individual reduced to 0 HP or less can be considered dead at once.

### Healing

The average individual or creature healss at the rate of 5 Hit Points per day, plus one additional point of healing per +1 Constitution Rating. This assumes reasonably good conditions and treatment as well as no strenuous activity. Note that specific injuries such as broken bones may take longer to heal than simply regaining the Hit Points lost. This is left to the GM's discretion.

Individuals with negative Constitution Ratings heal at the rate of 5 HP per day, minus one point of healing per -1 CON Rating (the minimum rate of healing is 1 HP per day).Individuals who have suffered a Critical Wound, a permanent injury, or a close brush with death may require a period of convalescence. If the victim receives immediate Dynamism or medical healing, he or she may be fully recovered after just a few hours of sleep. Otherwise, recovery time could range from a day or two to a week, several weeks, or even longer. The amount of time required to make a full recovery in such instances is up to the GM to decide, based on the nature and extent of the victim's injuries.

## The Environment

A GM should always keep the character's environment in mind. The environment can come into play in a number of ways. Is it raining? If so, perhaps a penalty for wet and slippery surfaces should be applied to combat. Is there a considerable amount of noise and confusion? If so, concentration and other skills like disable mechanism may require negative penalties.

### Extreme Temperatures

Most importantly, severe environmental factors like extreme heat or cold could actually cause damage to those not equipped to deal with these extremes.

Players who find their characters in the deep desert may take damage from the extreme heat as well as from possible thirst. Those who are shipwrecked in an arctic environment without adequate protection will take damage from exposure and hypothermia. The amount of damage dealt by extreme temperatures is at the discretion of the GM but should generally range from 1 to 10 DR per hour of exposure. Thirst and hunger will likewise cause characters to take damage.

### Drowning

A character can normally hold their breath for up to one minute plus 1 round for each point of CON or minus 1 round for each negative point of CON. Certain Talents may prolong a character's ability to hold their breath.

### Diseases and Afflictions

The following is a list of diseases, as well as various folk remedies and other treatments known (or at least believed) to be of some effect in curing or abating these maladies. This list is by no means exhaustive and there are dozens if not hundreds of other diseases that player characters may encounter in their adventures. While Heroes themselves may never succumb to such afflictions, it is likely that they will encounter others who are so afflicted (who might need curing or comfort from brave Heroes).

## The Ague (Malaria) Level: 7

A parasitic disease spread by blood-sucking insects, the Ague causes shaking chills, then severe fever and headache. After several hours the victim begins sweating profusely whereupon the headache and fever disappear. Attacks recur every two to three days. Also causes weakness and some anemia.

The Ague is rarely fatal with proper attention to the fever. While under the effects of the disease characters suffer a -2 penalty to all Attributes due to fever and shakes. Normally, the infection runs its course in two to three weeks.

## Gonorrhea Level 10

A bacterial infection of the genital tract transmitted through sexual contact, with an incubation period of 2–8 days. After incubation, characters suffer an urgency and burning sensation on urination with profuse discharge of pus. Inflammation of the prostate and seminal vesicles may lead to fever and difficulty urinating.

If infection spreads to the upper tract, there is acute fever and abdominal pain. Bacteria may invade the bloodstream and produce infections in other parts of the body, most commonly arthritis; the sufferer then develops fever and hot, swollen, painful joints. In males, symptoms normally subside in three to six weeks; in females, in a month or two. Serious infections may result in infertility for both males and females. Sufferers may remain infectious for several months following infection.

Known colloquially as the Clap, this disease is rarely fatal. -1 CON for duration, -5 to any diplomacy or CHA rolls made on the Omni Table where the target knows of the character's infection.

## Influenza Level 10

An acute, extremely contagious viral infection of the upper respiratory tract, spread by inhalation or contact with an incubation period of only 1-2 days. Those afflicted suffer a sudden onset of chills and fever, headache, general body pain and overall malaise; weakness, nausea, eye pain, mental confusion.

After 1–5 days the respiratory symptoms increase: dry or sore throat, cough, runny nose. Serious complications include bronchitis and bacterial pneumonia.

The disease can last a few months, maximum. Afflicted characters take -2 CON for the duration. If pneumonia results, a further -1 CON per week is suffered until death occurs at -5 CON.

Because influenza is very contagious, it often forms epidemics that spread across entire planets, generally occurring in the winter or early spring.

## Leprosy Level 5

A bacterial infection transmitted by respiration or contact, leading to disfigurement and eventually death, with incubation sometimes lasting years. Those afflicted will see their facial features begin to coarsen and the voice becomes hoarse. Pale spots appear on the skin and eyes that turn into red, raised, blister-like nodules. Skin spots are insensitive to cold, touch, and pain; hands and feet lose feeling and eventually muscle weakness and paralysis set in, usually in the extremities.

Secondary infections of lesions or unnoticed wounds often become gangrenous and lead to further complications. In most cases, blindness occurs after several years. In time, the nose, fingers, and toes decay and rot, and the hands become clawed. Sufferers take -1 CON and -1 CHA per year of infection until death occurs at -5 CON.

## Measles Level 7

A mild, highly contagious viral disease transmitted via respiration with an incubation period of 7–14 days. The first signs are cold-like symptoms (runny nose, dry cough, high fever, aching), plus inflamed and sensitive eyes. After three days of initial symptoms, red spots appear in the mouth, followed quickly by a red rash which starts on the face and spreads over the rest of the body. Most symptoms disappear after only a few days. Those afflicted take -1 to CON and -1 INT for duration due to fever.

## Plague Level 15-25

A bacterial infection transmitted by flea bites (or by respiration), the disease has several forms.

**Bubonic** (level 15): After 2–6 days, necrosis of the flea bite and heat and swelling in the nearest lymph nodes (neck, groin, or armpit); buboes can be as large as an orange and extremely painful. Headache, fever, delirium. Approximately one in five will go on to develop the pneumonic form. Untreated, fatality approaches 50 to 60 percent.

**Pneumonic** (level 15): Less common but more infectious, involves a lung infection, with coughing and sneezing. Left untreated, the disease is almost always fatal.

**Septicemic** (level 25): Rare, the infection spreads throughout body in the bloodstream; death occurs too fast (within hours) for buboes to form. In all cases the victim suffers -1 CON per day after symptoms appear until death occurs at -5 CON. Survivors are generally immune for years after.

## Smallpox Level 12

A severe, highly contagious viral disease transmitted by inhalation, The Red Death has an incubation period of 12 days. Those infected suffer high fever, chills, severe headache and backache, and general malaise. Hemorrhages (bleeding) may occur in lungs or other organs. After 4 more days a distinctive itchy rash of red lesions appears on face, arms, legs, and sometimes the trunk. The bumps soon become pus-filled blisters and, if secondary infections do not occur, they break and begin to dry up in about one week. Victims take -2 CON and -2 STR for duration. Survivors have a 45% chance of suffering a permanent -1 CHA due to scarring.

Smallpox varies in severity from a mild form with few skin lesions to a highly fatal hemorrhagic form. The majority of deaths occur in the second week of the disease.

## Corpse Rot Level 10

This mysterious and malignant disease is believed to be transmitted by contact with bodies left unburied for more than a week, although the true cause is unknown. Symptoms include fever, severe weakness, unconsciousness, and a blackening and swelling of the limbs and body. The disease affects both humanoids and animals and is usually fatal within 24 hours. A potent alchemical or Dynamism curative relieves these symptoms in 95% of all cases. A swift burial is advised with regard to the unlucky 5% of such cases, as victims tend to swell and emit a horrid putrescence soon after death.

## Swamp Fever Level: 10

Swamp fever is a disease believed to be transmitted through contact with rats; drinking water tainted by these noxious creatures may also lead to the contraction of this malady. Swamp fever causes permanent insanity, perhaps in as short a time as two days. Most humanoid creatures appear to be susceptible to the disease, which many believe can be treated via the ingestion of a mixture of dried rat dung and vinegar. Others claim that immersion for 12 hours in a trough of fresh urine is a more certain cure, though madness might be deemed preferable to such a malodorous treatment. The symptoms of swamp fever are irrational behavior, a constant thirsting, and a tendency to lean to the left while walking, standing, or running. Victims rendered insane by the disease typically evince the strangest behavior imaginable: prancing, capering, laying on the ground and rolling about, speaking gibberish, emitting loud yelps and hoots, and so forth.

# VEHICLE RULES

## Vehicle Attributes

Like normal player characters, all vehicles have a standard set of attributes that represent their strengths and weaknesses. These attributes include:

**Maneuver (MAN):** Similar to DEX for a Hero, MAN measures the maneuverability of a spacecraft or vehicle. MAN also affects a vehicle's ability to avoid incoming attacks and is used as a modifier to some pilot skill rolls.

**Hull (HUL):** HUL is akin to CON in a normal character. It is a measure of the durability and endurance of a vehicles hull or chassis. Like in normal combat, HUL checks are required when a vehicle is reduced to 0 HP and also when confronted with certain types of weapons (like particle accelerators).

**Sensors (SEN:** Akin to a character's PER attribute, SEN is a measure of a vehicle's sensor ability, i.e. its ability to "see" other vehicles and hazards. It is used as an additional modifier to computer (ship's systems) rolls,

**Speed (SPD):** SPD measures the maximum velocity of a vehicle during combat or other tactical situations. Some spacecraft may be able to travel at far greater speeds when cruising between planets (see Interplanetary Travel).

**Acceleration (ACL):** ACL is a measure of the vehicle's acceleration ability. While the SPD attribute measures a vehicle's top speed, ACL measures the amount a vehicle can accelerate in one round.

**Deceleration (DCL):** DCL is a measure of the vehicle's deceleration ability. While the SPD attribute measures a vehicle's top speed, DCL measures the amount a vehicle can decelerate in one round.

*Example: A spacecraft with a SPD +40 is currently traveling at SPD +20 and has an ACL +5. That means the character can increase the SPD of this vehicle by +5 per round to a maximum of +40. A hovercraft traveling at +24 with a DCL of +4 will take 6 rounds to come to a complete stop (SPD 24 -4/rd).*

**Slip Drive (SD):** The vehicle's Slipspace Drive. The higher the rating the faster the ship may travel in Slipspace. A rating of zero (0) means the ship has no Slipspace drive and no capacity to enter Slipspace on its own.

**Size (SIZ):** All vehicles have a Size (SIZ) category that can play a part in combat and other maneuvers. Vehicles within one size category of each other receive no bonuses or penalties to attack or defense based on size. For each category (above the first) a target vehicle is from the attacking vehicle, the attacker receives a +1 bonus to Attack rolls. Similarly, for each category (above the first) a target vehicle is from the attacking vehicle, the defender receives a +1 bonus to defense. This means small spacecraft receive bonuses to both Attack rolls and to Defense when in combat vs. larger spacecraft. Likewise, larger capital ships will have a more difficult time hitting small interceptors while they themselves are often easy targets for the smaller (and often faster) spacecraft.

The various size categories are as follows:

| SIZ | Approx. Length | Example |
|---|---|---|
| Tiny (1) | Smaller than 4m | Cycle |
| Small (2) | 4 to 7m | Ground car |
| Medium (3) | 4.5 to 16m | Large truck, fighter craft |
| Large (4) | 17 to 34m | Space transport |
| Huge (5) | 35 to120m | Capital ship |
| Gargantuan (6) | 121 to 320m | Carrier |
| Colossal (7) | 321m+ | Space station |

## Vehicle Movement Rates

These rules provide an integrated system for resolving the movement and combat of surface vehicles, aircraft, and spacecraft.

### SPD Scales

The vehicle rules in the HELLAS Game are streamlined enough that you will often be able to use them in the narrative flow of your game without using miniatures and map grids. For more complicated vehicle sequences — usually those involving more than two or three vehicles — these items will be very helpful, as they make tracking the positions of vehicles a simple task.

These rules allow you to handle any kind of vehicle, from ground cars to spacecraft; however, the capabilities of these vehicles vary so radically that you'll need to use different scales on a map grid to represent their movement.

The default SPD and movement rate used for characters works equally well for most ground vehicles but the scale tends to break down when dealing with aircraft and even more so when dealing with spacecraft as these two classes of vehicles typically travel far beyond the speeds of most ground-based traffic. A typical aircraft might be able to move up to 6,000 meters in a single round — that's over SPD +400 if using the character SPD scale and spacecraft can travel much faster than aircraft.

As a result HELLAS uses three separate SPD scales. The Aircraft scale multiplies the regular character movement rate by 10 and the Spacecraft scale multiplies the character scale by 100. In other words, a character traveling at SPD +0 is moving at 30m/rd or 18 kph. An aircraft, using the Aircraft scale, traveling at SPD +0 is traveling at 300 m/rd or 180 kph and a spacecraft, using the Spacecraft scale, traveling at SPD +0 would be moving at 3000 m/rd or 1800 kph.

### Speed

Every vehicle has a top SPD listed (and Spacecraft also have a cruising SPD listed, for more information on Cruising SPD, see Interplanetary Travel below). This value is simply the maximum SPD the vehicle is capable of moving in a single round. A vehicle's current speed can range anywhere between -5 and its top speed. Remember that a vehicle's speed is always based on the scale for its vehicle class. An aircraft traveling at SPD +5 is traveling 10 times as fast as a surface vehicle traveling at SPD +5.

## Speed Modifiers

The speed at which a vehicle is traveling imposes a modifier on all drive or pilot rolls to operate the vehicle. Spacecraft use the same table as surface vehicles as a simple expedience, and we can get away with it for a couple reasons. First, in space, there's no gravity, friction, wind, or other environmental variables to make traveling at high speeds especially difficult. Spacecraft are able to achieve insanely high speeds with very little risk or danger. Second, we don't have to worry about integrating movement on the spacecraft scale with movement on the surface vehicle or aircraft scale. While some spacecraft are capable of atmospheric flight, their capabilities are severely limited in an atmosphere and we can simply convert all of their statistics directly to the aircraft scale.

On the other hand, we have to be able to integrate surface vehicle and aircraft movement. An aircraft traveling at SPD +1 is traveling just as fast as a surface vehicle traveling at SPD +10. Aircraft are capable of traveling at very high speeds, but they aren't very maneuverable while doing so. Of course, they're also engineered to handle those speeds, so the vehicle itself will give the pilot some help on maneuvers (see Handling below).

| Character/Spacecraft Scales | |
|---|---|
| **SPD** | **Omni Table Mod** |
| +1 to +5 | +0 |
| +6 to +10 | -2 |
| +11 to +15 | -4 |
| +16 to +20 | -6 |
| +21 to +30 | -8 |
| +31 to +40 | -10 |
| +41 to +50 | -12 |

| Aircraft Scales | |
|---|---|
| **SPD** | **Omni Table Mod** |
| +0 | +0 |
| +1 | -2 |
| +2 | -6 |
| +3 | -8 |
| +4 | -10 |
| +5 to +10 | -12 |
| +11 to +20 | -14 |
| +21 to +30 | -16 |
| +31 to +40 | -18 |
| +41 to +50 | -20 |

### Changing Speed

A pilot or driver can change the speed of his vehicle once each round as a free action (i.e without incurring any multiple action penalty). All vehicles have an acceleration and deceleration value. The listed number is the value for moderate acceleration or deceleration — how much a pilot can speed up or slow down at moderate risk of losing control of the vehicle. Low acceleration/deceleration is half the listed number, high acceleration/deceleration is twice the listed number, and extreme acceleration/deceleration is four times the listed number.

Accelerating and decelerating require a pilot or drive Omni Table roll. The Degree of Difficulty modifier depends on how fast the pilot/driver is attempting to accelerate or decelerate. The Omni Table roll is also modified by the vehicle's current speed, before applying the effects of acceleration or deceleration. The roll is also modified by the vehicle's MAN rating.

| Acc/Dec | DoD |
|---|---|
| Low | +10 |
| Moderate | +0 |
| High | -10 |
| Extreme | -20 |



# Interplanetary Travel

The Top Speed listed under each spacecraft should be considered the top speed during tactical movement like that required for combat and to perform various maneuvers and stunts. For travel between planetary bodies, a spacecraft travels at Cruising Speed. Since there is no air pressure or other resistance in space, a spacecraft can theoretically achieve incredibly high velocities by simply accelerating indefinitely. Essentially, a craft accelerates until it achieves its desired cruising speed.

## Slipspace Drive Ratings

A Slipspace drive is ranked by a "rating." The higher the number, the faster the drive. Most civilian ships have a Rating 1 or lower drive, while military vessels typically have a Rating 2 or higher. Each interstellar journey has a duration in days. Divide the duration by the ship's rating to find out how long it takes the ship to reach the destination.

*Example: Captain Cassiopeia is at the controls of the* Sagittarius AE-41, *the light cargo transport she's contracted to fly on this shipping run. Her destination is 3 parsecs away, a total of 21 days. Her ship has a Slipspace Drive with a rating of 4 giving her a total travel time of 5.25 days (21/4 = 5.25).*

**Interstellar Benchmarks**

Here are some guidelines for how long it generally takes to get from one planet to another with a Slipspace drive.

- It takes 1 standard week (7 days) to travel one parsec ($30.857 \times 10^{12}$ km or 3.262 light years)
- Traveling in the "Shore "of Slipspace: 1 parsec per two weeks
- Traveling in the "Open Sea" of Slipspace: calculate time as normal
- Traveling in the "Nether Regions" of Slipspace: 4 parsecs per week (cannot take advantage of travel routes)
- Route is well-traveled: Reduce the time by half
- Route is known to have many random hazards: Add 5 days to the time it takes to travel

# Stunts and Maneuvers

In addition to changing speeds, pilots (and drivers) can also perform a wide range of maneuvers in their vehicles. In a single round, a pilot or driver can perform one maneuver and one other action (such as an attack), or two maneuvers without incurring any multiple action penalties.

Maneuvers require a pilot or drive Omni Table roll, and the modifiers for the vehicle's current speed and handling rating are always applied to the roll. See the table below for a list of maneuvers and their Degree of Difficulty modifiers.

Maneuvers are typically executed while the vehicle is traveling in a forward direction. Many ground vehicles can travel in reverse and can execute maneuvers while doing so. However, drive rolls for all maneuvers made while traveling in reverse suffer a -4 penalty.

## Turns

If you're using a map grid to track vehicle movement, the grid provides eight simple "compass points" by which to measure turns and direction of travel. Using the compass analogy, we can call these points north, northeast (diagonal), east, southeast (diagonal), south, southwest (diagonal), west, and northwest (diagonal). A "one-point" turn is any turn from one compass point to the next compass point, for example, from "north" to "northeast."

- **Soft Turn:** This is any turn up to a 45° angle. On the map grid, it's a one-point turn.
- **Sharp Turn:** This is any turn between a 45° angle and a 90° angle. On the map grid, it's a two-point turn.
- **Extreme Turn:** This is any turn between a 90° angle and a 135° angle. On the map grid, it's a three-point tutu.
- **Bootleg Turn:** This is any turn between a 135° angle and a 180° angle. On the map grid, it's a four-point turn. Your vehicle's speed is automatically 0 after you complete a bootlegger turn. You have to accelerate to get back up to speed in your new direction of travel.

**Avoid Hazard**

A hazard can be anything that the vehicle could possibly hit during the round. This can be another spacecraft, a station, asteroids or other debris. If the vehicle is being operated at less than ½ the vehicle's SPD rating, a -2 penalty is applied as the DoD. Whenever a vehicle is being operated at more than ½ its top SPD, a -4 (or more) penalty is applied to avoid a hazard. The size of a hazard will also play a role. For hazards the same size or smaller than the vehicle, the penalty is -4 while hazards larger than the vehicle incur only a -1 penalty to avoid.

**Bootleg Turn**

By making a bootleg turn, a driver/pilot can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop. Before a vehicle can make a bootleg turn, it must move in a straight line for at least 3 rounds. A successful bootleg turn gives the pilot/driver automatic initiative and grants a +4 bonus to hit any pursuing vehicles on the following round.

**Climb/Dive**

In most vehicle sequences, it's not especially important to track altitude. For example, in a dogfight between two aircraft or spacecraft, you really only need to know the distance between the two vehicles — how much of that distance is vertical isn't likely to be an issue. Altitude can be an issue when an aircraft is engaged with a surface vehicle, because the aircraft can essentially dictate the minimum range between the two. In these cases, the pilot of the flying vehicle should simply announce his altitude at the beginning of the scene then track any changes as it develops.
By executing this maneuver, a vehicle can climb or dive at an angle up to 45º. For simplicity, assume the vehicle moves forward at half its speed and gains half its speed in altitude (or loses the altitude in the case of a dive). Obviously, surface vehicles cannot perform this maneuver.

**Evasive Maneuvers**

By taking evasive maneuvers a pilot/driver may make a pilot/drive roll with a penalty of their choosing. On a full success or better they receive a bonus to their defense equal to the reverse of the penalty they chose for their evasive maneuver stunt. For example, Cletus (pilot +4) is in a dogfight with a Zoran interceptor (pilot +4), one of Zoran's best interceptors. Cletus has initiative and opts to take evasive maneuvers and elects to take a -6 penalty to the attempt. He rolls an 18 on the Omni Table and this is modified by his pilot skill and elected penalty for a total of 16 (18 + 4 - 6 = 16), giving him a success and therefore a +6 bonus to his defense. In the following round,

the Zoran interceptor then tries to gain position by making an Initiative roll against Cletus. The Zoran interceptor's pilot skill cancels out Cletus's and so it would have been a straight D20 roll had not Cletus taken evasive maneuvers. As it stands though, the Zoran interceptor must now roll with a -6 penalty to gain position on Cletus and act first in the round.

**Extreme Climb/Dive**

The vehicle climbs or dives at an angle between 45º and 90º. The pilot may choose how much of the vehicle's speed to expend gaining or losing altitude, but it must be more than half. Surface vehicles cannot perform this maneuver.

**Immelman Turn**

This difficult maneuver is a half-loop and a half-roll. The vehicle climbs, inverts, and executes a half-roll to return to an upright orientation and reverses its direction of travel. The vehicle ends its move in the same position it started but facing the opposite direction. Only air and spacecraft can execute an Immelmann Turn. In fact, this is the only way for aircraft or spacecraft to make a 180º turn—otherwise, they must make consecutive soft, sharp, or extreme turns to reverse their direction of travel.

**Jump**

A vehicle may attempt to jump over an obstacle such as another vehicle or culvert. The degree of difficulty is always at the GM's discretion and will involve the length of the jump attempted as well as the SPD and MAN of the vehicle attempting the jump.

**Loop**

This stunt causes the spacecraft/aircraft to make a complete loop over the course of the round giving it a +4 bonus on attacks against pursuing spacecraft/aircraft.

**Ram**

Ramming one's vehicle into another is not a particularly difficult task but can prove suicidal. See Collisions below for information about the results of a Ram.

**Regain Control**

Whenever a character fails a pilot/drive skill roll, they have essentially lost control of their vehicle and cannot take any further actions other than to attempt to regain control. To regain control, the pilot/driver must make a successful skill check with a degree if difficulty determined by the GM and based on the situation that caused their loss of control in the first place.

**Roll**

The vehicle executes a 360º lateral roll, ending up in the same upright orientation as it started.

**Takeoff/Land**

Part of everyday operation of any aircraft/spacecraft but, nonetheless, one of the more difficult aspects of operating these types of vehicles.

## Vehicle Action Table Rolls

When a pilot or driver fails a maneuver, a number of different things can happen. On a Partial Success, the pilot may complete the maneuver anyway but partially lose control of the vehicle thereby requiring another pilot or drive roll the following round to regain control of the vehicle. The following are some examples of the possible effects of a Partial Success on the Omni Table:

**Slip**

The vehicle slips sidewise, loses traction, or swerves slightly. The vehicle completes any Maneuver the pilot was attempting and moves its current speed. However, the pilot suffers a -2 penalty on all maneuvers until he makes a successful pilot/drive check to regain control.

**Slide**

The vehicle almost slides out of control. The vehicle only moves half its current speed and completes any attempted maneuver only halfway. If the pilot or driver attempted an extreme or sharp turn, he only manages a soft turn. If he attempted a loop or roll, he manages only a half-loop or half-roll. If he was steering to avoid an obstacle, he still clips or sideswipes it. Game Master's should note that in the case of a Jump maneuver, there are no Partial Successes; either the driver jumps the obstacle or he doesn't.

On a Failure, the attempted maneuver did not succeed and the vehicle may skid or spin out or it may collide with another vehicle or obstacle.

The following are examples of results of a Failure roll on the Omni Table:

**Skid**

The vehicle's speed drops by 10 and it skids to the right or left (GM's discretion). This could potentially bring the vehicle into contact with another vehicle or obstacle. If so, it collides (see Collisions below). If the pilot was attempting a specific maneuver, it fails completely. The vehicle's speed continues to drop by 10 and it skids again each round until either the pilot or driver makes a successful Regain Control roll on the Omni Table, the vehicle drops to SPD -5, or it crashes into something. If an aircraft's speed drops below SPD +20 (except on takeoff or landing), it stalls and loses 1,500 meters of altitude each round. The pilot suffers a cumulative -2 penalty per round on all maneuvers until he makes a successful pilot roll to regain control.

**Spin**

The vehicle goes into an uncontrolled spin. The vehicle's speed drops by 10 and it moves in a random direction. This continues each round until the pilot makes a successful pilot roll on the Omni Table to regain control, the vehicle's speed reaches -5, or it crashes into something. If an aircraft's speed drops below SPD +20 (except on takeoff or landing), it stalls and loses 1,500 meters of altitude each round. The pilot suffers a cumulative -4 penalty per round on all maneuvers until he makes a successful pilot roll to regain control.

**Collision**

The pilot loses control of the vehicle and it crashes into a nearby vehicle or obstacle. If there are multiple targets available, the GM should choose the nearest or select one randomly. If there are no nearby targets — such as in open air or space — the vehicle goes into a spin (see above).

# Collisions

If a vehicle crashes into something, it will immediately sustain damage based on its current speed and the size of the object or vehicle it collides with.

The base damage caused by a collision to both the moving vehicle and the object it strikes for ground- and water-based vehicles is equal to the vehicle's SPD +20. In the case of aircraft, the base damage is equal to 10 times the SPD of the vehicle. When dealing with spacecraft collisions, the base damage is equal to 20 times the SPD of the vehicle.

However, if the vehicle crashes into a moving object, such as another vehicle, the Game Master must determine the total speed of the impact and use that as the base damage of the collision instead. If the two vehicles are moving directly towards each other, add their speeds together for the purposes of determining collision damage. If they are moving in the same direction, use the difference of the speeds and if they are moving at angles to one another, use the highest speed.

Passengers in a vehicle that collides or crashes take half the damage actually dealt to the vehicle, after accounting for the vehicle's PR. Passengers who make a successful CON Omni Table roll take half this damage.

# Vehicle Combat

Using the HELLAS rules, vehicular combat is fast and furious. Rather than dealing with all the nitty-gritty minutia, Omni instead uses an abstract system not unlike that used for the more common melee and ranged combat experienced by player characters.

Essentially, when engaged in vehicle combat, the vehicle itself can be viewed as a character with attributes like DEX, CON, and PER replaced by vehicular attributes like MAN, HUL, and SEN.

At its core, the HELLAS Game is about the characters, it is not a Vehicle Combat game that focuses on battles between fleets of spacecraft.

That being said, there will undoubtedly be occasions for OMNI characters to engage in ship-to-ship combat in space, or combat between insurgent tanks and other military vehicles. The following rules are intended to allow those occasions.

Combat between spacecraft and other types of vehicles function almost identically to normal character vs. character combat. There is an initiative phase, players state the Intent of the characters who are piloting the spacecraft, acting as gunnery officers, controlling defenses, etc.. The GM then assigns penalties or bonuses and the combat is resolved by a roll on the Omni Table.

## Encounter Distance

Before combat can begin, vehicles must first be aware of each other. Use the following guidelines to determine appropriate encounter distances based on the terrain in which the encounter occurs:

| Terrain | Distance |
|---|---|
| Smoke, Heavy Fog | 8m |
| Jungle, Dense Forest | 17m |
| Light Forest | 30m |
| Scrub, Brush | 70m |
| Open | 130m |
| Sensors | Special |

These rules for spotting allow you to establish the encounter distance for visual contact. Spacecraft pilots rarely, if ever, rely on visual contact, instead relying on their sensor readings. Spacecraft sensors require a mostly unobstructed line of sight to the target to be effective. They cannot detect other spacecraft on the opposite side of a planet or moon, nor can they pierce most nebulas or planetary ring systems. They are not hindered by smoke, fog, clouds, or light foliage, but they are blocked by solid obstructions. A spacecraft's sensors have an effective range similar to weapons. Sensors have ratings that are used to modify computer (ship systems) Omni Table rolls when dealing with Sensors. The letter after the SEN rating is the effective range of the spacecraft's sensors:

- **P** for **Point Blank:** Less than 1 km
- **S** for **Short**: 1 km to 10 km
- **M** for **Medium**: 180k kilometers
- **L** for **Long**: 1 Astronomical Unit (AU) 149,597,870,691 kilometers
- **E** for **Extreme**: 2AU

## Vehicle Combat Initiative

At the beginning of any Vehicle Combat situation, each combatant in control of a vehicle (i.e. the pilot or driver) makes an Omni Table roll using their respective MAN rating of their vehicle. The character with the highest Initiative total is allowed to act first, and may choose a Tactic based on the slower opponent's Intent. The combatant with the next highest total goes next, and so on until all the combatants have taken their turns. In spacecraft combat, only the Pilots of the spacecraft roll for Initiative but all characters within their spacecraft act simultaneously.

Unlike character combat where it is optional to roll for Initiative each round, in spacecraft combat, this is a requirement. Each round Initiative is rolled giving pilots a chance to turn the tables of combat every few seconds.

### Stating Intent

Again, as in regular combat, before rolling for Combat all players must state their characters' Intent. Pilots and drivers inform the GM how they want to position their spacecraft (move to attack, evasive maneuvers, loop, or hard bank, etc.). In spacecraft combats involving smaller craft, like interceptors, the pilot may be the only character engaged in the combat (i.e. they are in control of navigation, defenses, and weapons systems). However, when talking about some of the larger spacecraft, several characters may be engaged in combat activities at the same time. This tends to make spacecraft combat a little more complex than normal combat, but it can be very fun as well, as multiple characters are engaged and not sitting idly by as the pilots have all the fun. Non-pilot characters may participate in spacecraft combat by controlling weapons and defenses, using their engineering skills to coax extra SPD out of the spacecraft, using computer skills to operate sensor arrays, thereby giving the gunnery characters bonuses to attack, etc.

The winner of the Initiative roll can choose to declare Intent first or wait until other combatants have done so, in order to anticipate their opponents' moves and act accordingly. Either way, the individual who has the Initiative rolls first. In all cases, any characters making an Attack roll (i.e. in control of a ship's weapons systems) should act last in the sequence as other characters' actions may provide her with bonuses or penalties to her roll.

### DETERMINING BONUSES AND PENALTIES

After the player indicates his actions and describes the character's Intent, the Game Master determines if any bonus or penalty will be applied before the player rolls on the Omni Table. The following actions will provide bonuses or penalties to a spacecraft engaged in combat:

**Piloting**

Pilots may engage in some fancy flying in an attempt to provide a bonus to attack or defense of their spacecraft. The MAN rating of the spacecraft is used to modify the pilot skill roll. A Success on a pilot Omni Table roll will provide a +1 bonus to either the spacecraft's attack or defense (character's choice). A Critical Success provides a +2 bonus to defense or attack.

**Sensors**

A Successful computer (ship's systems) Omni Table roll will provide one of the following:

- +1 bonus to the attack roll of the character in control of the spacecraft's weapon systems. A Critical Success provides a +2 bonus to the attack roll.
- Jam the enemies targeting computers giving them a penalty of -1 to attacks.
- Detecting incoming attacks giving a +1 bonus to the shield operator.

**Shields**

A Successful computer (ship's systems) Omni Table roll will provide shields, defending against the attack. A Critical Success provides double PR of the shield.

**Engineering**

One of the most important crew members on a spacecraft is the ship's engineer. A Successful engineering (electronics or mechanical) Omni Table roll will provide one of the following:

- +1 bonus to the pilot's Initiative roll on the next round
- +1 to the ship's MAN at a cost of 2 from the ship's SPD
- + 2 SPD to Engines
- +1 bonus to the sensor operator's roll
- +2 PR to the Shields at a cost of 2 from the ship's SPD

Engineers will also be busy during combat repairing damage to spacecraft, etc.

## The Combat Action Roll

The character in control of a spacecraft's weapons systems is the character that actually makes the Omni Table roll to see if an Attack is successful or not. After totaling up all the bonuses received from the actions of other characters aboard the weapons officer's spacecraft, the player makes a computer (ship systems) roll on the Omni Table.

### JUDGING THE RESULTS

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

- **Mishap**: the attack fails due to a mishap of some sort; the attacker's missile guidance system malfunctions, the laser's optical lens is damaged, the weapon hits an unintended target, etc. (GM's ruling)
- **Failure:** the attack misses the intended target.
- **Partial Success:** the attacker scores a glancing blow that only does half the attack form's total Damage Rating (rounded-up to the nearest whole number).
- **Full Success**: the attack does its full Damage Rating.
- **Critical Success:** the attack does full Damage Rating and achieves the attacker's stated Intent. If the Intent was to destroy the opposing spacecraft, the target suffers Heavy Damage, and must make a roll using his spacecraft's Hull Rating to determine how badly the spacecraft is damaged. Subtract the Damage Rating of the attack from this HUL roll. Partial Success means the characters in the spacecraft suffer a penalty of -5 on all further actions until the craft is repaired of the Heavy Damage. Failure or Mishap means the spacecraft is incapacitated until repaired.

## Missiles

Missiles may be fired one at a time or in salvos of 2 or more. Use the Firearms and Automatic Weapons rules. Treat the number of missiles fired as the rate of fire for damage purposes.

### SHOOTING MISSILES

A Hero may try and destroy missiles and bombs before they impact their ship. Hitting missiles is a difficult task since they are small and fast moving. To shoot a missile out of the air is an opposed roll of the Hero's weaponry skill versus the attacker's skill with an additional DoD of -2.

If the missile is hit it is destroyed. On critical rolls the missile destroys the rest of the salvo.

## Heavy Damage and Repair

A successful engineering skill roll will repair 2 Hit Points of damage per round. Spacecraft that have suffered Heavy Damage may require a period of repair and refitting at a space station, drydock or similar facility. Repair time could range from a day or two to a week, several weeks, or even longer. The amount of time required to make a full repair in such instances is up to the GM to decide, based on the nature and extent of the damage received.

## Spacecraft Destruction

Spacecraft Combat can be very dangerous and GMs are advised to play it very carefully. If a character does something stupid in a normal combat they may lose a limb or possibly be killed but a Vehicle Combat that goes horribly wrong could end the lives of the entire group (in which case, they had better all have heirs so they can continue the campaign!), so care must be given to its execution.

Spacecraft reduced to zero or less Hit Points are rendered incapacitated and all systems essentially become non-functioning. Should this happen the Game Master must roll on the Omni Table, using the spacecraft's Hull Rating and current Hit Points as modifiers. The total will yield one of the following results:

- **Mishap**: barring a miracle of some sort, the spacecraft explodes in a ball of fiery death. Time to create new characters.
- **Failure**: things are looking grim. The spacecraft is falling apart around the character(s). The GM will need to make another HUL roll every minute at a cumulative penalty of -1 per minute. A result of failure or worse on any of these subsequent HUL rolls results in the explosion and fiery death as above. A result of partial success or better, and the spacecraft holds together for another minute. At best, the spacecraft will suffer permanent damage of some kind (as per a result of Partial Success). Time to get to those escape pods.
- **Partial Success:** the spacecraft can be repaired, but will suffer some sort of permanent damage. Possibilities include a reduced HUL rating, a penalty to any rolls involving one of more systems (tactical, sensors, engineering, etc.), a reduced SPD rating or some other damage appropriate to the circumstances surrounding the spacecraft's "close call" (GM's ruling)
- **Full or Critical Success:** the spacecraft may be repaired completely, at the rate of 2 HP per day and it will suffer no permanent damage.

These rules should be reserved only for PC-operated spacecraft or important NPC-operated spacecraft. Any other spacecraft reduced to 0 HP or less can simply be considered destroyed at once.

## Spacecraft Weaponry

Like the SPD rating, spacecraft weaponry also uses a different damage scale than that of normal handheld or even heavy weapons. A spacecraft-mounted rail gun, for example, will cause enough damage to destroy a large building or vaporize a crowd of people and, using the character damage scale, would therefore be somewhere in the range of DR 200 to DR 240. To keep things simple, spacecraft are essentially treated the same as normal characters and creatures and the DR and PR listed for spacecraft and spacecraft weaponry is scaled similarly to how it is scaled for characters. While a laser cannon is obviously strong enough to obliterate a normal man, it does damage to another spacecraft on the same scale that a Torch pistol does to a Hellene.

## Vehicle Combat Range

Just as in character vs. character ranged combat, all spacecraft weaponry has an effective range (penalties and bonuses apply when using spacecraft weaponry within or above the weapon's effective range as per normal ranged combat). The range categories in spacecraft combat are:

- **Point Blank:** Less than 1 km
- **Short**: 1 km to 10 km
- **Medium**: 11 km to 100 km
- **Long**: 101 km to 1000 km
- **Extreme**: 1000 km +

As in character combat, penalties should be applied to all computers (tactical) Omni Table rolls because of range as follows;

- Target is within half effective range: no penalty
- Target is beyond half effective range: -5
- Target is beyond effective range: -10
- Target is beyond 2 times effective range: -20
- Target is moving: -3 plus -1 per +10 SPD
- Target is protected by cover: -1 per 10% cover
- Target is of smaller Size category: -2 per category difference

All penalties for range and availability are cumulative. For example, if a target is beyond half effective range and is moving at a SPD of +40, the total penalty is -12 (-5 range + -7 for movement & SPD).

## Spacecraft Defenses

Defense shields produce energy dampening fields around a spacecraft and provide added protection. The PR of the shield reduces the amount of damage in Hit Points the ship takes.

# Aerial and Space Combat

**The following rules are optional and used to supplement the existing rules.**

Aerial and space combats have several conventions unique to them in HELLAS. The intent of a space combat is to get into the best possible position to attack and deny the opponent the ability to use his weapons his weapons.

HELLAS handles this in an abstract way using positioning.

The combatant who wins initiative may attempt to jokey for position first. He rolls his Piloting + MAN versus the targets Piloting + MAN modified by the position he wants to be in for his attack

| Position | DoD Modifier | Benefit/Result |
|---|---|---|
| Head On | -2 | +0 to attack.<br>May Attack Front Arc<br>Add both the Attacker's SPD from target's SPD. -1 to DoD for every 10 points of SPD. |
| Side | -2 | +2 to attack.<br>May attack side arc. -1 to DoD for every 10 points of SPD. |
| Rear | -4 | +4 to attack.<br>May Attack Rear Arc<br>Subtract Attacker's SPD from target's SPD. -1 to DoD for every 10 points of SPD difference. |

**Omni Table Result**

- **Mishap:** The pilot looses control of vehicle while trying to gain position. -4 to any defensive roll.
- **Failure and Partial Success:** Cannot achieve position. No benefit and is not in position to fire unless firing a turreted weapon.
- **Success:** Complete benefit from positioning
- **Critical Success:** Double the benefit from positioning.

*Example: Leander is piloting his Hoplite Raptor (piloting +8, MAN +2) in a Dogfight with a Zoran Asp fighter (piloting +6, MAN +0).*

*At the beginning of the round both roll initiative and Leander wins. Leander decides he wants to slip in behind the Asp fighters and shoot his pulse lasers. He rolls his skill (+10) versus the Zoran's skill (+6) with a modifier of -4 for the position, for a total of +0 to his roll.*

*Leander rolls a success and sweeps in behind his target. The Asp is moving at SPD 40 and Leander's Raptor is moving at SPD 30. This gives Leander a penalty of -1 to his shot because of the difference in speed. Because he is behind the SP Leander gets a bonus of +4 to his attack minus the SPD penalty for a total of +3*

*If Leander successfully attacks the Asp from the side he would have a penalty of -4 from the Asp's SPD but get a positioning bonus of +2 for a total of -2 to his attack roll.*

*If attacking from the front Leander would have a penalty of -7 because of the combined speeds of the two vehicles are they race towards one another.*

## No Firing Position

If the Hero was unsuccessful in his attempt at gaining position he cannot fire his weapons unless they are in an arc that does not require a forward facing position.

If the Hero did not win initiative and gain a favorable position but his opponent did he must maneuver into position for a shot adding additional difficulty to his actions. Possible maneuvers are listed below.

**Immelman Turn**

This difficult maneuver is a half-loop and a half-roll. The vehicle climbs, inverts, and executes a half-roll to return to an upright orientation and reverses its direction of travel. The vehicle ends its move in the same position it started but facing the opposite direction. Only air and spacecraft can execute an Immelmann Turn. In fact, this is the only way for aircraft or spacecraft to make a 180º turn—otherwise, they must make consecutive soft, sharp, or extreme turns to reverse their direction of travel.This maneuver is +4 DoD.

**Loop**

This stunt causes the spacecraft/aircraft to make a complete loop over the course of the round allowing him to end his movement behind his opponent. This maneuver is +4 DoD.

**Massive Deceleration**

When performed, the pilot slams on the brakes slowing his vehicle down rapidly allowing the pursuing ship to pass. The ship must finish the maneuver moving slower than the pursuing ship. Use the normal accelerate/decelerate rules for this maneuver.

*Example: One ship is pursuing another and are both moving at SPD 40. Trying to shake the ship behind him and turn the tables so that he may fire, the lead ship decelerates by 6. The DoD is the following ship's Pilot +MAN+ 4 for trying to attain the rear arc, + ) for a moderate deceleration. If successful this puts him behind the following ship in the rear arc.*

Combat is carried out until everyone who can has acted or positioned themselves and begins again anew with the new initiative round.

# CHAPTER NINE

The ship was dark — completely. Abovedeck, everything was evenly lit by the dull grey light that suffused all of Slipspace, but inside Heuson's Fist it was dark as pitch and silent as death, the only sound of Iolaus' own breathing. It was like being inside a coffin. He shook off the thought.

"Can't see a thing," he said over his radio.

"Wait there a second," replied Cassiopeia. "Let me see if I can bring it online."

"You do that," said Iolaus, who had no intention of waiting around. Reaching into his pack, he pulled out a combat-ready flashlight and secured it near the tip of his spear with some medical bandages. Then, flipping the light on, he proceeded down the darkened hallway, spear held out before him, watching for any sign of movement within the cone of light.

"Nothing here," he said. "Completely empty. Crew quarters, engine room..."

"Did you check the bridge?" asked Alcmene.

"On my way up there now," he replied, secretly glad she was back on the Goat with Cass, instead of here. If anything were to happen, she'd only get in the way. And, he admitted, there was another reason, although he didn't have time to think about that now. There were more pressing matters than emotion.

"I'm rerouting power," said Cass. "You should have lights now."

Indeed, as she spoke, the internal lighting on the ship flickered on, temporarily blinding him. It took several long seconds for his eyes to adjust, and just a few more after that to realize that he was in trouble. Curious shapes unfolded themselves from the corners of the room, awakened by the light. He turned to look, and saw that there was no chance of escape; he was too far inside to beat a hasty retreat, too far from the exit to escape onto the bridge.

So it would be a fight.

Excellent.

"Cass..." he said quietly, almost a whisper.

"Iolaus?"

"Do exactly as I say. Without question."

"Yes?"

"Decouple the Goat from this ship and then descend a thousand meters. I will meet you there."

"What?"

"Without question."

"But..." Cass sighed. In the background, he could hear Alcmene raising a fuss, but he tuned her out. He couldn't deal with that now. Finally, Cass added "Neh. Will do."

"One thousand meters. Iolaus out."

The Spartan reached up and turned off his radio, to cut down on distractions; one voice in his head was enough for now. His eyes lit up with rage, and he hefted his spear just in time to skewer the first Harpy that leaped at him, spinning as she hit so the body slid off the end of his spear. Just in time, he spun back and brought the spear up to block a blow from another Harpy. Behind her, more awaited. How many more, he could not say — there was no time to count.

But he was sure of one thing — before the day was through, he would have bested Leontius' achievement.





# GAME MASTER ADVICE

## How To Use This Game

According to Aristotle, every great story ("mythos") should have a beginning, a middle, and an end. Unlike many Roleplaying Games, which focus on a brief beginning and an eternal middle, HELLAS was conceived from its inception to consist of a finite number of books that tells a cohesive story of the characters and their heroic dynasty.

The metaplot of this game takes place at the dawn of the Hellenic 4th Age, with the adventures of the players presumed to span a period of some 100 years during that period. Their characters will grow, some passing away and others becoming triumphant.

HELLAS includes several key adventures designed to move the game along. As one might expect, it is suggested that the campaign starts with the introductory adventure. Each of these adventures happens during a particular year of the game; in between these adventures, the GM is free to create other stories and plots for his group to partake in. To assist him, several other adventures are provided that are interchangeable and can be played in any order.

Each adventure presented here is formatted to give the GM a basic skeleton or premise to customize to his liking. No two GMs will run the HELLAS campaign the same, and each will be as unique as the person running and playing in the game.

Each Adventure gives a Who, When, and Where, and several hooks to get the players involved. This format will do the preliminary work for the GM and allow him to focus on creating the high drama associated with epic adventures.

### The Players are the Heroes

HELLAS is a huge campaign book with a sweeping metaplot, but it is directly affected by the actions of the player Heroes, and will eventually culminate in heroic fashion. Nothing happens without player involvement. The Heroes are the most important aspect in the game and should be considered the movers and shakers of the galaxy. Their destiny is tied inexorably to the fate of all Hellas. If a story does not involve the players, then it isn't important to tell. If the players don't care about something in the game, then it isn't as important to deal with.

The players should be made aware of their stature and importance in the game. In most game settings the PCs revolve around the setting, or react to the events as they are thrown at them. In HELLAS the players are involved in the events, and the world around them reacts to them like a ripple made in a pond. If a Hero slays a monster on planet Delphoi and gains glory for it, he will arrive at the next planet and hear songs sung about the deed. Great kings will seek out the advice and talents of the players, and great warriors and high-ranking officials will look to the Heroes to determine their actions. There are no "first-level fighters" in HELLAS; all Heroes exert some type of influence on their environment.

#### WHAT IS A PLAYER'S RESPONSIBILITY IN HELLAS?

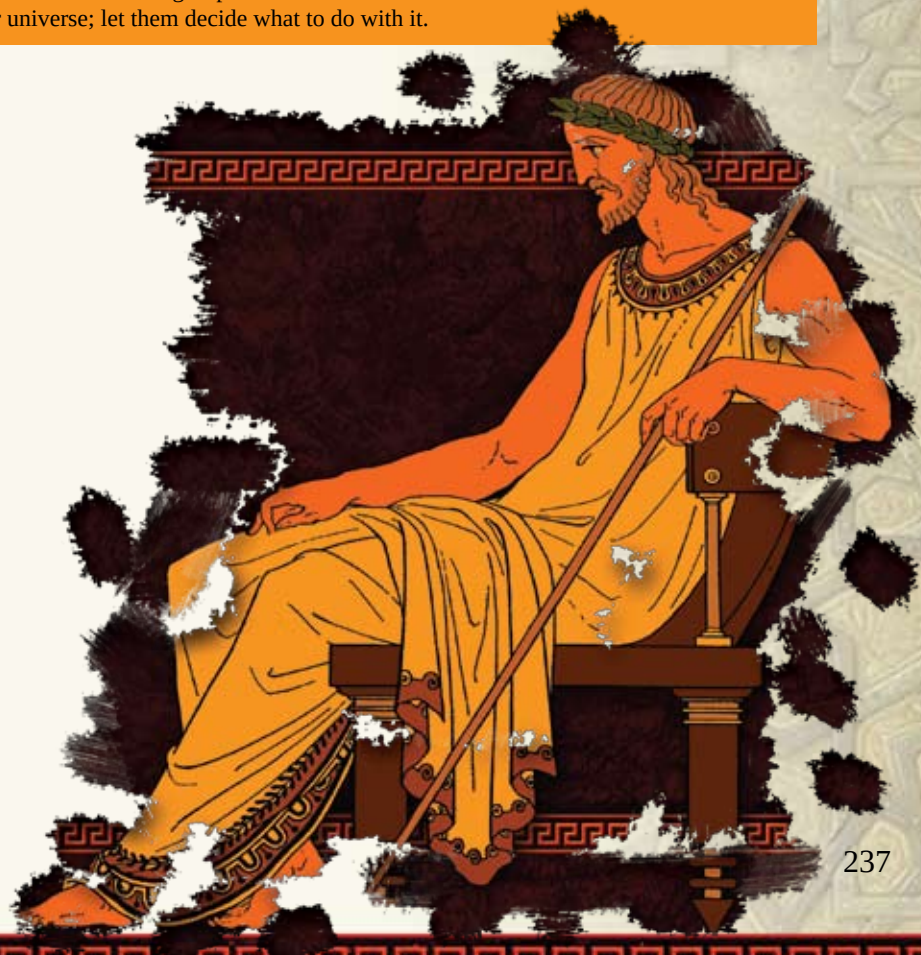
The players are given the responsibility to be proactive in their game world. The players have characters they have given destinies to, with ambitions to achieve and fates to cheat. Once a player realizes that he has the power to change the universe, he should use that power. The player is not a pawn to be moved around on a board, but the person moving the pieces. Through their actions, stories will be made. Ultimately the responsibility of the player is to help create a story that the entire group can enjoy.

#### WHAT IF MY PLAYERS STRAY FROM THE PATH?

Players are a very unpredictable lot. If they do stray from the course of an event or find other events more interesting to them, then go with it. Be flexible. There are several ways a group of Heroes can get to the key moments in the HELLAS campaign, and several outcomes once they get there. Every outcome in the game will be an honest outcome predicated upon the actions of the players. There are no right and wrong results in roleplaying one's character.

The universe of HELLAS might also grow in unpredictable ways based on the inaction of the players. If a group decides to bypass one of the key events entirely, that's fine too; it's their choice. Each key gives an outcome if the group isn't successful.

This is their universe; let them decide what to do with it.





# Creating Adventures

As in most games, the PCs must overcome a series of obstacles to reach a final goal. That combination of obstacles and goals, called an adventure, takes on the same structure as a story, and should follow as closely as possible the dramatic ideals laid down by Aristotle. According to him (speaking of tragedy but in terms that apply to most stories), a plot should have four characteristics.

1. The plot should be "whole." The plot starts with a beginning (incentive moment) that triggers a cause-and-effect chain that leads the story into its middle. The middle of the story should lead to a climax of events, which ultimately spill over into an end, or resolution, somehow resolving the problem created at the beginning. The events that take place between the beginning and the climax are called the desis, a word that means "tying up." The events that take place from the climax to the resolution are called the lusis, a word that means "unravelling." Try to think of the story as a package, which you carefully tie up with string and wrapping paper; at the end of the story, the PCs will get a chance to tear it open and see what's inside.
2. The plot should be complete and self-contained, with every event taking place within the context of the elements of the story. Moments of "Deus ex Machina" where the narrator has to rescue the characters from outside the story should be avoided. Likewise, self-contained episodes that do not link to one another in a larger context are unwise; in other words, don't send your players into a new random dungeon every week. Every piece of the story should tie somehow to the piece before it and the piece after it.
3. 3The plot should be of a worthy magnitude or greatness, both in length and complexity as well as thematically. Characters should not be asked to clean a stable, pick weeds, or kill boars; they should be sent to clean the Stables of the Gods in one night, fetch the Golden Apple of the Herperides, or kill the Caledonian Boar.
4. The plot should be complex if possible. Complex plots involve surprises, including moments of peripeteia and anagnorisis. Peripeteia is a "reversal of intention," when a character tries to do something and ends up producing the opposite effect. Anagnorisis is the unexpected "discovery" of the true nature of a character, an often emotional movement from ignorance to understanding.

For inspiration, you should feel free to use movies, television shows, novels, or comic books to come up with ideas for adventures. Heroic archetypes have remained the same for thousands of years, and just about any story you pick up will have echoes of the past.

Always remember that the players get to decide how their characters react to any given obstacle, so be prepared for them to deviate from the course you have in mind. However, the hurdles the characters must deal with are chosen by you, the Game Master, and in this manner you can make their story interesting no matter what direction they choose to follow. You merely provide a goal, and once the characters begin a path toward that goal you can provide them with a series of problems that prevent them from reaching that objective. The hindrances can take a variety of forms, from aliens to evil technocrats to acid storms to covert government agents, depending on the particular circumstances of the adventure through which the players' characters are working. In overcoming those obstacles, Heroes are made.

## Types of Adventures

The simplest way of creating an adventure is to select the goal first. Once you know how the story should end, you can more easily decide on what types of obstacles will make it interesting for the characters to reach the goal. Some examples include:

- **Caught in a Tight Spot**: Escape from a situation that could cause some type of harm to the characters or their allies.
- **Contest**: Accomplish a predetermined goal more quickly or more efficiently than everyone else involved.
- **Guard Duty**: Protect someone or something from harm.
- **Foil a Plan**: Stop someone else from accomplishing their goal. Generally, the plan to be foiled has something to do with the destruction of a person, place, or thing of importance to the characters or to the entire world.
- **Mystery**: Discover the truth about a person, thing, or event.
- **The Quest**: Locate and retrieve an object or person at the behest of another. It could be a stolen object, the person kidnapped, or a criminal who has escaped justice.

## Types of Obstacles

Once you've determined the type of adventure you want to create, you should divide it up into smaller chunks called scenes, each containing one or two obstacles. A scene is triggered by the characters' arrival at a given location, or by the passage of time. Once the characters overcome or bypass the obstacle, they move on to the next scene and one step closer to the goal of the adventure. Here are a few examples:

- **Adverse Conditions:** Weather, terrain, and hostile nobles/farmers/tax collectors can hamper the characters in accomplishing the goal.
- **GM's Characters:** The people that the Heroes meet come in handy for all sorts of situations; there's a whole section on them in this chapter.
- **Combat:** In order to continue forward or get to something, the characters first must defeat a creature or villain.
- **Diversions:** Include extraneous details in descriptions or when the characters talk to other people. The details will offer many interesting roleplaying opportunities and give your players a chance to alter their characters' course in the process.
- **Information:** The Heroes often need to obtain information, and you can make this more challenging by making it harder to find (two secretaries to convince instead of one), missing (part of a needed tablet has been destroyed), in the form of a puzzle or riddle, from a questionable source, or by giving the characters what seems like a right lead but ends up sending them to the wrong place. Make sure the information the characters seek really is attainable. Be careful not to force the Heroes through an enormous amount of trouble based on clues and hints you've given them only to find that their efforts were wasted.
- **Multiple Goals:** Typically for experienced roleplayers, adding the rumor of a new goal can force the characters to rearrange their priorities.
- **Restrictions:** The characters can't use some of the regular equipment or must be certain to perform certain rituals, or there will be dire consequences.
- **Time Limits:** There's nothing like a time limit to speed up a scene. This kind of obstacle can take the form of limited supplies, limited ammunition, or a set amount of time before something horrible occurs.

# GM Characters

During their adventures, the player characters will encounter various allies, enemies, and neutrals who serve to shape the story, establish the setting, or help or hinder the characters at critical moments. Without these characters, nothing much would happen.

However, you don't have to create enough characters to fill the entire universe. Save yourself work and carefully choose which ones play the most pivotal roles in your adventure, then design them in detail. Next, select the less-important characters and determine most of their background and personality, and so on until you come down to the nameless characters who need nothing more than a brief mention.

## Assigning Characteristics

Once you've come up with the overall concept for a character, you should decide on his game statistics. Skim through the "Character Creation" chapters for some ideas, jotting down whatever details are important for the character in the context of the adventure and what's needed to use him. There's no need to follow the character creation rules exactly; instead, give each character what you think he needs to play his part in the story.

## Hero Points

Cannon-fodder villains, such as army troops, henchmen, and merchants, typically have no Hero points. Minor villains whose survival isn't dependent upon the adventure's plot may have one to three Hero points. Continuing villains, such as those who may be used for several adventures or who are subordinate to the main villain, may have several Hero points. Major villains who might be used over the course of a campaign and are integral to an adventure should have at least 11 or more Hero points.

# Starting the Adventure

Once you've got the goal and a few obstacles, you'll need to give the characters a reason to go on the adventure. Often called the hook, here are a few examples.

- **Character Goals:** The group, or even just one of the characters, gets information that could help get them closer to a long-term goal.
- **Informant:** Someone lets the characters know about the goal and gives them just enough information to get to the first obstacle. The information could be provided as a letter, a holo-vid announcement, a classified ad, or an anonymous source.
- **In Medias Res:** Start the game in the middle of an explosive or suspenseful event. Such fast starts put the players immediately on their toes, thrusting their characters into the action before they even know it. Once they've dealt with their immediate problem, they're thoroughly enmeshed in the story.
- **Mission Briefing:** The organization in which the characters are involved calls a meeting and sets the goal (though, of course, not how to accomplish it!).

# Running Adventures

You've successfully brought the characters into the adventure. Now you have to keep them focused and enthralled with the plot. If you see their eyes start to wander, or they fall into a conversation about the last game (or worse, what they watched on television last night), you know something's gone wrong. This section should help you maintain an involving story and a sense of "really being there."

## Scene Framing

In Ancient Greece, poets known as *aoidoi* (singluar: aoidos) would recite stories for their audiences; they were in essence the Hellenic equivalent of bards. However, rather than simply memorizing and repeating the thousands of lines in an epic poem, the aoidos would instead focus on remembering key formulas, characters, and episodes from the story, improvising much of the remainder of the tale each time he told it. In doing so, the aoidos inevitably relied on the input of his audience; soldiers might suggest bloodier descriptions, and historians might want to hear more about the lineage of the Heroes in the tale.

The relationship between an aoidos and his audience is quite similar to the desired relationship between a Game Master and his players in a HELLAS game session. Rather than simply reciting a list of events and descriptions, the GM is encouraged to invite the input and participation of the players in setting the scene. This allows players to feel more engaged in the tale, and helps everyone visualize the scene more vividly. This also takes some of the burden off of the GM and passes it on to the players.

Once the GM has set the scene and described what is going on, the players in the group should each get a turn to (if they wish) add some minor detail or flavor to the scene. This can be anything that would be appropriate for the scene, taking into account the setting, NPCs present, etc. The details need not be beneficial to the players, and in some cases may even hinder them or play to their disadvantages, but they might also be helpful. Players who constantly add features to the scene that benefit their characters should not be chastised, but encouraged to continue participating. However, if a player seems to be taking advantage of the trappings, the GM should always remember that he is the final arbiter of how anything added to the scene will be used or function. For example, just because a crate of grenades is sitting on the desk does not mean they're all functional; they could be duds or booby-trapped.

## Play Example:

**Setup:** The Heroes have been captured, stripped of their belongings, and brought before their arch-nemesis, the Zoran Strategist Bydeles.

**Jerry the Game Master (GM):** You are all escorted in chains onto the bridge before the Strategist Bydeles. He stands with his back to you, looking out of the windows as the sunrise breaks over the planet below. At his side, armed with a spear and shield, stands his Amazoran bodyguard, Eurydices. Would anyone like to add anything?
**Eric:** Yeah, we notice a large video display showing troop and ship movements around the planet.
**Jerry:** Yes, and the video display is inlaid on the floor so you can walk on it. A few naval officers monitor it and talk among themselves about what's going on.
**Renee:** I bet the bridge is dark and foreboding. Like the only light on the bridge comes from the computers and the red glow from the video monitor in the floor.
**Jerry:** Very cool, I like it.
**Rex:** Are there other doors off the bridge besides the one we entered? There must be another way off the bridge.
**Jerry:** Yes. There are two other doors on the bridge; one guarded by another Amazoran, and one archway that leads to a hallway.
**Robert:** Are our weapons here? My Æther sword is too valuable to be left in a weapons locker. It has to be on the bridge, somewhere.
**Jerry:** Sure. You see the ornate sword hanging from the side of Bydeles. Turning his head, he sees you checking it out and smiles at you, as if daring you to grab for it.

For groups that are not used to sharing such descriptive responsibilities, it may be helpful to remember some of the unofficial rules of improvisation:

1. Never say "No, but..."; always say "Yes, and...". Good participation means that everyone involved is actively building on the contributions of others. Players may add to a scene, and to the additions of others, but they should never try to counteract someone else's contributions, or subtract something from the scene. Once it's been added, it's been added. No retconning.
2. Be subtle, simple, and specific. Don't try for odd contrivances, over-the-top additions, bad humor, or sight gags, or the like. Let any humor or excitement or drama arise from the situation. Don't TRY to be funny or showy or dramatic.
3. Respect the other players. Anything you add to a scene — whether through roleplaying or round-the-table scene additions — should be for the benefit of everyone in the scene in some way, even if only descriptively. Adding a toxic cloud of gas to the room that only your character can breathe in is not helpful.
4. Don't trap other players or the GM into a corner by adding things that directly impact other characters or NPCs. For example, don't say "Renee's character is standing next to a computer monitor that starts chirping. I wonder what it says." because this statement forces Renee to react to your addition instead of giving her freedom to add as she pleases.
5. Pay attention to everything going on. Know what's been added, and react to the scene as a whole based on your character's function in that scene.
6. Everyone gets a chance to contribute. There's nothing saying that each player can only add one thing, or that each player must add one thing. However, everyone should get the chance. A good tactic is to proceed clockwise from the GM, allowing each player in turn the opportunity to add something, or pass. If someone wishes to add more, they can wait until their turn comes around again.
7. Be aware of pacing. Don't hog the spotlight, adding something that requires ludicrous explanation or description, and don't feel compelled to add seven things to every scene. Doing so will cause the game to drag. Be terse.

## Player Changes to the Environment

Hero (and Fate) points can be also be used to change the environment around you in some narrative way. The Hero spends the points and adds something to the narrative that wasn't there before. The change can not be something that would completely change the campaign but can be something that benefits the player, or makes the game interesting or creates better drama. The Hero can never regain the point when it's spent in this manner.

*Example: A Hero is lost on the frozen world of Hyperborea and is slowly freezing to death in the icy waste. The Hero knows that he cannot take much more of this and decides to spend a Hero point to insert a small cave into the story that allows him to take shelter*

*Example Two: The Hero is speaking to a local priest about the woman he loves. He waxes poetic about the color of her eyes and the fullness of her lips and states his undying love for her. He spends the Hero point to have her show up at the temple coincidentally to make an offering and overhear him.*

*Example Three: A Hero is fighting a savage battle of the rooftop of a multistory high-rise. In the scuffle he is pushed off the building and plummets to his death. Spending a Hero point allows for a flagpole to be just a few floors below the roof. He grabs the pole, uses his acrobatics and swings back into the fight.*

*Bad Example: The Hero is cornered in an alley by thugs of the local crime boss. He is unarmed and outnumbered. The player spends a Hero point and legions of well-armed Spartans arrive and kill all the thugs but one so the Hero can question him.*

# Setting the Scene

Your first job is to vividly depict the scene unfolding before the characters' eyes, ears, noses, etc. Where are they? Who else is there? What's happening? These are the questions you must answer immediately.

## Description

The key here is to engage the players' senses, just like a good movie, novel, or television show. Try to use evocative words to give the players a clear and vivid view of their characters' environment. The best way to learn how to provide such lifelike descriptions is to picture the scene in your mind and do whatever you can to convey that same scene to your players. You may incorporate movie or television footage you've taped, maps and diagrams you copied out of library books, or even illustrations you've drawn yourself. Sound effects CDs especially can help you set the stage for the characters, as long as you don't overdo it.

Just remember that your players have five senses. Don't just rely on the sense of sight. Describe what your characters hear, smell, touch, and (sometimes) taste. The following example engages several senses.

Game Master: "You step out of the shuttle and onto the soggy ground with a squish. The thick, musty smell of the swamp immediately washes over you. From all around, you can hear the screeching chirps of birds and small animals. Humidity settles against your skin like a blanket of moisture as you walk toward the nearby jungle. The gangly gray trees scattered in small stands reach upward into the mist, and you get the distinct feeling that something out there is watching you."

## Believable Characters

Other than the setting, the players' characters will also encounter other people who live in the game world. Your job is to make sure that these people appear real to the players. Their words and actions must seem appropriate in the context of their histories, personalities, and ambitions. If a stoic military officer suddenly took off his helmet and started joking around, the players would probably just stare at you for a minute as the game came crashing to a halt.

Play each character to the best of your ability. Make sure he does everything in his power to achieve his goals, whether he's trying to thwart the characters or earn a hefty sum of credits. This does not mean that each of the Game Master's characters should act in an obvious or overt fashion. Part of his goal may be to achieve his objective undetected, or to make it look like someone else was responsible. The idea is simply that the character should use all of his resources — his skills, allies, finances, and so on — to accomplish his immediate as well as his long-term goals.

## Exciting Locales

Try to make each place the characters visit seem different than the others. By doing this, you can make these sites engaging and memorable for the players.

## Personal Stake

Every once in while, you should ask to see the players' character sheets. Look for background information and personality traits that might lend themselves to a personal stake. If a player has written that her character is extremely competitive, for example, you could create a rival group that seeks to outdo the player characters at every turn. The players will do everything in their power to make sure their characters succeed more often and more quickly than the newcomers.

# Surprise and Misdirection

If the players can correctly guess the conclusion of an adventure while they're progressing through the first encounter, the ensuing encounters won't provide as much excitement as they should. This is where the art of surprise and misdirection comes in.

One way to keep the players (and their characters) guessing and revising those guesses through the whole adventure is to use misdirection. You can do this in small ways: make die rolls, smile for a moment, and then don't say anything about it; have the characters roll Perception checks, ask for their totals, and then just continue with the encounter; ask a player for detailed information on how her character is going to close a door ("Which hand are you using?" "Do you have a weapon in your hand?"), but then have the portal close uneventfully.

You also have the option of throwing in major red herrings. If a character starts tracking the Heroes, the players will immediately attempt to mesh this new person's presence with the rest of the adventure. In reality, however, he's just a common thief looking for an easy mark, or he thinks that one of the characters looks familiar but doesn't want to say anything until he's sure he's not mistaking that character for someone else.

Keep in mind what Aristotle called peripeteia and anagnorisis — surprise your players with sudden turns of fortune, and changes in the nature of their understanding of other characters, and each other. Let the drama unfold in unexpected ways. Your players are going to surprise you, so you should learn to surprise them back.

## Allowing the Characters to Fail

It's that chance of failure that gives excitement to a roleplaying game, so sometimes characters need to fail. If they roll poorly, are simply outclassed, or, most importantly, if they play poorly, their characters will not accomplish their goals.

Yet with each defeat, the characters (and players) should learn something. They may learn a better way to approach a situation or they may stumble upon a tool or gadget that will help them in the future. It should take perseverance and dedication, but learning from mistakes will eventually lead to success.

## Getting Feedback

Sometimes an adventure doesn't thrill the players like you expected it to when you were first reading or creating it. As you run a scenario, you should pay attention to the players' reactions to the various scenes. Did they stand up and all try to talk at once during the chase? Did they go comatose when they reached the puzzle-solving encounter? Gauge their reactions to your judgment calls and improvisation. The players' words and actions can convey a great deal of information about which parts of the adventure they enjoyed and which parts put them to sleep.

Ask the players what they did and didn't like. You could even have them write you an anonymous note with a list of their favorite and least favorite scenes.

View player reactions and comments as hints for what you can do in the next adventure that will keep them on the edge of their seats. Don't take any negative responses as criticism. It takes a lot of work to plan and run a game, and you can't always please everyone no matter what you do. Just don't forget to listen to what your players have to say. They may want to take the game in a different direction than you do. Compromise. Make sure you and your players have fun. If not, either you or your players will eventually give up and find something else to do during those precious spare moments.

## Giving Options

Don't constantly force your players to follow along the prescribed path of the adventure. They may have devised an alternate scheme for success not covered by the scenario, and you shouldn't penalize them for their creativity. Instead you'll have to use your judgment to run the remainder of the adventure.

If the players feel that they never have a choice, that you have predetermined what their characters will do and say — and therefore, how the adventure will turn out — they're not going to have any interest in playing. Part of the fun of a roleplaying game is the almost unlimited possible reactions to any given situation. Take that away, and you've lost much of the reason for participating in this type of game.

Sometimes the characters will have only a few choices — or at least, a few obvious choices — and that's fine if it makes logical sense in the context of the scenario and doesn't seem like an attempt by you as the Game Master to dictate their characters' paths.

Reward creativity. Give the players a reason to exercise their brains. The more freedom they have, the more they'll enjoy the adventure. When their characters make a mistake, they have no one else to blame it on, and when their characters succeed, they feel a genuine sense of accomplishment.

# Rewards

Part of the fun of roleplaying is watching characters improve and develop. Game Masters have plenty of options for helping that along, though of course no single option should be overused, or the players will have no reason to continue adventuring.

## Talents and Disadvantages

Look through the list of Talents for some reward ideas. Typically, when a Game Master allows access to a Talent, it's a one-shot deal, especially for particularly powerful Talents, such as being owed a favor by a galactic tyrant. If the characters want a more permanent access to this kind of Talent, they will have pay for it (in Experience Points).

## Equipment and Other Loot

Depending on the circumstances of the present adventure and the Game Master's ideas for future adventures, Game Masters may allow the players' characters to keep equipment, gear, and treasure that they find in abandoned temples or acquire from a villain's lair. Game Masters may even want to plant various items in the adventure for the players' characters to locate, whether to fulfill a character's dream or help the group in a future scenario. Should the equipment or other material cause the players' characters to become too powerful too quickly, remember that things can break, become the object of desire by more powerful personages, or get stolen.

## Funds

Characters might choose to sell some of their loot and put the money into their bank account or investments.

## Information

While not terribly tangible, information could be useful for drawing the characters into another adventure or helping to fulfill a character's goal (such as discovering details about her mysterious past).

# Experience Points (XP)

When an adventure comes to an end, the Game Master gives the Heroes something to represent the challenges they went through and the experience they acquired. This is done through Experience Points (XP), and Glory.

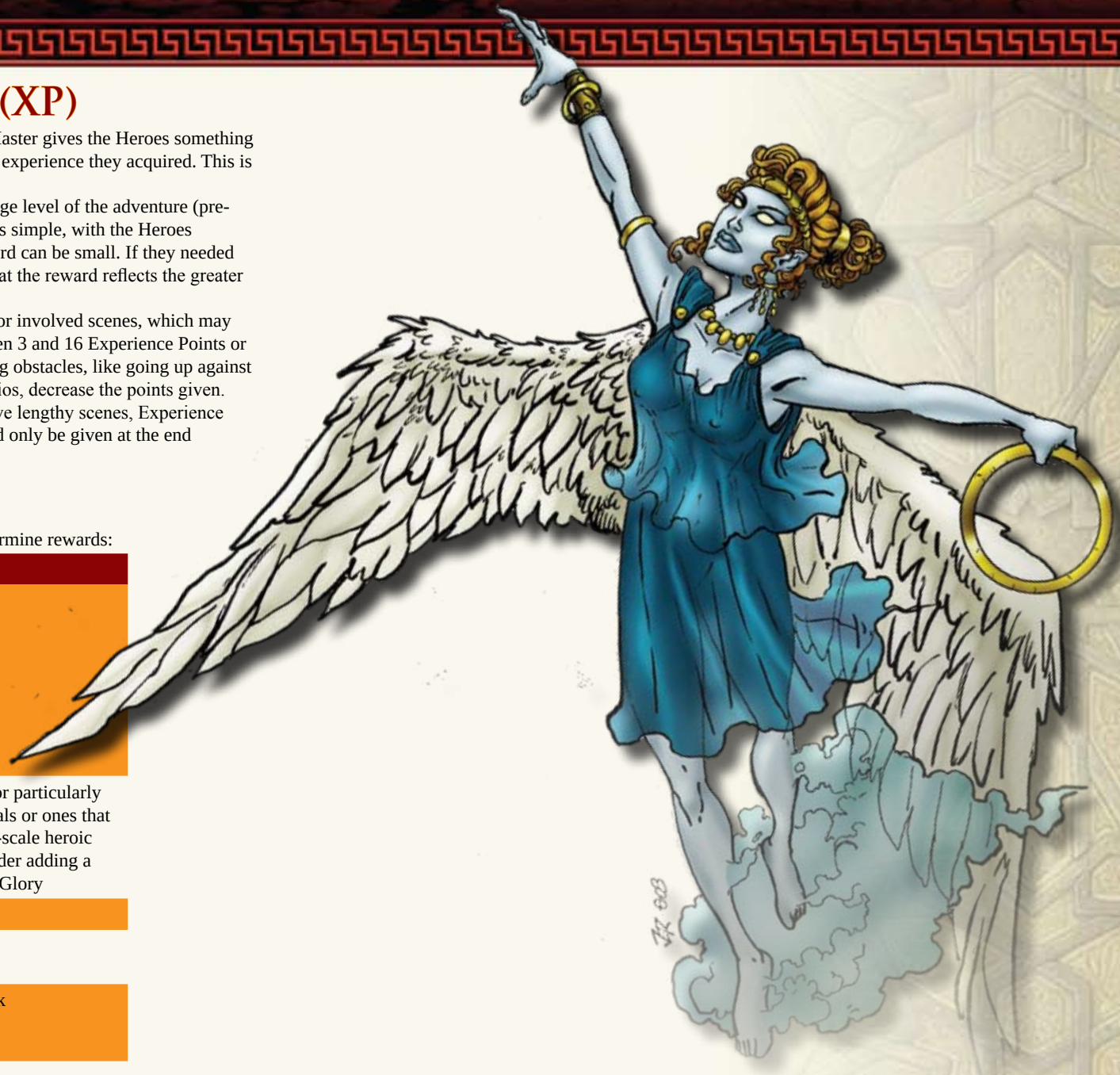
Distribute Experience Points based on the challenge level of the adventure (pre-made adventures do this for you). If the adventure was simple, with the Heroes effortlessly overcoming most obstacles, then the reward can be small. If they needed to use all their wits and most of their skills, be sure that the reward reflects the greater obstacles.

For the typical adventure of two or three lengthy or involved scenes, which may take two short sessions, Heroes should receive between 3 and 16 Experience Points or more if the adventure contains particularly challenging obstacles, like going up against an Atlantean or Titan. For significantly shorter scenarios, decrease the points given. For longer scenarios, ones that have at least four to five lengthy scenes, Experience Point awards should be doubled. Point rewards should only be given at the end of scenarios.

## Guidelines

Here are some guidelines that you can use to determine rewards:

| Situation | XP Reward |
|---|---|
| Group worked as a team and everyone enjoyed themselves. You should also award several Experience Points for each major obstacle the Heroes overcame, such as defeating an Atlantean's henchmen while keeping innocent bystanders from getting hurt. | 2–5 XPs |
| Did the group accomplish its goal? For each game session or completed adventure | 2–20 XPs. For particularly harrowing goals or ones that require grand-scale heroic actions, consider adding a few points of Glory |
| For completing an Ambition | 10 |
| For outstanding roleplaying and storytelling | 2–10 |
| Per week spent learning and training in a skill for the sake of improvement | 1 XP per week |



# Glory

A Hero's Glory encompasses his deeds and reputation throughout the known worlds. This value represents his performance, special abilities, attitude, and all the other subtle acts that together represent his stature in the eyes of individuals.

Heroes earn Glory as they adventure across the stars upholding justice and seeking truth. Points of Glory are earned by doing deeds that no normal person could ever hope to accomplish, such as solving a heroically difficult riddle or stopping a reactor core leak while others escape.

For Glory rewards of 1–5, it doesn't matter if the Hero succeeds or fails; all that matters is that he tried. For such acts of heroism the character receives the full reward. For Glory acts of 10–20 the character gets a full reward for success and only half for failure (in these cases failure usually means death). If the Hero manages to defeat or slay a great villain he receives one-tenth of the villain's total Glory. The Hero only receives the highest applicable Glory reward if multiple situations occur. The reward does not stack except when a great villain is defeated as well.

*Example: Iolaus saves three innocents while defeating a mythic beast. Iolaus receives 5 Glory points.*

*Example: While helping with a disastrous flood in the port city of Athenoi, Iolaus sees that a retaining wall is about to give way. Knowing that if the wall fails the area will be flooded and hundreds, if not thousands will die; Iolaus braces his back against the wall and pushes. The Game Master decides that the task will be a Legendary feat of Strength and calls for a STR roll. Iolaus will either live to tell the glorious tale or die and have songs sung of his heroism, but either way the situation will garner him 5 Glory points.*

| Situation | Glory Earned |
|---|---|
| Fighting naked and with abandon | 1 point |
| Fighting in Hand-to-Hand combat | 1 point |
| Fighting with Style and Heroics | 1 point |
| Saving the lives of innocents/a very difficult skill level attempt | 1 point |
| Standing your ground against a group of trained men/an Extreme skill level attempt | 2 points |
| Defeating a group of well-trained men/a Beyond Extreme skill level attempt | 3 points |
| For completing an Ambition successfully | 3 points |
| Defeating a group of mythic beasts/a legendary skill level (DoD -20) attempt | 5 points |
| Saving a planet from destruction with the help of the group | 10 points |
| Saving a planet from destruction single-handedly | 20 points |
| Slaying a great villain or creature | 1/10th of his glory |
| Falling in love and winning a paramour's affection | 5 points |
| Siring or bearing healthy children | 5 points per child |

Below is a benchmark list of what Glory is:

| Glory | Description |
|---|---|
| 1–10 | A Hero known in a local town |
| 21–30 | A Hero known in one major city |
| 31–40 | A Hero known in one planetary region |
| 41–50 | A young Hero known on one world |
| 51–100 | A known Hero in one sector |
| 101–150 | A Hero known on several worlds over a few sectors |
| 151–200 | A Hero known in all of Hellene space |
| 300+ | A Hero whose deeds have become legend. Recognized throughout known space |

The more Glory that Hero possesses the better he is known in civilized areas. Depending on what his deeds are, he will either be regaled or reviled by the common folk. The character will amass Glory as a reward given by the GM when he has performed noteworthy deeds.

Glory has a benefit in combat and social situations. When the GM's characters encounter a player's Hero they may roll against his Glory to see if he is known by the individual. The more Glory that the Hero possesses the easier it is to recognize him. This can be a benefit and sometimes a bane, as people will have heard stories of the Hero's deeds, losses, weaknesses, and foibles. To know of someone's legend the person must make an INT roll with a DOD determined by the amount of Glory the Hero possesses. If a player wants to know more about someone the DOD goes up one level.

*Example: Iolaus (150 Glory) wants to impress a nymph with his greatness. With 150 Glory she needs to roll DoD +2 to have heard of the great Iolaus.*

| Glory | Difficulty |
|---|---|
| 1–10 | -7 |
| 21–30 | -6 |
| 31–40 | -5 |
| 41–50 | -2 |
| 51–100 | 0 |
| 101–150 | +2 |
| 151–200 | +3 |
| 300+ | +5 |

In social situations Glory adds a bonus of +1 per 50 points of glory to any social dice roll situation where your name is heard. In some cases it will act as a penalty.

*Example: Iolaus (150 Glory) is seeking an audience with the King of Argos. While speaking to the palace's Major-Domo Iolaus says, "I am Iolaus of Thebes, son of Iphicles. I would like to speak to the great king of this house."*

*Iolaus rolls his CHA with an added bonus of +3 (150/50 = 3). He rolls a success! Since the Major-Domo knows of Iolaus and his great deeds he rushes to his king to tell him of the great Hero that stands outside his doors. If, on the other hand, the Major-Domo had a reason to hate the Spartan Hero or his father, then the Glory would act as a penalty of -3.*

## Losing Glory

Conversely a Hero can do something that would bring dishonor to his name. This will cause the Hero to actually lose Glory. Imagine when confronting a hydra that is about to attack a small town the Hero loses his resolve and turns to run. If survivors live to tell the tale they will cry that the Hero was a coward. The Gods do not like having their names associated with the deeds of such an ignoble Hero and may well turn on him, so not only will a Hero's name lose luster he may lose a divine gift bestowed upon him.

It's much easier to lose Glory than to gain it, and the worlds love to see the glorious fall or blunder. Dishonorable deeds spread much faster than the honorable ones, so therefore a Hero loses a larger proportion of honor than he gains.

The GM is the final arbiter of the reduction of Glory and once it is gone it cannot be atoned for. A Hero may fix the problem later but the damage is already done. He may even gain Glory from fixing the problem but the die is cast and the blemish still stands.

Below are several examples.

| Situation | Glory Lost |
|---|---|
| Looking foolish or acting dishonorably in front of the common man | 4 points |
| Losing a lover because of personal negligence | 4 points |
| Allowing oneself to be bamboozled by a small-time criminal. Disregarding the pleas of the helpless | 8 points |
| Allowing an insult to go unanswered. Not defending the honor of one's companions | 12 points |
| Allowing a great injustice to go unanswered or running in the face of defeat | 15 points |
| Allowing a companion to die because of one's incompetence or cowardice | 20 points |
| Turning one's back on a helpless city or world and allowing them to be destroyed because of one's inaction | 60 points |

# Fate Points

## Gaining Fate Points

A code of honor and a sense of justice go along with being a Hero, but all great Heroes also have a Fate, and most often they are tragic. Those who ignore their ideals erode something from their heroic nature, represented by Fate Points.

**The Moirae**

In Hellene mythology, a triumvirate is believed to control the destiny of everyone from the time they are born to the time they die. The three are called The Fates, or Moirae. They are Clotho, the spinner, who spins the thread of a person's life, Lachesis, the apportioner, who decides how much time is to be allowed each person, and Atropos, the inevitable, who cuts the thread when one is supposed to die.

In some Hellenic myths, the Moirae are demi-Goddesses, former Heroes who now serve the God of death, Hadon. In other myths, the Moirae are merely incarnations of three other Hellenic Goddesses: Athenia, the seer (Clotho), Aphrosia, the lover (Lachesis), and Artesia, the hunter (Atropos). The truth of the matter is not known, and in any case the Moirae are not worshipped as such. Nothing is done against the ordinances of Moirae. Life must meet its end at some point and at the end of life another realm takes over.

Most Heroes learn of their fate during their many adventures. The fate of a great Hero can become part of his legend and known far and wide.

A character may receive a Fate Point to use in any situation when he asks for one. The character's eventual demise is completely in the hands of the player. He may decide when he is pushing his character further toward oblivion.

Fate Points may also be acquired by acting in a way that disgraces their name or shows their patron God in a bad light. If for instance the Hero is begged for help by an elderly woman and then turns his back on her, the Gods will not be pleased. Not only does such an act blemish the Hero's good name it tugs him closer to oblivion.Note that no matter how unbecoming the Hero acts, he can only gain one Fate Point for his action or inaction.

Once a character's Fate Points reach 10 he has come to the end of the line and is ready to succumb to his fate. When this happens there are three ways of going about sending the character to the worlds beyond.

- The player can describe his character's death as he sees fit using aspects from the Fate roll at character creation.
- The Game Master and the player both create a satisfactory death scene for the character to occur at the next gaming session.
- The player allows the Game Master to work up a fitting but tragic end using the aspects of the character creation Fate roll.

### What happens once he's dead?

After the character dies the player may make a new character that is in some way related to the Hero. This new character may be a son or daughter, a close friend, or a brother or sister. The character also receives 20% of the original character's Glory and, with the Game Master's approval, may have his Special childhood gift. The new character may take aspects of the original Hero's Life Path and use them as his. Doing this over the span of several characters creates a legacy and a myth for the original character and his family.



### WHY DOES MY CHARACTER HAVE TO DIE?

HELLAS is a role-playing game that spans generations. A character must die to make room for the new Heroes in the saga. One of the great things about Hellenic mythology is that the Hero goes through life wreaking havoc, walks in the wake of disaster and all sorts of collateral damage, and comes out okay. But the one thing that the Hellenic Hero can never escape is his eventual death. Hellenic Heroes didn't fear death — they feared not being remembered. Being remembered in tales told and songs sung made the Hellenic Hero immortal. All good stories have an end, and all good Heroes should have a fate. For a Hellenic Hero, it's not that he died — it's how he is remembered living his life.

The other reason for a need for character death is the generational quality of the story being told. Once the character dies he is followed by his children or friends who take up the cause and move on. In Hellenic mythology the main characters were always in touch with someone or something greater than themselves. Heracles is the son of the woman Alcmene who is the daughter of King Electryon, who was the son of Perseus. How cool is that? We haven't even included the fact that Zeus was their father and already the legacy of the Hero is colorful.

Don't fear the character's death — embrace it. It will actually help with the story of the game knowing that eventually your character will die. The X-factor of death is taken out of the equation and leaves room for the story leading up to his death.

## Atoning for Fate Points

In most situations a Hero cannot get rid of a Fate Point by repenting for his actions; the damage is done and the die is cast. In some extraordinary situations the Gods will see that the Hero is truly repentant, however, and alleviate him of his Fate Point. This should be extremely rare and the Hero must have done some act of heroism that sings to the heights of Olympos.

The one surefire way to get rid of a Fate Point is to complete an Ambition. Completing an Ambition allows the player to negate one Fate Point.

### ESCAPING ONE'S FATE

A Hero may escape his fate if someone pleads on his behalf for his life. If another is willing to trade their life for the life of the Hero in peril then the fates may take pity and accept the offer. The Hero will escape and his Fate Points will reset to zero but the one making the trade will perish. This can only be done by another player character and is never accomplished by an NPC. The Fates see no value in the fates of common Hellene; the currency the Moirae most value are the fates of great Heroes who can change the world.

The Hero who dies in the trade will gain an additional 20 Glory posthumously.

## The Destiny & Fate Chart

During the course of play the Hero is constantly trying to complete Ambitions and reach his destiny without succumbing to his Fate. While in the pursuit of these goals his drive manifests in the form of bonus points that can be used when these goals become paramount. Destiny points may be used a number of times when the Hero is in a situation that is appropriate to one of his Ambitions. The bonus points acts as Hero points in every way, and have a few other benefits listed below.

**Hero points**

Destiny points may be used in the exact same way as Hero point points with the same effects and benefits. The Hero can spend up to his maximum amount in this way.

**Sharing**

It may be the Hero's destiny to help another person reach his goal because doing so may benefit the Hero. A Hero may spend the points on another player's roll. The Hero can spend up to his maximum amount in this way.

**Destiny Point Pool**

The Hero has a number of Destiny points at his disposal determined by the amount of Glory he possesses.

DESTINY POINTS

| Destiny Progression | | | | | |
|---|---|---|---|---|---|
| **Bonus Points** | 2 | 3 | 4 | 5 | 6 |
| **Uses Per Adventure** | 3 | 4 | 5 | 6 | 7 |
| **Glory Range** | 1–50 | 51–100 | 101–150 | 151–250 | 251+ |

| Fate Progression | | | | | |
|---|---|---|---|---|---|
| **Bonus Points** | 4 | 6 | 8 | 10 | 12 |
| **Uses Per Adventure** | 5 | 7 | 9 | 11 | 13 |
| **Glory Range** | 1–40 | 41–75 | 76–150 | 151–200 | 201+ |

A Hero may choose to use either Destiny or Fate points in the pursuit of his goals and does not have to use the full amount listed. The difference is that Fate allow for the use of more points at a lower level of Glory. Fate is more enticing and easier to use but ultimately leads to the Hero's demise. If any of the Fate Points are used and roll a natural failure (a roll of 1–5 on the D20), even if ultimately the roll was a success then the player takes a Fate Point. As discussed earlier, once the Hero has 10 Fate Points he has caught the attention of the Moirae who enact their dark fortune upon him.

Fate is easier to call upon, but Destiny is more rewarding and safe in the long run.

*Example: Iolaus, still fighting the giant Machina, rolls to his feet and gains cover from the assault in the ruins of an ancient building. Explosive missiles pound away at the structure and Iolaus must think quickly or be killed. At the moment the young Iolaus has 51 Glory and could use either Destiny or Fate points to help his cause. If he uses Destiny points he would get a bonus on his next action of +3 points but if he used the darker Fate points he would have +6 points at his disposal. Iolaus decides that this a desperate situation and uses the Fate Point to target the Machina's fusion power core, an action that require he roll with a DoD -6. Iolaus normally has a throwing skill of +1 but adds the 6 points to the skill for a total +13 (each point adds +2 to the roll)!*

*Iolaus hefts his spear and throws it at the mighty behemoth hoping to the Gods that his aim is true. The player rolls the D20 and gets a 4 but still manages to pull out a success with the +7 to the roll. With the success the spear drives home rupturing the fusion core, which causes the Machina to explode! Iolaus is successful, but in tempting the Moirae he has garnered a Fate Point from his action, pushing him slowly closer toward his fate.*

**Note**: Fate Points can be used at anytime during the course of play and do not have to be tied to the Hero's Ambitions. If a Hero wants to tempt Fate on trying to impress a young woman at Aphrosia's sacred grove, then so be it.

# Peer Awards

The Heroes' peers can bestow upon him awards during the game when they feel he has done a great deed (or something equally awesome). Each player may at his option bestow upon the player who has done something that enhances the game either 1D in Glory or 2 Experience Points.

The GM has the last say on the who and the why of the reward. The award should be given for excellence in play and creating drama, and not just as a "spend them while you got them" type mechanic. This can be done once per game.

# Changing the Universe



## Metousia

The Heroes are the active hand of Fate in the universe and many of their deeds will have lasting effects on the people and worlds they encounter. All Heroes want to leave their mark and be remembered in song and art for as long as the stars shine in the heavens. In HELLAS, a Hero can actively change his environment for better or worse through his deeds and actions, and the meta-system known as Metousia.

The Metousia system allows the player to actively pursue plots that will change one or more aspects of a region, world, or star system in the game of HELLAS. To do this the player group must spend from a pool of points that they accrue during the course of their adventures. There are several attributes that define an area in the same way that a character is defined. Each trait has a rating from 0–10, with zero being the lowest and ten being the highest and most absolute.

The traits are:

CIVILIZATION: The trait that defines a people's education, self-awareness, and civic role in society. A high level means a well-educated and reasonable people while a lower level defines a lowly, cruel people devoid of any higher refinement or thought.

AFFLUENCE: This trait measures the wealth of the society and the amount or currency to which they have access. High levels mean wealthy areas while low means poverty-stricken ghettos.

ORDER: This trait represents the government, be it a ruling king or a democracy. The higher the level the more stable the government, while low levels mean chaos. Note that high levels of order can be either good or bad. A tyrannical ruler can have a high amount of order by ruling with an iron fist. A low level of order could represent a place where people do what they want, but never hurt anyone.

SECURITY: Represents the level of violence (and) or criminal activity in a society. A high level of security means that there is limited violence and a large police presence while low levels mean a weak police force and criminals running roughshod over common folk.

RELIGION: The measure of the people's belief in their Gods. A high level means a strong religious presence in the society while a low level may mean atheism. Hellenes are very tolerant of other religions but abhor atheism.

PROSPERITY: This trait represents the common Hellene's ability to get necessities such as food, medicine, and education. A high level could mean a society well taken care of with many social programs that help the average Hellene. A low level could mean a society with homelessness, famine, and very few or no social programs.

QUALITY OF LIFE: This trait measures the people's contentment with their situation.

Affecting a trait will have effects on other traits when modifying them. When one trait is raised, others will raise with it while others will automatically lower in reaction. Nothing happens in a vacuum and each action has causality.

The chart below illustrates the sympathetic effects of the system:

| An Increase Level of… | Will Raise… | Will Lower… |
|---|---|---|
| **Civilization** | Prosperity | Religion |
| **Affluence** | Security | Order |
| **Order** | Religion | Security |
| **Security** | Prosperity | Quality of life |
| **Religion** | Civilization | Order |
| **Prosperity** | Quality of life | Affluence |
| **Quality of Life** | Order | Civilization |

*Example: By raising the Civilization in a region it will make Prosperity rise by an equal amount of points and lower Religion by the same amount.*

The base expenditure to change a trait is the new trait level. Thus, if a trait was moving from a 4 to a 5 it would cost 5 Metousia points. A player may also spend his Experience Points in this manner. He receives 3 Metousia points for every Experience Point spent and 10 points for every Fate Point spent. The cost is also modified by the size of the society the Heroes want to change.

| Society Size | Cost Multiplier |
|---|---|
| City or large area | X1 |
| A large city sprawl or province | X2 |
| Local planetary region | X3 |
| A planetary system | X4 |
| A space sector | X5 |
| A galactic empire | X10 |

Players are given Metousia points at the end of each adventure; the amount given is determined by the length and intensity of the adventure. A 10% bonus equal to the players' Glory is also added to the reward (round down). These points can be pooled for later use or used immediately by the group to change as many aspects as their points will allow.

The changes must be logical and fit within the parameter of the adventure, or the change does not occur. The players must suggest why the change took place and may even be required to play through an adventure that allows for that change, and then may only buy the change if the adventure was successful in some way.

The change is not automatically permanent and may change later through the actions of adversaries or general apathy. To place some mechanism in place so that the change is permanent, the players must spend double the Metousia cost.

No matter how many points the players have, they can only affect two traits at once.

*Example: The players land on the backwater planet of Trikka in the Phlegyia sector. They see that local rulers are corrupt and working the people to death in the mines there. The players decide it is their responsibility to put an end to the despot and free the people. The people are upset at the Gods because they believe they have been abandoned and their prayers unanswered.*

*The current ruling party is incredibly strong but corrupt and deals harshly with upstarts who question their authority.*

**The Planet Trikka**

| Planetary Attributes | Rating |
|---|---|
| Civilization | 3 |
| Affluence | 8 |
| Order | 8 |
| Security | 3 |
| Religion | 2 |
| Prosperity | 2 |
| Quality of Life | 2 |

*The players decide that they want to get rid of the ruling noble elite, restore order to the planet, and thereby restore the people's quality of life and belief in the Gods. After a series of adventures on the planet the players have amassed 130 points and completed all the adventures the GM had in store for them. At the end of the game the players spend their points*

*They first raise the Religion (They show through their deeds that the Gods have not abandoned them and overthrow the corrupt ruling class) from 2 to a 5, costing them a total of 36 points (9 points to raise the 2 to a 3, 12 to raise it from a 3 to a 4, and 15 to raise from a 4 to a 5). Raising the Religion automatically raises the Civilization to 5 and lowers the Order to a 5.*

| Planetary Attributes | Rating |
|---|---|
| Civilization | 5 |
| Affluence | 8 |
| Order | 5 |
| Security | 3 |
| Religion | 5 |
| Prosperity | 2 |
| Quality of Life | 2 |

*Next they raise the Prosperity (they share the planet's wealth with the people) to 5. This raises the cost by another 36 points. This raises the Quality of Life by 3, but lowers overall planetary Affluence by 3.*

| Planetary Attributes | Rating |
|---|---|
| Civilization | 5 |
| Affluence | 5 |
| Order | 5 |
| Security | 3 |
| Religion | 5 |
| Prosperity | 2 |
| Quality of Life | 5 |

*This leaves the players with 58 Metousia points to bank for future adventures, but the players don't stop there. They kick in two Experience Points to gain an additional 20 points making their total 78. They spend 72 of those points to make the Prosperity change permanent. This leaves the players with 6 points.*

*The players leave knowing they have done a good job.*

## GM Fiat

The Game Master can change any trait on the spot if he chooses. If the players manage to eliminate the threat of a foe that was threatening a city, the Security level may change for the better on the spot.



# The Respite Phase

## A Return to the Ordinary World

The Hero does not spend every waking hour of every day with the other Heroes in the pursuit of adventure and glory. In every Hero's life there must be a period of "down" time for the Hero to rest and reflect upon his deeds. During this time the Heroes disband and go their separate ways for a time to take care of personal concerns and pursue personal agendas. This time is called the Respite Phase.

The Respite Phase represents 1D20 months that the Hero spends not in notable heroic endeavors. During this time the Hero is usually not fighting for his life or doing things that call for songs of immortality. Although it is called the Respite Phase, this does not mean that the character has to go home and rest. Simply, he is pursuing other things that fall between his great adventures or participating in events that spark the larger adventures or quests. The Hero rolls on the chart below or chooses an entry that occurs during that time period.

The Respite Phase also gives the player a chance to assess his character and make changes, spend Hero points, or change the focus of their disadvantages.



Roll D20

| d20 | Result | Attribute |
|---|---|---|
| 1–4 | Family intrigue | PER |
| 5–8 | Tragedy | WIL |
| 9–12 | A small adventure | DEX |
| 13–16 | A romance or affair or A visit by someone important | CHA |
| 17–20 | A moment of clarity or introspection | INT |

Once the Hero has discovered what the hand of Fate has dealt him, he may decide just how the event affected him and flesh out exactly what the event was. If the player and the GM feel up to it, the episode can be roleplayed out to their satisfaction.

After the player has decided what the Hero has done in the allotted time, he rolls the appropriate attribute (no bonuses or modifiers allowed except for the expenditure of Fate Points) and consults the chart below.

| Attribute successes rolled | Glory Gained |
|---|---|
| Critical Failure | Two Fate Points |
| Failure | One Fate Point |
| Partial Success | Attribute used +1 |
| Full Success | Attribute used +3 |
| Critical | Attribute used +4 |

The amount of Glory is immediately added to the Hero's Glory total or, if he rolled badly, one or two Fate Points may be awarded. Note that if this takes the Hero to 10 Fate Points, this may trigger that Hero's impending death, and the GM and player should discuss plans for it.

### When does the Respite occur during the game?

The Respite Phase should occur between story arcs, usually every 3–6 adventures. This helps time pass, allows the characters to age, and creates an epic quality to the campaign. Depending on how ambitious the GM and players are, the Respite Phase can happen as little as 3 times or as many as 10 times.

The Game Master rolls to see how many months are spent in the Respite Phase for the entire group.

### THE ADVERSARIES' MACHINATIONS

During their time of respite, the Heroes' enemies aren't sitting around and waiting for things to happen. The universe around them is still moving during the upheaval of the Fourth Age. The Atlanteans have long-term goals that are in motion and constantly evolving. Once the Heroes figure out what they did during the Respite Phase, the GM rolls on the chart below and tells the Heroes what events occurred while they were busy with their own lives. The GM only rolls once for the entire group and allows the group to help flesh out what the event was exactly, while incorporating plot elements and story hooks. The players do not have to act on these events but they are an added tool to help both the GM and players become more involved with the game.

If one or more characters falls victim to Fate during their Respite, a good tie-in is to make this event have something to do with the character's impending demise. Perhaps the character's home planet is threatened by the Kraken and only the Hero can stop it, even if it means sacrificing himself; or perhaps the Hero's planet is afflicted with plague, and they will die from it — though not before they have time to retrieve a valuable cure.

Roll D20

| d20 | Result |
|---|---|
| 1 | A great Kraken cuts off a busy Slipspace route |
| 2 | A leader on a random planet is assassinated |
| 3 | A close ally of the Hero is missing or dead |
| 4 | A planet close to a random player is under martial law or suffers civil unrest |
| 5 | A random world cuts off all contact to the outside universe |
| 6 | The enemy is silent but a random Hero has vivid dreams of a princess on a random world in great danger |
| 7 | A random Hero's world falls sick to a mysterious plague and is quarantined |
| 8 | A pirate fleet savages a planetary system looking for something |
| 9 | A food riot takes place on a random world |
| 10 | A relative of a random Hero joins the enemy |
| 11 | A huge space battle is being fought over a peaceful planet in a distant sector |
| 12 | A boy claiming to be a God takes a distant world as his own. He shows many fantastic abilities and powers |
| 13 | A temple moon is blockaded by the enemy |
| 14 | A world is decimated and the inhabitants all disappear |
| 15 | A coup happens on a random planet involving a Hero's relatives |
| 16 | A lost space colony appears from Slipspace, floating aimlessly |
| 17 | A Hero's Enemy calls him out |
| 18 | A Hero is impersonated and vile acts are committed in his name |
| 19 | A planetary ruler has gone mad and executes a person close to the Hero |
| 20 | A outlying settlement people by distant relatives of the Hero vanishes |

# Improving Characters

## Improving Existing Skills

**Cost to improve a skill after character creation** = new skill level +1 XP

As players earn Experience Points (XP) for adventures, they can use accumulated XP to improve their character's skills. The cost in XP to improve a skill from the character's Preferred Skill list is equal to the new skill level (not the total Skill Rating, which is the combination of skill plus Attribute modifier) plus one.

*For example, the sorcerer Alkon has lore (arcane arts), at a Level of +5. To improve his level to +6, Alkon must spend 7 XP — the new skill level of +6 plus 1.*

Skills can only be improved one level at a time. Though PCs can improve more than one skill at a time, the same skill can only be improved once per week of game time.

## Acquiring New Skills

**Purchasing skills after character creation** = 2 XP x weeks of time required to learn

Experience Points accumulated though adventuring can be used to acquire new skills. Additional skills can be acquired at a cost of two XP per each week of time required to learn the new skill (as indicated in the skill's description).

For some skills, characters may also need to hire a qualified person to teach the new skill. For example, if a warrior wanted to acquire the tracking skill, he might have to hire a tracker or hunter to teach him this skill.

Once the necessary XP and time have been expended, the player can add the new skill to the PC's Character Sheet. All new skills have a beginning level of +1.

## Gaining New Talents

After character creation Talents become more expensive to acquire. First, the Hero must have a reasonable explanation for why her character suddenly has the Talent and secondly, the player must pay for the Talent with Experience Points.

**Purchasing Talents after character creation** = 20 XP

## Improving Attributes

**Cost to improve an Attribute after character creation** = new attribute level x5 XP

Like skills, a character's Attributes may also be increased by expending XP. The cost to improve an Attribute is 5 times the new Attribute rating. Improving an Attribute requires a number of weeks equal to the new rating multiplied by two in training time.

#### Going Above Racial Maximum

One thing that defines the Hero is his abilities beyond that of the normal Hellene. If a player wants to increase his character's Attributes beyond the racial maximum, he must spend double the normal cost for the increase.

#### Increasing Combat Rating and Dynamism

The Combat Rating and Dynamism Attributes cost twice as much to raise after character creation.

# CHAPTER TEN



"I am with child," Alcmene had said to Iolaus.

It was moments after they had lain together for the first time. There was no way she could have known. But she knew. She knew. Perhaps it was her affinity for the Goddess Aphrosia that clued her in, let her know that deep inside, cells had met, and were dividing, expanding, joining Hellene to Nymphas, man to woman, Spartan Hero to Dynamist rogue.

She knew it would be a boy, and that she would name him Iolaus.

She said so.

"Hmm?" asked Iolaus. He was half asleep, though she was sure he would rouse himself soon enough; he had enough energy in him for another go, or three. But for now, before he awoke, she took a moment to enjoy the silence, the solitude. It was quite welcome.

Sparta was a horrid place, filled with horrid people. Ugly, brutal savages. She was fortunate to have stumbled across this place while searching for somewhere to bathe, this small oasis just beneath the surface, and to have found Iolaus here, bathing, washing blood from his face and bare chest, his most recent kill still cooling in the far corner of the grotto.

He turned and saw her, standing unafraid and unashamed. She smiled.

"Hello," she said.

And without a word, he waded towards her, a hand outstretched, inviting. And she accepted, dropping her robe in a puddle, entering the water, joining with him in a sort of Symposium of two. They spoke not a single word the entire time; it was only after they had finished, as they were lying together on the mossy ground near the pool, that he spoke.

"I am Iolaus," he said.

"I am Alcmene," she replied.

He grunted, and fell asleep.

And it was then that she felt the stirring inside her, somewhere below her heart. Not love, she was sure of that. At least, not for this Spartan. He was handsome enough, and capable and strong, and treated her like she felt she deserved. And above all, he was honest, and true. She admired that, even though she herself lived in a world of deception, of shades of grey. No, this love she felt was not for him; it was directed towards their future child, the one who would be.

"I am with child," she said. "I will name him Iolaus."

The Spartan grunted and rolled over, one hand on his spear. He had not heard.

Nor would she ever tell him again.

She stood, stretched, and closed her eyes, feeling the cool breeze on her naked skin. Then she walked barefoot across jagged rocks to a smaller pool of cool water nearby, small cuts leaving bloody footprints behind her. She did not hesitate; the minerals in the water would heal the wounds.

As she walked, she could not help but think the pain was a sign of things to come.







# ADVERSARIES

Hellene space is filled with harrowing entities and enemies, most with the worst intentions in mind for the Hellenes and their allies. A Hero must forever be on guard while trying to protect the known worlds.

The NPC creatures, criminals, and challenges that follow are formatted in such a way as to give only their pertinent skills and abilities; it is not intended to be a comprehensive list of every skill and advantage each NPC may have. Game Masters are encouraged to create other abilities and skills for their NPCs to customize them and make them unique.

## Weakness

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

## Skill Ratings for Creatures

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



# Exotic Adversaries

The small list below represents some of the more exotic adversaries that the Heroes may encounter in their travels through known space.

## The Machina

During the second age of the Hellenes, a great war was fought against their rebellious creations called the Machina. More highly advanced than any Machina is allowed to be now, the automatons of that ancient time were sentient machines created to do menial labors for the Hellenes. When they rose up against their masters, most of their kind was destroyed during the brief war that ensued, and laws were enacted to keep the problem from ever happening again. Only the Gods should be allowed to create life.

However, some of these constructs were not destroyed, and have survived to this day hiding on distant worlds or working in the employ of warlords or pirates. Scholars estimate that less than a thousand automatons escaped the purge, although some believe that the Machina who survived might have created other intelligent Machina, or might even have enticed or reprogrammed newer models of Machina to join their cause.

All "old age" Machina are known by a Hellenic name and a two- or three-digit number. *Examples include; Orestes 147, Cybele 067.*

### Aetos Dios A.K.A The Eagles

Giant star fighter-scale automatons fashioned to look like great eagles. The Aetos Dios configurations allow them to perform unorthodox maneuvers such as diving and rending ships with their great metallic claws. Their speed and agility have never been matched in the air or space. The Aetos are the size of standard space fighters and are at a disadvantage while landed on the ground. Built for flight, their small tracked-wheel system is incredibly sluggish while on land (SPD -2, personal scale). However their speed and agility have never been matched in the air or space.

| | | | |
|---|---|---|---|
| **MAN** | +3 | **HUL** | +5 |
| **SEN** | +2S | **SPD** | +38 |
| **ACL** | +10 | **DCL** | +10 |
| **SD** | .05 | **SIZ** | 3 |

**Scale:** Fighter
**Crew (CW):** 0
**Passengers (PAS):** 0
**Cargo**: 1 ton
**Supplies**: 2 weeks of fuel
**Hit Points:** 20
**Armament:** Two linked Light Pulse Lasers DR 10
**Shields:** Light Shield Array PR 8



### Blemmyai A.K.A The Basileus

These two-meter tall Machina had several uses when in the service of the Hellenes. Their versatile design allowed them to be used as laborers or combatants. The Blemmyai appear more or less humanoid, with one exception — they have no heads, their sensor suite being embedded in their chests.

The Blemmyai were the most intelligent of all the Machina and the primary instigators of the old rebellion. When encountering any group of Machina it is likely that a Blemmyai will be leading or at least negotiating for them. The Blemmyai are egoistical and have an absolute contempt for Hellenes.

| | | | |
|---|---|---|---|
| **INT** | +3 | **PER** | +3 |
| **WILL** | +3 | **CHA** | +3 |
| **STR** | +3 | **DEX** | +3 |
| **CON** | +3 | **SPD** | +3 |

**Ability Level**: 5–20
**Attacks/Damage:** Per weapon employed
**Armor:** Ceramic Skin: This makes the Machina very durable PR 12
**Hit Points:** 40
**Hero Points**: 2

**Special Abilities**

**Tech Senses**: Machina see by sonar and heat signatures
**Machine Interface**: The Machina can control simple machinery by plugging directly into the machine. This is done by the machine placing the palm of its hand on the machine and allowing the small control tendril to insinuate itself. This gives the machine an additional +3 when operating the item. If control is contested by someone for the item (like a Hellene trying to keep control of their ship), the Machina must oppose WIL versus the appropriate operating skill roll with the opponent
**Weakness**: (-4) Machina must make WIL rolls when presented with a puzzle or riddle or be compelled to solve it. If an opponent tells a riddle the machine must beat the opponent in a WIL skill versus the opponent's CHA skill. If they fail the roll they lose an action each round and suffer a multi-action penalty because of the distraction
**Weakness**: (-2) Electromagnetic pulses deactivate the machine for a 1D20 rounds if they fail a CON roll DoD -4

**Glory** 5 – 50

**Equipment:** Dagger 5 DR, Spear 10 DR, Torch Pistol 10 DR, Hoplite Mesh vest 5 PR

TALOS

These giant 30m-tall hulks were created to attack battleships during the many wars of the Hellene past. The giant Machina patrolled large sectors of space and were a fearsome sight when on the battlefield. They resemble giant Humanoids, complete with heads, arms, and legs, although — due to their bulk — these appendages do not necessarily function as they would on a normal-sized being. For example, their chests might house most of their sensory arrays, the heads being mostly decorative, and their arms might not have a full range of motion, instead being used merely for mounting ranged weaponry. Some models were designed to be more agile, however, and these are capable of wielding giant-scaled melee weapons to great effect.

| | | | |
|---|---|---|---|
| **INT** | +3 | **PER** | +3 |
| **WILL** | +3 | **CHA** | +3 |
| **STR** | +3 | **DEX** | +3 |
| **CON** | +3 | **SPD** | +3 |

**Ability Level**: 7–12
**Attacks/Damage:** Per weapon employed
**Armor:** None
**Hit Points:** 40*
**Hero Points**: 2

**Special Abilities**

*=Talos Machina are Fighter-scale automatons. All damage and hit points are calculated as fighter scale
**Space Move**: Talos may move in space with a SPD +10
**Slipspace Drive**: Talos may enter Slipspace with a drive rating of .5
**Missile launcher**: Talos have a light missile rack filled with 4 light high-explosive missiles 15 DR (space fighter scale)
**Beam Weapon**: Talos are equipped with a large beam weapon that does 15 DR (space fighter scale)
**Pulse Cannon**: Talos have Pulse cannons mounted in their chest 8 DR (space fighter scale)
**Antipersonnel Cannons**: At the temples of the Machina's head is a pair of linked machine guns for personal-scale targets DR15
**Weakness**: (-5) Talos all have some sort of design flaw. To exploit this flaw the opponent must make an arcane lore skill role difficulty 3. If they succeed they may target the flaw and receive +10 damage bonus. The flaw is usually very difficult to hit at -6 difficulty
**Weakness**: (-6) Electromagnetic pulses deactivate the machine for 5 rounds if they fail a CON roll DoD -4

**Glory** 50 – 150

## Scyllan



A race of energy beings that look like bipedal salamanders, Scyllans stand 1.5 meters tall and glow in different colors such as blue, red, orange, green, etc. depending on the type of light they are exposed to. They see in all spectrums and can detect technological energy signatures.

If their thin energy containment membrane is ever ruptured, they spill out hot energy plasma that effectively destroys whatever organic material it touches. The Scyllans' technology is all based off their unique physiology, and runs off the power of their bodies. In the hands of a non-Scyllan, any such weapon becomes a useless pile of metal and capacitors.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +0 |
| **CON** | +3 | **SPD** | +3 |

**Ability Level**: 8–15
**Attacks/Damage:** Per weapon employed
**Armor:** None
**Hit Points:** 23
**Hero Points**: 2

**Special Abilities**

**Energy Absorption**: Scyllans reduce the amount of damage from energy attacks by 2 points
**Enhanced Sight**: Scyllans can see in all spectrums
**Plasma Spill**: If cut or punctured in combat Scyllans release plasma energy that may scald attackers. Roll 1D20: on a 1–10 the plasma spills harmlessly on the ground. If 11–20 the splash hits the attacker for 4 DR plasma burns
**Weakness:** (-4) Energy-filled disruption from electromagnetic pulses. EMPs and EMP grenades do 16 DR of temporary damage to the Scyllans and may render them unconscious for 1D rounds if they fail a CON roll versus the EMP

**Glory** 5-50

**Equipment:** Scyllan Energy Pistol: CON+12 DR 150m 30 shots, Scyllan Energy Rifle: CON+16 DR 1km 30 shots, Energy Shield: PR 12 +CON

# Strange Beasts

Many of the following on this list of beasts can be found on several worlds due to the influence of early Hellenic colonization, although many others are native to only certain worlds (suggested by their names).



## Argosian Axebeak

The axebeak is a large flightless bird used as a war mount and attack animal on Argos. The axebeak gets its name from the extraordinarily sharp beak that it uses to break the hide of the other large Argosian predator, the giant shovelmouth turtle. The two powerful legs allow the axebeak to run at a top speed of 54 KPH and allows for great rending kicks.

The axebeak also make excellent mounts and bond quickly to their riders. Once bonded it is difficult for any other to ever ride the beast, even after the death of their original rider.

| | | | |
|---|---|---|---|
| **INT** | -5 | **PER** | +2 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +3 | **DEX** | +2 |
| **CON** | +1 | **SPD** | +10 |

**Ability Level**: 2–12
**Attacks/Damage:** Beak DR 11, Talons DR 12
**Armor:** Tough hide PR 4
**Hit Points:** 20
**Hero Points**: 0

**Special Abilities**

**Power Leap:** The Axebeak may leap twice as far as a normal jump would allow

**Glory** 5

## Argosian Shovelmouth Turtle

The docile, lumbering shovelmouth turtle is a large10m-tall beast that lumbers across the Argosian plains shoveling raw earth into its mouth and sifting out nutrients and the large skunk worms that live in the soil. The shovelmouth is a docile creature that herds in great numbers (10–30 in a family). The shovelmouth digs great warrens under the earth and lays eggs there. Once the eggs hatch, the shovelmouth abandons the tunnels and moves on. These cavernous homes become refuge for other animals who find food and nutrients in the great beast's refuse left there.

| | | | |
|---|---|---|---|
| **INT** | -5 | **PER** | +0 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +10 | **DEX** | -3 |
| **CON** | +10 | **SPD** | -2 |

**Ability Level**: 2–8
**Attacks/Damage:** Beak DR 21
**Armor:** Shell carapace PR20
**Hit Points:** 150
**Hero Points**: 2

**Special Abilities**

**Burrowing**: The shovelmouth can move earth making 10m radius tunnels, 20m deep every minute

**Glory** 5

## Delphoi Land Eel

A large amphibious serpent that lives equally well on land or in the water. They usually make their homes on the rocky shores of Delphoi, but have been exported across known space and, due to their prolific breeding capabilities, have flourished. They range in color from rock grey to cerulean blue and in length from 1 meter to 10 meters.



| | | | |
|---|---|---|---|
| **INT** | -3 | **PER** | +4 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +6 |
| **CON** | +1 | **SPD** | +8(Swim)/+3 |

**Ability Level**: 5–20
**Attacks/Damage:** Bite DR 6 (+1 per meter growth), Electrical Discharge DR equal length of creature.
**Armor:** None
**Hit Points:** 20 (+5 per meter growth)
**Hero Points**: 1

**Special Abilities**

The larger the eel becomes the more dangerous and powerful it is. The above attributes, including Body Points, increase as the eel ages and grows. Land eels grow 1 meter every ten years, up to a maximum of 16m or 160 years of age
Each meter of size increases their attributes by +1 point. For every two meters in size increase their SPD by +1. Every 50 years of age the eel receives 1 Hero Point. An ancient eel is a very formidable foe
**Electrical Discharge:** Land eels can project a bolt of electricity up to a number of meters equal to their size doing double their size in damage (Example: A 5-meter long eel can shoot a electrical bolt 5m that does DR 10)
**Water Breathing**: Land eels can breathe underwater indefinitely

**Glory** 5 – 160

## Delphys

The Delphys is a 2.5 meter long, grayish-blue creature which is native to Slipspace and its environs. The Delphys' most notable features are its lack of eyes, although some breeds do have "false eye-spot" coloration above their hard beaks, which are powerful enough to crack armor.

Delphys swim in the currents of Slipspace, keeping themselves aloft with the large gas sacs on their sides which they can inflate or deflate as they wish, to sink lower or swim higher.

Hellenes have an affinity for the Delphys and portray them lovingly in their art. Next to the symbol of Hosieden, the Delphys is the next most common symbol sailors carry. Delphys are good spirited creatures and pods of the creature have been known to help a sailor who has fallen overboard, or to fend off a flock of attacking Harpies.



| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +3 |
| **WILL** | +2 | **CHA** | +6 |
| **STR** | +4 | **DEX** | +0 |
| **CON** | +2 | **SPD** | +20 (Swim)* |

*Swimming at vehicle scale
**Ability Level**: 2–10
**Attacks/Damage:** Beak DR 9, Tail DR 8
**Armor:** Leathery Hide PR5
**Hit Points:** 35
**Hero Points**: 5

**Special Abilities**

**Beak Attack:** DR 9 armor piercing
**Tail Smack:** DR 5
**Slipspace Swimmer:** Delphys move at great speed in Slipspace, moving with a swimming, undulating motion.
**Pod Attacks:** When attacking, Delphys use their numbers to great advantage. Every two Delphys in the pod add +2 to their overall Ability Level.
**Friend to the Hellenes:** The Delphys have a great affinity for Hellenes and the Nymphas. A Delphys will always try to rescue a Hellene or Nymphas who is in trouble, has fallen overboard, or is being attacked by Slipspace predators.
**Sonar:** Delphys can "see" sound waves, and they can thus operate in complete darkness and see through illusions (helpful against Sirens). Delphys can even sense items through walls and other solid objects if they make any noise whatsoever - they can see through their PER in meters of solid objects, to a range of 1 kilometer.
**Slipspace Mounts:** Animal handlers have been known to train Delphys as mounts while in Slipspace. Because of their agreeable nature, the time normally spent training a mount is cut in half.
**Weakness:** (-2) High-pitched nose hurts the Delphys causing them to take DR10 Hit Points of damage.

**Glory** 20

## Halcyon Falcon



This large red falcon is native to the planet Messenia and is used as an excellent hunting bird by the natives. The falcon will bond with its handler for life and in rare instances will even create a special telepathic bond.

| | | | |
|---|---|---|---|
| **INT** | -3 | **PER** | +8 |
| **WILL** | +0 | **CHA** | +4 |
| **STR** | -4 | **DEX** | +4 |
| **CON** | -2 | **SPD** | +15 (Fly)/+0 |

**Ability Level**: 2–8
**Attacks/Damage:** Beak DR 3, Talon DR4
**Armor:** None
**Hit Points:** 5
**Hero Points**: 3

**Special Abilities**

**Telepathic Bond**: The bond is formed with its handler and stays that way for life. The bond allows the animal to communicate simple ideas and emotions. The link also allows the bonded to see through the other's eyes and use the other's senses. When the falcon dies the bonded handler immediately takes 9 points of damage in psychic backlash and becomes melancholy and depressed for WIL-1D20 days.
This ability is also considered a weakness (-2)

**Glory** 20

## Kalydonian Boar

A monstrously large mammal native to Kalydon, the boar stands 2m at its shoulders and has four fearsome tusks that protrude from its lower jaw. Primarily raised for its meat and hide, the boar is also used in battle as a mount or attack beast.

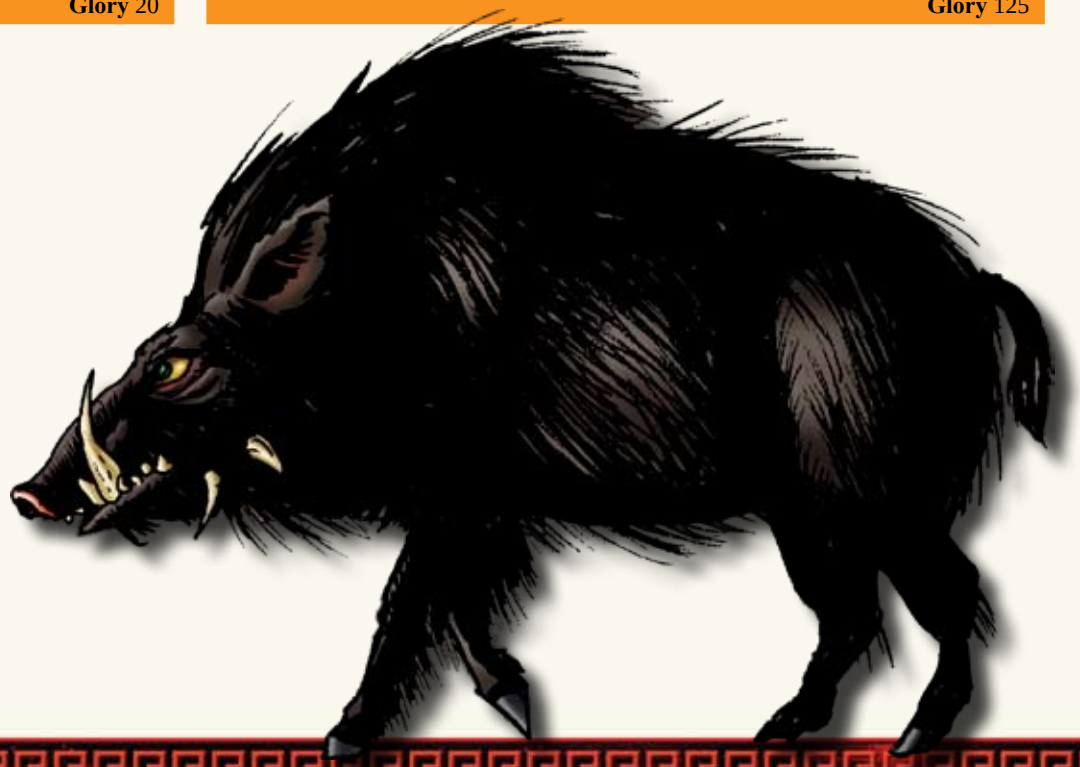
| | | | |
|---|---|---|---|
| **INT** | -5 | **PER** | +0 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +7 | **DEX** | +0 |
| **CON** | +6 | **SPD** | +8 |

**Ability Level**: 5–15
**Attacks/Damage:** Tusk Gore DR 17
**Armor:** Bristly Hide PR 4
**Hit Points:** 100
**Hero Points**: 2

**Special Abilities**

**Trample:** The Trample is a special area effect attack that may hits any opponents within 2m of one another if they do not make an evade roll. The boar moves at top SPD +8 and barrels right through his target trampling them under hoof. This attack takes an additional run action and does DR20. The opponent must make a STR vs. STR roll to stay upright and not be trampled under feet. Those who are not successful must spend an action getting to their feet

**Glory** 125



## Khimira

The khimira is a native of a planet deep in Zoran space, but has been imported to many planets as an attack animal. The khimira prove very difficult to tame and dangerous to their tamers. The khimira has an odd appearance, with a serpentine body, a pair of powerful forearms, a piggish snout, and a bright mane of hair around its head. Despite its laughable mien it is a fierce foe. The khimira's most notable ability is to excrete an acidic gel that burns on contact, which it flings with its tail.

| | | | |
|---|---|---|---|
| **INT** | -5 | **PER** | +0 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +7 | **DEX** | +0 |
| **CON** | +6 | **SPD** | +8 |

**Ability Level**: 5–15
**Attacks/Damage:** Rending Bite 12
**Armor:** Scaly Hide PR 4
**Hit Points:** 65
**Hero Points**: 2

**Special Abilities**

**Spike Tail**: The tail of the khimira is a large bulb covered in hollow spikes. Upon a successful hit the tail does 8 DR in armor-piercing damage. If the tail does damage it will then release a fiery liquid into the wound, doing an additional 5 DR (no armor)

**Acidic Excrement**: The khimira may hurl gouts of acidic matter at a target, doing 10 DR per round for 3 rounds unless extinguished. Those standing within 2m of the original target may be splashed as well but receive only 4 DR damage for 2 rounds

**Weakness**: (-3) At the base of the tail are two large glands that produce the acidic gel. If punctured and ignited the khimira may burst into flames. The glands are difficult to target (-3 difficulty). If punctured the khimira must make a CON roll DoD -6 or suffer the effects of its own volatile excrement

**Glory** 150



## Lernean Hydra



This large, scaled lizard is native of Ceto, the Goregon home world. The creature's long serpentine neck is circled by seven large tentacles ending in ferocious tooth-filled maws that resemble mouths. The tentacles grab victims and pull them back towards the head to be eaten. The hydra is prized for its formidable hide (known for its resilience) and its blood (treasured for its incredible regenerative abilities).

| | | | |
|---|---|---|---|
| **INT** | -3 | **PER** | +1 |
| **WILL** | +1 | **CHA** | -3 |
| **STR** | +12 | **DEX** | +0 |
| **CON** | +5 | **SPD** | +2 |

**Ability Level**: 10–20
**Attacks/Damage:** Serrated Maw DR16, Claws DR15
**Armor:** Scaly Hide PR 12
**Hit Points:** 125
**Hero Points**: 8

**Special Abilities**

**Regeneration**: The hydra may heal from wounds at an incredible rate; even lost limbs (not its head) can be regenerated in a matter of days. Its regeneration does not heal in combat, since the regeneration happens over a period of hours, not seconds. If allowed to heal the hydra heals 10 points of damage per hour
**Resilient Hide**: PR 12. The cermet-like hide is waterproof and very effective against slashing and energy attacks. Most swords and energy weapons such as Torch cannons/pistols are better resisted; against such attacks the PR of the armor is doubled
**Wall Climber**: The hydra has the ability to stick to almost any surface as long as it can support its weight
**Many "Heads"**: The tentacle system that surrounds the head is used to swat at attackers or to bring prey closer into striking distance of the mouth. The hydra may make three separate grapple or parry actions beyond its normal action
**Bite**: Several rows of serrated teeth line the mouth of the hydra making its bite very dangerous. 12 DR

**Glory** 150

## Nemean Lion

A large terrifying creature native to the world of Argos. The lion has been exported to many different worlds and is used as a guard animal or attack beast. The armored hide of the creature is extremely hard to pierce or cut. The creature is also highly intelligent, making it very canny in combat. Amazorans animal handlers frequently use these beasts as combat attack animals, despite the danger.

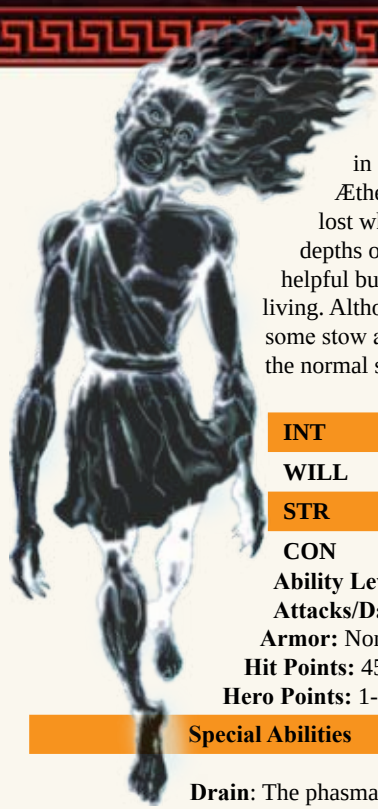
| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +6 |
| **WILL** | +4 | **CHA** | -3 |
| **STR** | +7 | **DEX** | +4 |
| **CON** | +3 | **SPD** | +10 |

**Ability Level**: 12–20
**Attacks/Damage:** Rending Bite DR 10, Slashing Claws DR 11
**Armor:** Tough Hide PR 10 normal, PR 20 slashing weapons
**Hit Points:** 125
**Hero Points:** 4

**Special Abilities**

**Night Vision**: The Nemean lion may see normally without penalty at night
**Sense of Smell**: The Nemean lion may track by scent alone. When tracking prey by scent the creature gains a +8 to its tracking or search skill
**Pounce**: A Nemean lion that is hiding may attack with the element of surprise. The lion automatically wins initiative, and gains two additional attacks with no multi-action penalty
**Fast Attack**: The Nemean lion is incredibly fast and may make one additional attack at no multi-action penalty each round
**Great Roar**: The Nemean lion may roar, causing all in its presence to be stunned with fear. Opponents must make an opposed WIL roll versus the lion's WIL or lose an action that round
**Weakness**: (-4) The creature takes triple the normal damage from choking attacks

**Glory** 150



## Phasma

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

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

**Ability Level**: 5–20
**Attacks/Damage:** Drain DR 7 + Ability Level
**Armor:** None
**Hit Points:** 45
**Hero Points:** 1-10

**Special Abilities**

**Drain**: The phasma's touch drains DR7+ Ability level from any successful attack. Normal armor does not affect the attack and Æther shields only protect for half.
**Panthalassa Freedom**: The phasma travel in Slipspace at incredible speeds flying at SPD +20
**Deathly Chill**: The phasma emit a 2m radius of chilling cold around body. Those in the radius will feel the cold even if properly protected. The chill will reduce all dice actions by ability level if the Hero does not make a CON roll difficulty -3
**Ghost Form**: The phasma may become intangible and move through solid objects. The phasma may walk along any surface, allowing them to walk up walls and onto ceilings. While in this form the phasma is immune to normal attacks except from Æther weapons and Dynamism powers. The phasma may only use the ghost form 4 times a day
**Life Sense**: A phasma may see the life force of a living being even through walls no thicker than half a meter
**Prophecy:** Non-aggressive phasma may tell a living being an aspect of his future. The phasma only asks for a sacrifice of blood in return for its services. If asked, the phasma will tell Heroes an aspect of their destiny and how to achieve it
**Weakness**: (-4) Natural wood fires or the fire created from pitch. The fire will do 20 DR if touched against the body of a phasma even if they are in ghost form

**Glory** 200

## Spartan Razor Hound

This hunting dog is native to cave warrens of the Spartan home world. The back of the hound is covered with sharp bladelike spikes that are used to attack its prey. The hounds are also very cunning and lay in wait for prey, and make up for their relatively low strength with intelligent pack tactics. Razor hounds are born in pairs, and the two hounds are inseparable from birth. If one dies, the other will soon follow from a broken heart. Razor Hounds are very loyal to their pack as well, and will fight to the death to protect their owner or other pack mates to which they have bonded.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +6 |
| **WILL** | +4 | **CHA** | -3 |
| **STR** | +1 | **DEX** | +2 |
| **CON** | +3 | **SPD** | +8 |

**Ability Level**: 3–10
**Attacks/Damage:** Rending Bite DR 4, Spine Blades DR 6 armor piercing
**Armor:** Tough Hide PR 2
**Hit Points:** 25
**Hero Points**: 1

**Special Abilities**

**Night vision**: The hound may see normally without penalty at night
**Pack Awareness**: The hound will always know when another of the pack (this includes the hound's owner) is in trouble and will immediately try to find and help them. Awareness spans a range of 2 kilometers and the hound will always know the location of its twin
**Weakness**: (-2) The hounds will not attack if there is a hint of the pack being hurt

**Glory** 150





## Siren

These are mysterious creatures inhabiting the rolling rocks and debris of the Panthalassa. The sirens are incredible mimics, able to impersonate voices, and use mental abilities to psychically cloud the minds of travelers. Sirens use stolen distress beacons to lure ships traveling through Slipspace deeper into the Æther where they are dashed upon rocks. Once the ships are stranded in the Æther the sirens take their prey and dive deep into Slipspace never to be seen again.

Sirens normally look like black-scaled humanoids with a sucker mouth rimmed in sharp teeth, but many that look at the siren see only the most attractive being they can imagine. The trick is done using their Dynamism abilities and is always active and reflexive, requiring no active thought. A Goregon male will see a finely built Goregon female, and a Nymphas will see a shapely young Nymphas. Only in death does the Siren's true appearance become apparent.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +1 |
| **WIL** | +3 | **CHA** | +2 |
| **STR** | +0 | **DEX** | +1 |
| **CON** | +0 | **SPD** | +2 |

**Ability Level**: 2–15
**Attacks/Damage:** Claws DR 3 or as per weapon used
**Armor:** None as per armor worn
**Hit Points:** 40
**Hero Points:** 5

**Special Abilities**

**Siren Song**: May take an action to sing a song that does damage equal to four times their CHA attribute. Normal defenses will work but the in ability to hear the song will render the song ineffectual
**Enthrall**: Sirens enthrall the listeners in an area of WIL x10 in meters. To resist the opponent must beat the Siren in an opposed WIL roll
**Attractive**: Sirens can make themselves look pleasing to the eye of any being
**Slipspace swimmer**: May move twice their SPD rate when swimming in Slipspace
**Weakness**: (-4) All sirens love shiny pretty things and may become mesmerized if enticed with one. They must beat the enticer in a CHA versus their WIL or be enthralled by the item. If enticed the sirens must spend an action each round looking at the item and suffer a multi-action penalty
**Weakness**: (-4) Sirens are repelled by the sight of their own reflections. If confronted with its own reflection a siren must make a WIL roll difficulty -6

**Glory** 5 – 50

## Stymphalian Bird

A vicious man-eating bird from the planet Stymphalos, the Stymphalian birds hunt in large flocks across the wild regions of that world. The goose-like white birds have wings tipped in red and black and have the capability to shoot the tips at their prey. These feather projectiles are very precise, accurate up to 15m. The bird can shoot the sharp barbed feathers very rapidly and, when hunting in a pack, the flurry of feathers can bring down the largest of prey.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +2 |
| **WILL** | +4 | **CHA** | -3 |
| **STR** | +0 | **DEX** | +5 |
| **CON** | +3 | **SPD** | +10(Fly) /-2 |

**Ability Level**: 1–20*
**Attacks/Damage:** Beak Peck DR10**, Feather Barbs DR15**
**Armor:** None
**Hit Points:** 50**
**Hero Points:** 1
**Hits points and Ability level is represent a flock of birds. Every five points drops the ability level and damage of the flock by 2.

**Special Abilities**

**Beak Peck**: 10 DR. When a pack swarms and attacks with their beaks they obscure their opponent's field of vision (-2 penalty to any sight-based actions)
**Feathers Barbs**: 15 DR. The attack is an area effect that covers a 5m radius
**Blood Sense**: Stymphalian birds can track their prey by the scent of their blood. When tracking, a pack may add +3 to their tracking for every wounded opponent that is bleeding
**Weakness**: (-4) If encountering loud noises the birds must make a WIL roll versus the noisemaker's intimidation skill. If they fail the roll they lose an action each round and suffer a multi-action penalty because of the distraction

**Glory** 5

## Themiscyran Liger

A large crimson cat found in the deep forests of the Amazoran home world of Themiscyra, this ferocious animal is commonly used by beast handlers because of its great intelligence and brute force.

| | | | |
|---|---|---|---|
| **INT** | -2 | **PER** | +5 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +5 | **DEX** | +6 |
| **CON** | +1 | **SPD** | +5 |

**Ability Level**: 5–20
**Attacks/Damage:** Rending Bite DR 8, Slashing Claws DR 11
**Armor:** Tough Hide PR4
**Hit Points:** 35
**Hero Points:** 3

**Special Abilities**

**Night vision**: The liger may see normally without penalty at night
**Sense of Smell**: The liger may track by scent alone. When tracking prey by scent the creature gains a +4 to its tracking or search skill

**Glory** 50



# Civilized Enemies

The adversaries that follow are not divided by race, but by threat level. Minor differences such as weapons or racial background will make these opponents different, but the basic framework for the opponents is always the same. To create a variety of different opponents the Game Master should arm them differently or use different races.

### Optional Rule: The Mook Rule

To speed up combats and dispense with the Rent-a-goon speed bump The GM may, at his discretion, reduce the adversaries' Hit Points by half. This rule is intended to make combat against hordes of lesser opponents more cinematic, allowing the Hero to cuts swathes through row after row of henchmen. This rule should not be used for main villains as it would diminish the triumph of the players over such a foe.





## Normal Hellene

This is an individual from the mundane ranks of society.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +0 |
| **CON** | +0 | **SPD** | +0 |

**Ability Level**: 2–5
**Attacks/Damage:** As per weapon
**Armor:** As per armor
**Hit Points:** 20
**Hero Points:** 0

**Special Abilities**

None

**Glory -8***

*= Anyone killing a poor defenseless Hellene is low and worthy of the Gods' contempt. A Hero would lose 8 Glory for purposely killing such a Hellene.

## Ruffian/Thug/Pirate

Base criminals and violent thieves.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WILL** | +0 | **CHA** | -1 |
| **STR** | +1 | **DEX** | +0 |
| **CON** | +1 | **SPD** | +0 |

**Ability Level**: 3–7
**Attacks/Damage:** As per weapon
**Armor:** As per armor
**Hit Points:** 21
**Hero Points:** 0

**Special Abilities**

None

**Glory** 0

**Equipment:** Dagger DR3, Hoplite Sword DR10, Sling DR 4, Sap DR 4, Hoplite Pistol DR 8

## Soldier/Merc/Officer, Zoran

These paid, fighting men and women are competent fighters but not trained to the levels of the Hoplites.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +1 | **DEX** | +0 |
| **CON** | +1 | **SPD** | +0 |

**Ability Level**: 5–10
**Attacks/Damage:** As per weapon
**Armor:** As per armor
**Hit Points:** 21
**Hero Points:** 0

**Special Abilities**

None

**Glory ***

**Equipment:** Dagger DR 3, Heavy Leather Vest PR 2, Riot Shield, Hoplite Spear DR 7, Hoplite Assault Carbine DR 10





## Hoplite/Spartan

The hardened fighting men and women of known space.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +1 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +2 | **DEX** | +0 |
| **CON** | +2 | **SPD** | +0 |

**Ability Level**: 9–15
**Attacks/Damage:** As per weapon
**Armor:** As per armor
**Hit Points:** 22
**Hero Points:** 1

**Special Abilities**

Advanced Militia Training

**Glory** 20

**Equipment:** Dagger DR 3, Hoplite Mesh Vest PR 4, Hoplon Shield, Hoplite Spear DR 7, Hoplite Assault Carbine DR 10, Blast Grenade (1) DR 18

## Hoplite/Spartan Elite, Zoran Immortal

The best of the best.

| | | | |
|---|---|---|---|
| **INT** | +1 | **PER** | +2 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | +3 | **DEX** | +2 |
| **CON** | +3 | **SPD** | +2 |

**Ability Level**: 12–20
**Attacks/Damage:** As per weapon
**Armor:** As per armor
**Hit Points:** 34
**Hero Points:** 5

**Special Abilities**

Advanced Militia Training, Hardiness x2

**Glory** 50

**Equipment:** Dagger DR 3, Hoplite Plate Vest PR 6, Light Leather Belt PR 2, Hoplon Shield, Hoplite Spear DR 7, Hoplite Beam Rifle DR12, Blast Grenade (1) DR 18, EMP Grenade (2) DR 8





## Hoplite/Spartan Hero Leader

These men and women are looked upon with awe.

| | | | |
|---|---|---|---|
| **INT** | +1 | **PER** | +2 |
| **WILL** | +2 | **CHA** | +2 |
| **STR** | +3 | **DEX** | +2 |
| **CON** | +3 | **SPD** | +2 |

**Ability Level**: 15–20
**Attacks/Damage:** As per weapon
**Armor:** As per armor
**Hit Points:** 40
**Hero Points:** 9

**Special Abilities**

Hardiness x3, Advanced Militia Training, and several other talents and in some cases a God's favor.

**Glory** 60

**Equipment:** Dagger DR 3, Hoplite Plate Vest PR 6, Light Leather Belt PR 3, Hoplon Shield, Hoplite Spear DR 7, Hoplite Beam Rifle DR12, Blast Grenade (1) 20 DR 18, EMP Grenade (2) DR 8

# Lore of Echidna: Making Monsters

The worlds of Hellas are oft plagued by beasts of terrible aspect, creatures with traits fearsome and magnificent that set them apart from normal animals of their ilk, making them legendary. Whether the misbegotten spawn of the Gods, or monstrosities crafted by the Atlanteans and let loose to wreck havoc matters little; they are all but always a threat, seldom tamed, always perilous, the subjects of epics quests and labours. Such entities are referred to generally as Khimira.

1. Select a bestiary entry, or one of the templates below, as a starting point.
2. Select Boons from the next page, and modify the template. 1 to 3 Boons is a good number, but more may be selected if desired. Note that some Boons may be selected multiple times. If the creation is to be a single, unique creature of significant power, proceed to Step 3. If the creation is to be part of a pack, flock, or herd of identical creatures, skip straight to Step 4.
3. Add the Gigantes' Boon.
4. Bearing in mind modified traits, attributes, and Boons, create a description and an appropriate name, usually based on geographical location (Oikhalian Wolf) or owner in the case of tamed creatures (Stallions of Cleomenes).
5. Calculate Glory for the beast. Start with a base of Glory 5 for each basic template. Add +15 Glory per Boon (except for Gigante's Boon). Then, add +125 Glory if Gigante's Boon is used.

*For example, a horse with Ceryneian Boon would be worth 20 Glory (5 for the base horse + 15 for a single Boon). A bull with Diomedean Boon, Pegasus' Boon, and Gigante's Boon would be worth 160 Glory (5 for the base bull +30 for the two normal Boons + 125 for Gigante's Boon).*

## Boar

Size: 0.9m at shoulder, 1.8m long, 180kg

| | | | |
|---|---|---|---|
| **INT** | -7 | **PER** | +4 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | +4 | **DEX** | +2 |
| **CON** | +4 | **SPD** | +8 |

**Ability Level**: 4-7
**Attacks/Damage:** Tusk 10
**Armor:** Hide, PR2
**Hit Points:** 30
**Hero Points**: 0

**Special Abilities**

None

**Glory -**

## Bull

Size: 1.5m at shoulder, 2.1m long, 725kg

| | | | |
|---|---|---|---|
| **INT** | -7 | **PER** | +2 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | +8 | **DEX** | +0 |
| **CON** | +4 | **SPD** | +8 |

**Ability Level**: 4-7
**Attacks/Damage:** Horns: DR 16, Trample: DR: 16
**Armor:** Hide, PR2
**Hit Points:** 45
**Hero Points**: 0

**Special Abilities**

None

**Glory -**

## Eagle

Size: 0.9m long, 2.1m wingspan, 6kg

| | | | |
|---|---|---|---|
| **INT** | -7 | **PER** | +8 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | -4 | **DEX** | +4 |
| **CON** | +0 | **SPD** | +10 (Fly)/+4 |

**Ability Level**: 5-8
**Attacks/Damage:** Talons: DR 4, Bite: DR 2
**Armor:** None
**Hit Points:** 5
**Hero Points**: 0

**Special Abilities**

Flight, superior vision

**Glory -**

## Horse

Size: 1.5m at shoulder, 1.8m long, 540kg

| | | | |
|---|---|---|---|
| **INT** | -7 | **PER** | +8 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | +6 | **DEX** | +4 |
| **CON** | +2 | **SPD** | +12 |

**Ability Level**: 3-6
**Attacks/Damage:** Kick DR 8
**Armor:** None
**Hit Points:** 35
**Hero Points**: 0

**Special Abilities**

None

**Glory -**

## Hound

Size: 0.9m at shoulder, 1.8m long, 60kg

| | | | |
|---|---|---|---|
| **INT** | -5 | **PER** | +6 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +2 |
| **CON** | +4 | **SPD** | +10 |

**Ability Level**: 5-8
**Attacks/Damage:** Bite DR6
**Armor:** None
**Hit Points:** 20
**Hero Points**: 1

**Special Abilities**

Track prey by scent at Ability Level +PER.

**Glory -**

## Lion

Size: 1.2m at shoulder, 2.4m long, 225kg

| | | | |
|---|---|---|---|
| **INT** | -6 | **PER** | +6 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | +5 | **DEX** | +4 |
| **CON** | +1 | **SPD** | +10 |

**Ability Level**: 5-8
**Attacks/Damage:** Claws DR10, Bite DR 10
**Armor:** None
**Hit Points:** 35
**Hero Points**: 0

**Special Abilities**

Night Vision

**Glory -**

## Boons

**Note:** Boons marked with (*) may be taken multiple times.
**Gigantes' Boon:** The creature is a colossal example of its species. Apply the following modifiers after the benefits of any other Boons have been applied:
Multiply its Height/Length/Wingspan by 4, and its Weight by 64.
Multiply its HP by 3.
Increase STR by 8.
Increase CON by 4.
Increase the DR of attacks by 14.
Increase PR by 4.
**Ceryneian Boon*:** The creature is astoundingly fleet. Double its SPD. If selected more than once, add its original SPD to the total each time.
**Diomedean Boon:** Herbivores only. The creature is now a carnivore, craving the flesh of other species, especially the intelligent kind. Add Attack: Bite DR 6 + STR.
**Hydra's Boon:** The creature gains the ability to regenerate. It automatically heals 5 HP per round, unless the wound is caused by fire or caustic substances such as acid.
**Kerberos' Boon*:** The creature has an extra head. It gains an extra Tusk, Horn, or Bite Attack at no penalty, and 2 to PER.
**Keto's Boon:** The creature is supremely amphibious. It can breathe underwater and swims at full SPD.
**Medusa's Boon:** The creature's claws, fangs, tusks, horns, or other natural weapons are made from keen-edged hardened material. Add Armor Piercing to the Attack.
**Nemean Boon:** The creature's hide becomes extremely resistant to damage. Increase PR by CON+10.
**Nessus' Boon:** The creature's bite becomes venomous. Add + Poison (CON roll to resist each round, DR 2 per round for 10 rounds) to the Bite's description.
**Pegasus' Boon:** Non-Avians only. The creature gains a pair of wings, and has SPD +10 Flight.
**Phoenix's Boon:** The creature is enveloped in a nimbus of fire. It becomes immune to fire-based damage and extreme heat including the flames of Torch weapons. Anything touching it that can be damaged or injured by fire suffers DR 4 damage. Anything combustible touching it also automatically ignites, suffering DR4/round until extinguished. Its own melee attacks add DR 4 of fire damage, and again, automatically ignite anything flammable they contact.

SERPENT

Size: 1.8m long, 6kg

| | | | |
|---|---|---|---|
| **INT** | -7 | **PER** | +4 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | -4 | **DEX** | +6 |
| **CON** | +0 | **SPD** | +3 |

**Ability Level**: 4-7
**Attacks/Damage:** Bite DR2 + Poison
**Armor:** Thin Scales PR 1
**Hit Points:** 5
**Hero Points**: 0

**Special Abilities**

Poison: CON roll to resist each round, DR 2 per round for 10 rounds

**Glory -**



*Example: Ben decides to create a tough amphibious beast menacing a small, backwater fishing town. He starts with the Hound template, and selects Keto's Boon and the Nemean Boon to apply:*

HOUND

Size: 0.9m at shoulder, 1.8m long, 60kg

| | | | |
|---|---|---|---|
| **INT** | -5 | **PER** | +6 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +2 |
| **CON** | +4 | **SPD** | +10 |

**Ability Level**: 5-8
**Attacks/Damage:** Bite DR6
**Armor:** Thick Hide, PR 14
**Hit Points:** 20
**Hero Points**: 1

*As he wants it to be a single threat, he applies Gigantes Boon, gives it a name and describes it. His creature looks like this:*

## The Phylakian Wolf

The Phylakian Wolf is covered in scales the color of dull iron, rather than fur. Its massive paws are partially webbed, and its powerful tail is that of an eel. It gazes out upon the world through the large, black, lidless eyes of a shark, and its jaws are filled with rows of jagged shark's teeth.

Size: 3.6m at shoulder, 7.2m long, 3840kg

| | | | |
|---|---|---|---|
| **INT** | -5 | **PER** | +6 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | +0 | **DEX** | +2 |
| **CON** | +8 | **SPD** | +10 |

**Ability Level**: 5-8
**Attacks/Damage:** Bite DR 20
**Armor:** Thick Hide, PR 18
**Hit Points:** 60
**Hero Points**: 1

**Special Abilities**

Track prey by scent at Ability Level +PER, Keto's Boon (breathe underwater, swim at full SPD), Nemean Boon (heavily armored hide)

**Glory** 160



# THE ATLANTEANS

## Fracture

It is unknown to most but for certain students of history, and denied by others, but the Atlanteans were once Hellenes, a splinter group of the Athenoians who underwent a profound philosophical "awakening" around the time of the Hellenic exodus from Creta — an awakening that changed them forever.

It began with the brief disappearance of the Twelve, the appearance of the being called Kronos, and his destruction in Æ 956, shortly followed by the reappearance of the Twelve. When they returned, a new God came with them — Hadon, the Sleeper, bringing with him the knowledge that the sun called Thera would soon destroy all that the Hellenes knew dear. Hadon was first revealed to a small group of Athenoians aboard a ship called the *Atlantis*, and then through them he was known to all the Hellenes, and it was this revelation that led the Hellenes to embark on their great exodus.

It was while on their exodus that the Atlanteans firmly separated themselves from their Athenoian brothers, being one of several unaffiliated ships that split off in Æ 1001, choosing to journey with the Spartans rather than accompany the bulk of the Hellene fleet. They and their allies eventually settled on several different worlds: the Spartans on a planet they would come to name Sparta; and the Atlanteans on a sunless, perpetually clouded world that they would name Atlantis after the ship that found Hadon. It was at this point in history that they became known as Atlanteans.

Each of the systems initially settled by the Hellenes chose one of the Twelve to affiliate with; the Atlanteans chose Hadon, who was not one of the Twelve, further fracturing the relationship they had with the other Hellenes. Yet the Atlanteans felt a strong affinity to Hadon, and endeavored to learn what they could from him, even if the Hellenes as a whole could not bring themselves to accept this God of Death into the official Olympian hierarchy.

So it was that in the years that followed, the Atlanteans became students of death, hoping that by doing so they might unlock the mysteries of life. In honor of Hadon, they looked to the small, black moon that circled their planet, and tried to make it their own temple moon. However, the Atlanteans lacked the skill to complete the work they began, and without ready aid from their Hellenic cousins they abandoned the work and turned the moon into a mortuary and cemetery. They called it Hadonopolis; other Hellenes referred to it as Eusebes.

Over time, the Atlanteans became adept morticians, and gradually came to be respected on all the known worlds for their funerary skill. Most Hellenes disregarded the Atlanteans entirely, but when a funerary rite was needed or a burial site needed designing, they would turn to the masters of death for their help.

But the Atlanteans were not satisfied with mastering death; they wanted to master life.

## Metamorphosis

By way of their interest with death and dying, the Atlanteans gradually became meticulous students of genealogical records, and began to create an unofficial genetic library of the Hellenic people. Careful study of the Hellenic genetic makeup made them the premiere authorities on bioengineering and genetics, and they applied this knowledge in several key areas as they attempted to unlock the secret of life itself.

On their bleak, sunless world, the Atlanteans used bioengineering and genetic splicing to create plants and animals that could not only survive, but flourish in the otherwise hospitable environment. Soon they had not only enough to feed themselves, but enough to export to neighboring systems. Other animals were bio-engineered for war, and other plants were distilled into medicines that could cure disease.

As they changed their planet, they also changed themselves, metamorphosing into the bodies of bright-eyed, pale-skinned, golden-haired teenage Hellenes. The pout of their red lips and the softness of their adolescent voices jarred the other Hellenes, who knew these people to be much older than they appeared. Yet the Atlanteans suggested that all Hellenes do the same, transforming their bodies into the highly efficient and long-lived shells the Atlanteans chose. Few Hellenes would take the plunge, and most found the Atlanteans repugnant, willing to put up with their eccentricities only insofar as it meant dealing with them to get drugs, food, or livestock.

Yet many Hellenes would take advantage of another Atlantean creation.

## Pandora

Soon after their early breakthroughs in biotechnology, the Atlanteans developed a longevity drug known as Pandora. Early results were mixed, leading to several localized plagues, but over several decades the Atlanteans managed to at last create an elixir that could, used regularly, double or even triple the lifespan of the average Hellene.

Needless to say, this breakthrough changed the life of Hellenic society in countless ways. Faced with the prospect of a longer life, most Hellenes never questioned exactly how the concoction worked, or where it came from. Given more years of life, many Hellenes turned away from warfare and other dangerous activities, remaining secluded and safe as they reflected on the mysteries of the universe. Philosophy and religion flourished, but other areas of Hellenic life suffered. A divide between a wealthy upper class and a lower working class began to widen, with the aristocracy on some planets forcing the less fortunate to do all the hazardous work that they would not dare risk.

Another side effect was a massive drop in the birth rate of all Hellenes, a side effect of the Pandora drug. Most Hellenes saw this as a small price to pay for having a lifespan of over 200 years, and once it was discovered that those who wanted to start a family would only have to stop taking the drug for several years to flush it from their system, the initial panic evaporated.

## Tyrants

The Atlanteans themselves fell victim to many of these effects too, and as a result they became much colder and more guarded about the secret workings of their mysterious home planet. For fear of corrupting the source of the Pandora elixir, other Hellenes were forbidden to set foot on Atlantis. Gradually the Atlanteans withdrew almost entirely, rarely venturing out to visit other systems.

Yet exceptions were made, and these few Atlanteans who maintained contact with the outside world became known as the Gene Tyrants. Small contingents of Atlanteans were established to cater to the needs of specific systems, each group consisting of doctors, scientists, guards, and other crew necessary for the mission. These Atlantean envoys established close diplomatic ties with the ruling parties of the systems they visited, and in some cases they became de facto rulers for all the power and influence they wielded.

The Gene Tyrants gathered detailed genetic and genealogical information from the Hellenes on every world they visited, using this data to customize the pharmaceuticals and Pandora elixir that would then be delivered to that system. This system of customization made it impossible for cross-world trade to exist, since Pandora destined for Sparta would have no use on Athenoi. Once this level of exclusivity was set in place, the Atlanteans wisely used the situation to tightly control the flow and cost of the elixir.

Economists at the time were able to definitively prove that the Atlantean flow of Pandora, and its cost, correlated with periods of more intense warfare. Only in retrospect was the importance of this fact recognized, and such recognition began with a man named Proclus.

## Trouble

Around Æ 1330, a prince of Olympia named Proclus took as his bride an Atlantean Gene Tyrant by the name of Clito. The marriage was primarily a political one, aimed at cementing an alliance between the Atlanteans and the Olympians for the purposes of lowering prices on Pandora. It was also a highly unusual marriage, for rarely did Atlanteans marry Hellenes from other systems for fear of corrupting their genetic stock. Yet to everyone's surprise, the cold and analytical Clito fell in love with the wildly passionate young Proclus, and the two announced that they would have a child — a stunning announcement, since it meant that both of them would have to forego treatments of the Pandora elixir for several years.

Indeed, true to their word, several years after their marriage Clito was found to be with child, and physicians quickly ascertained that the child would be a girl. When this was announced, Proclus was disappointed, as he had been hoping for a male heir. Yet after his initial disappointment, he came to accept the idea of having a daughter, and began to arrange future plans for her marriage, to further cement alliances in neighboring systems.

However, Clito misunderstood Proclus' initial disappointment, and did what no Hellene ever imagined possible — her body reabsorbed the growing fetus several months before it was to be born and began to produce a male child. At first she hid this fact from her husband, but when her pregnancy went on for months longer than it should have, Proclus demanded she visit a doctor, whereupon it was revealed that the pregnancy would take a total of four months longer than expected, and that the girl was now a boy.

Proclus was startled and horrified, and when he confronted his wife she revealed that she had, indeed, cannibalized the girl child to create a boy. Further, she revealed that this was something all Atlanteans could do, and that with genetic manipulation all Hellenes had the capacity to do so.

In a fit of rage, Proclus slew Clito and his unborn child, and drove the remaining Gene Tyrants from the palace. They demanded — and were granted — an audience the following day, and Proclus was prepared to turn himself over to face justice. However, he and his court were stunned to find that the Atlanteans sought not justice — only the dead bodies of Clito and her unborn child. They believed they had the capacity to genetically and chemically replicate the soul of the dead by mapping and analyzing the brain and body. Clito and her child were dead, they said, but they could be brought back to life.

Horrified, Proclus demanded the Atlanteans leave Olympos immediately. They refused, and instead tried to blackmail him, demanding that he keep the affair quiet, lest they withhold future shipments of Pandora and other drugs to the planet. Proclus did quite the opposite — he made a public announcement of his findings, and closed the planet to trade with the Atlanteans, pending a further investigation that he would lead personally.

The next day, Proclus went missing. Though there was no evidence of foul play, the Atlanteans were blamed, with some media outlets concocting a ridiculous story about the Gene Tyrants "absorbing" Proclus into their bodies to kill him. Astonished that the Atlanteans had misled them as to the nature of their genetic abilities, many Hellenes began to riot, and after several violent attacks the Atlanteans were driven from the planet. This was good news for many Spartans and Delphoians, who had never completely trusted the Atlanteans. Now, they felt free to fan the flames of disapproval, and began by enacting a series of measures to closely monitor the flow of Atlantean pharmaceuticals.

As word spread to neighboring systems, the same uproar ensued around the galaxy, and within a few years, many of the Gene Tyrants had departed their client worlds and returned to Atlantis. When a general edict demanding that the Hellenes be allowed to personally inspect the Atlantean homeworld was issued, the last Gene Tyrants left their respective client worlds and departed for home. The flow of Pandora dried up, but the Atlanteans did keep up a small flow of a more generic, lesser-quality Pandora elixir, as it formed a vital portion of their economy. And then, the truth was revealed.

## Truth

In CE 1355, Proclus the Mad — very much alive and in disguise — successfully infiltrated the Atlantean home world and uncovered a shocking truth. Recorded secretly and then openly broadcast through Slipspace, the revelations shook the Hellenes to their core.

Proclus' broadcast revealed a twisted, monstrous world that had been completely bio-engineered by the Hellenes. Not only had they manipulated the flora and fauna, but every aspect of Atlantean civilization was a bio-engineered creation. Entire buildings were lumps of living flesh within which the Atlanteans lived as symbiotes, passing through sphincter-like doors and maw-like passages. Sewers and other conduits had been replaced with pulsing, organic veins that moved water and other fluids around the world. Curious eyestalks sprouted from random walls, keeping watch on the citizenry; fortunately for Proclus and most of his men, the Pandora elixir had been flushed from their systems, so they were not detected.

Yet even this truth was nothing compared to what Proclus discovered about Pandora itself. The reddish, milk-like elixir was produced from the ashen udders of a bio-engineered type of cattle that the Atlanteans called Gelloudes. It was then processed by the Atlanteans and tweaked to adapt to the specific needs of a particular Hellenic system using astonishingly detailed genetic records that traced Hellenic bloodlines back to the Awakening and, in some cases, apparently earlier. Most horrifying of all was the food that was fed to the Gelloudes to produce this elixir — an extraction from the bodies of dead Hellenes, interned on Hadonopolis.

This alone would have been enough, but Proclus remained incognito on the planet for a bit longer, and risked his life and that of his men to gather further damning evidence that revealed that the Atlanteans had been seeking specific bloodlines for inclusion in their master genetic "stew," striving to not only extend life but to unlock some deeper secret — perhaps the secret of eternal life itself. Worse still: many of these "selected" Hellenes had been unwittingly sending their deceased to the Atlanteans for internment, not knowing that their dead were never to be buried, but instead dismantled, studied, and distilled.

In uncovering this information, Proclus and his men were discovered, but before they could be stopped the information had already been broadcast into Slipspace. Several of Proclus' men were killed by the planet's organic defenses, but when the Atlanteans realized what had been revealed, they also determined that the only possible way to salvage their symbiotic existence with the rest of the Hellenes was to reveal everything.

The Atlanteans called for a meeting to explain themselves, to be hosted by the Spartans, their closest allies. Proclus agreed.

## Hubris

A tense month passed, during which time Proclus gathered a conclave of governmental heads from not only Sparta but also Delphoi and Athenoi, hoping to get a clear consensus on the matter from the greatest Hellenic powers. When the Atlantean representatives arrived to present their case, Proclus and all others expected lies and excuses. What they got shocked them even more.

The Atlanteans denied nothing. They said that their experimentation using the dead of the Hellenes was part of a greater plan, showed to them through the wisdom of Hadon and their own research, to return the Hellenes to their former stature as Gods. Not only did the Atlanteans feel that immortality could only be derived from the dead, that life could only be extended by extracting it from death, but they felt that given enough time, immortality could only be achieved by destroying death.

Their arguments confused and enraged the assembled leaders. Claims that these were the desires of Hadon meant nothing, as Hadon was not one of the Twelve. Further allegations that these desires were beyond the wishes of the Gods — that the Atlanteans sought to become Gods — were pure heresy. But worst of all was the claim that the Hellenes themselves could become Gods, could, as the Atlanteans described it, "return to Godhood," by defiling, distilling and ingesting the bodies of the Hellenic dead.

This was worse than heresy; this was hubris. There was only one punishment for hubris, and the Spartans enacted it immediately. Led by their Kings, the Spartans within the meeting room slaughtered the Gene Tyrants present, and destroyed the Atlantean ships circling the planet before retributive action or escape was possible. The gathered leaders were infuriated at the Spartans' initiative, but it was a moot point; there was only one option now, and it suited the Spartans just fine.

## War

Quickly, the Delphoi and their vaunted Delphoi Legionnaires girded themselves for war and gathered their fleets, preparing a series of small-scale precision strikes against those Atlanteans still spread around the galaxy, hidden amongst the palaces and homes of those Hellenic elite who feared the loss of their treasured Pandora. The large Athenoi navy mobilized to create a blockade, endeavoring to stop Atlantean ships from moving their products off their home world, while Athenoian ambassadors quickly moved to build an alliance among former allies.

The Spartans, ever ready for war, did not need time to prepare and launched an immediate first strike directly at Atlantis. It was almost their last.

This First offensive blow in the Atlantean War was struck by the Atlanteans, who let the Spartans land on Hadonopolis to create a beachhead and then released a series of deadly bioplagues. Many were killed instantly, but the Spartan distrust of their former allies helped slow the effects of the plague, giving the Spartans ample time to withdraw and regroup. The move was costly, and the Spartan withdrawal gave the Atlanteans time to prepare a counter-offensive. More importantly, it put the Spartans in a position they did not enjoy — a defensive one. They would not challenge the Atlanteans again so boldly.

Regardless of the Spartan defeat, all who participated expected a quick end to the Atlantean menace, for they believed it was one small system, run by childlike perversions, against the mighty Hellenic empire. If only the Hellenes truly understood what hubris was….

The Atlanteans unleashed the full brunt of their biotechnology upon the Hellenes. Their giant bio-ships, constructed in secret by enslaved races and hidden deep in Slipspace, were piloted by bio-enhanced Atlanteans encased in metallic bio-skin called Orichalcum. Every Hellene that fell in the war was either fed to the Atlantean ships or taken back to Atlantis to be consumed and added to the Atlantean genetic pool, further strengthening it. Atlantean bodies and ships contained bioplague booby traps that exploded after their death, killing Hellenes who ventured too close and leading to a standing order to immediately burn or otherwise destroy any fallen Atlantean body or ship.

Furthermore, the shortage and eventual depletion of the Pandora elixirs and other Atlantean medicines had a profound effect on Hellenic society. Hellenes died at an accelerated rate from withdrawal and unknown side effects (that were previously offset by other Atlantean pharmaceuticals), and for a time few children were being born to replenish those who fell in battle.

Some worlds immediately saw the horror of what the Atlanteans were doing, while others had to be pressed into service by Sparta and Athenoi, lest they suffer their wrath once the war was over. Gradually every piece of existing Theban and Delphoian technology was brought to bear as the war trudged on, and still the Atlanteans held firm. Eventually, however, the Amazorans and Zorans chose the Hellene side, and with their help and numbers the tide finally turned. The Atlanteans were pushed back to their home system.

The war had taken 60 years, and now it was at its last stand.

## Sinking

The Hellenic fleet realized however that the retreat was a tactical one and, learning the lessons of the Spartans in the war's first battle, they wisely did not pursue, but instead blockaded the system from afar and attempted to begin negotiations led by the Athenoians. But this was decision was hardly unanimous — a decision had been made by the Spartans years earlier that the Atlanteans were too powerful and dangerous to be left alive, and a plan had been drawn up to deal with them once and for all.

As Athenoian negotiations continued, the last few Delphoi Legion ships capable of action, along with an escort of nine Spartan vessels, headed into the Atlantean system and proceeded directly for Atlantis. Taking advantage of the negotiations, they pretended to be on a diplomatic mission, and were able to get within striking range before the Atlanteans realized they had been duped.

Using the eight legendary Delphoian Oracle lenses, the Delphoi Legionnaires were able to push Hadonopolis out of its orbit, sending it crashing into Atlantis. This alone caused untold destruction and would have ended the war, but the ships pressed the attack. Using prototype weapons developed by the Spartans and Thebans, in conjunction with the lenses, the entire world of Atlantis was sent into Slipspace, where its great weight sent it immediately crashing down to depths never before reached by any ship.

Unable to escape the tempest caused by this action, all of the Hellenic ships involved were sucked into the ensuing whirlwind and cast into Slipspace, never to be heard from again.

The war was over.

And yet it was not. Not every Atlantean ship had fled to Atlantis, and those that remained hidden by Hellenic allies now found themselves in dire straits. Without the promise of new Pandora elixir, the remaining Atlantean fleets were turned upon by the planets that were hiding them and given over to the Athenoian and Spartan forces. For their trouble, the people of these worlds were often eradicated for fear they might still harbor Atlantean infestations. Entire planets were burned to cinders, and any records of their whereabouts were deleted from all records.

After a long search the Last of the Atlantean ships was found and captured by Proclus himself in Æ 1417, en route to the Olympos star cluster. Aboard the ship, he was surprised to find an Atlantean girl named Proclia who claimed to be his daughter leading them. Proclus ordered everyone on the ship to be slain except for the girl, who was taken prisoner and brought back to Athenoi for trial. For seven years the trials and examinations stretched on, much of the time being spent determining whether or not the girl was truly his daughter, or if this was just a final Atlantean ruse. The weight of every Atlantean transgression was ultimately laid upon the shoulders of Proclia, and the punishment of death — and thereby eradication of the Atlanteans — was a foregone conclusion.

It is said that Proclus wept blood at the execution, out of heartbreak for the death of his beloved daughter. Proclia's final words were never recorded, but legend tells that she spoke of the Destiny of the Hellenes, of their beginnings in Xaos, and of their return to Godhood. And then she was disintegrated, and with her the Atlanteans died.

Proclus lived for another year before he suddenly undertook a secret journey into the deepest regions of Slipspace with a small contingent of men and a single ship. He was never heard from again.

## Return

The Atlanteans were wiped out of Hellenic space, but that did not end their existence. Unbeknownst to the Hellenes, when Atlantis was sent into Slipspace, toppling to the depths of reality, not every Atlantean died. True, most of the planet's population perished, but the unlucky few that survived managed to piece together a horrible existence, weaving their bio-organic planet back together into a giant disc of matter upon which they survived upon the distilled corpses of their own dead. When they were discovered, eight of the nine Hellene ships that had sent Atlantis to its doom were salvaged, cobbled together and attached to the disc of matter, making it mobile. And so in due course, the planet Atlantis returned to its origins, and became a ship once again.

The newly created megaship was too heavy to ascend, but the Atlanteans had no intention of remaining where they had been sent, and so they sought escape by heading deeper into Slipspace, farther than any normal ship or Hellene might ever journey without the weight of an entire world on their shoulders. Gradually, madness overtook the survivors, and they became like animals, screaming in the dark, mindless husks upon a ghost ship forever sinking into a bottomless pit.

But the pit had a bottom, and at the bottom lurked a thing, and the thing heard the screams.

And it answered.

The thing discovered that the Atlanteans who remained were unencumbered by moral ambiguity, had interesting ideas about the wall between life and death, and were genetically pliable enough to bend to its wishes. It brought them low, and forced them to fight amongst themselves, and devour one another, and when there were but ten left, it deemed this an acceptable number of devotees. It opened their minds — in its own way — and revealed itself as something older than the Twelve, older than the Titanoi worshipped by the Zorans, older than Xaos itself. And it whispered its name, a name that could extinguish suns, and the Atlanteans howled with insanity. And then it closed their wounded souls, and offered them a choice: eternal, everlasting oblivion in the bowels of its realm, or retribution on the Hellenes and the resurrection of the Atlantean race.

The rapidity with which the surviving Atlanteans unanimously voted for retribution amused the thing.

The ten who remained immediately went to work rebuilding their once-great planet, again turning the ship called Atlantis into a world. And in doing so, in tearing apart the Hellenic ships that had supported them, they discovered the eight Oracle lenses that had been lost, and were now found. And they perverted the power of the lenses, and combined with new sorceries taught to them by the thing, learned at last to push through the wall of death. They learned dark new secrets, and created blasphemous things that bred within the nether regions of Slipspace, and they plotted and planned.

For millennia they waited, until they were ready. And then they returned.

## Now

The Atlanteans came back several years before the game storyline started. They insinuated themselves into positions of government using mind-slaved Hellenes and clever bio-disguises to make it easier to conquer the people of Hellas. They next tried to weaken the Hellene military from within so that when their ships rise out of Slipspace they will meet little resistance. Failing that, they learned what they could about the military and its plans, so that they know when and where to strike in the future.

Their first strike was at the Kyklopes home world, which they destroyed. Their next strike was at the Spartan home world, which they also eradicated.

This is where the Heroes come in.

The future is uncertain; although the Atlanteans have a plan, elements of that plan are not yet put into action, and Heroes may impact certain events; even if they are not able to stop them entirely, they may be able to send them askew. Assuming the Heroes do nothing, here are a few things to keep in mind for what will happen next:

- After their initial strikes, the Atlanteans lay low for a while. The strike at the Kyklopes homeworld was a test, and the strike at Sparta was pure vengeance. From here on in, the Atlanteans will not let emotion get in their way.
- The Atlanteans are looking for something. When they take a world, the Atlanteans set up camps to distill the souls of the fallen Atlanteans from the common Hellenes found there. Entire populations are herded into camps to have the souls of their fallen comrades retrieved. One in every thousand Hellenes has an Atlantean soul, present in them from past use of the Pandora elixir. Those that do are taken and bio-engineered into a newly powerful Atlantean, and those that don't are left as ruined shells of the people they were and bred for slavery and servitude in war.
- Failed attempts at restoring lost Atlantean souls become Erinyes. These demonic soldiers are the commanders of the vast Atlantean armies.
- In addition to Hellenes captured and repurposed for slavery, the Atlantean army is also composed of servitor races based on the slave races they had with them at the time of the sinking. Goregons and Nymphas have been bio-engineered into grotesque monstrosities that barely resemble what they once were. These servitors are not allowed to use Atlantean technology, as it only works in the hands of the Atlanteans.
- The Atlanteans use bio-technology far more advanced than anything the Hellenes have. The most obvious display of this technology is that all Atlanteans wear biometal suits made of living metal called Orichalcum. The suits disrupt energy, causing small blackouts in their presence; the siphoning off of energy is used to fuel the suit and its weaponry. This will cause most of the Hellenes that fight them to eventually resort to melee and archaic weaponry.
- The Atlanteans want revenge on the Hellenes and have no problem exacting it. If they are challenged they will not hesitate to wipe out entire ships, planets, or systems. They have no sense of morality slowing them down. They do not view themselves as evil — they view themselves as right.



# True Atlanteans

The Atlanteans are led by ten Princes, each with the power of a Titanos; worlds tremble at the thought of an Atlantean attack, but know they are doomed when a Prince arrives. The ten are known as: Atlas, Mestor, Ampheres, Evaemon, Mneseus, Authochthon, Elasippus, Eumelia, Azaea, and Diaprepea. Although they have no gender as such, the last three identify as female; even they are referred to as Princes, however. There is no word on who, exactly, is the King to these ten Princes.

The Princes generally lead from a distance – in most cases Atlantean forces are led by a Champion known as an Erinyes. From one to many Erinyes might serve a prince, but each one is bound to only one Prince.

## Atlantean Princes

While the Erinyes have much in common with each other, there is nothing typical about the Atlanteans and each of the 10 is unique and has a host or terrible abilities at their disposal.

All Atlanteans have the following abilities:

### BIOTECH TERROR ARMOR (PR 17)

The Atlantean armor is a living thing that adapts to its environment. The armor allows the Atlanteans to withstand deep sea pressures, the vacuum of space, and dangerous atmospheres. The armor is constantly pulsing, moving and heaving on the wearer and howls with pain when attacked.

The armor must be feed every week 20kgs of calcium and protein-rich biomaterial to keep it at peek performance. The armor is adaptive and creates weapons and armament as needed. Some of its functions include:

- **Bone Shards:** The armor can produce a sword that extrudes from the wearer's arm as a bone shard (DR10). Bone spikes can be shot from the chest filled with poison (DR10, range 30m).
- **Adrenaline Boost:** The armor provides boost of speed for the user, giving him a +4 to initiative rolls.
- **Flight:** The armor provides the user limited flight by the use of leather membranes that extrude from the back. The user may fly at SPD-2.
- **Morphability:** The living armor can grow extra appendages or extrude veinlike ribbons to grapple opponents. This allows the wearer to have his hands free for other activities (like attacking those in a grapple). This ability can also be used to climb, giving the user a +3 to rolls.
- **Bio Energy Dampening Field:** The armor emits a bio-electrical pulse every 2 minutes that behaves exactly like an EMP pulse, shutting down all active electronic equipment in the area. Living creatures will feel a tingle on their skin and dread in their bellies when in the presence of the field and animals will actively try to get away from the sensation. The field extends from the armor in a radius of 10m.
- **Increased Physique:** The armor increases the user's physical attributes by +4.
- **Life Sense:** The Armor allows the user to see perfectly by seeing the life force of an opponent. The range of this ability is 50m.
- **Regeneration:** If the armor is ever damaged it heals at a rate of 5 points a day. As a side effect of the relationship the armor provides 3 points of healing per day to the wearer.

### WEAPON OF CHOICE

All Atlanteans use a weapon of their choosing. This weapon is usually constructed of the same biomaterial used to create their other devices. The weapon provides a bonus of +5 to the normal DR of the weapon.

### BLOOD MASTERY

When blood is spilt in the presence of an Atlantean they may automatically analyze it and determine things about the blood's owner. This allows the Atlanteans to find physical weaknesses of the opponent, know their physical attributes, and what relationship they may have with others whose blood they have analyzed. This gives the Atlantean a Bonus of +4 when fighting an opponent in combat if the opponent bleeds.

If for some reason an Atlantean is willing to heal a person they may do so by touching the wound and enhancing the person's recuperative abilities. The person will heal 5+double their CON per minute for 5 minutes.

Atlanteans can also track a bleeding opponent with a bonus of +4

### PLAGUE MASTERY

Atlanteans have stored in their genetic memory every sickness and plague they have encountered and are immune to them all. Because of their profound understanding of their own forms, the Atlanteans can produce these diseases at will or cure them. Atlanteans can infect an opponent with any disease by touching his bare skin. The Atlantean must beat the opponent in an opposed CON vs. CON test. The results take effect in CON minutes.

## Lady Azaea, an Atlantean Prince

**Epithet**: Ebon-Eyed Mistress
**Glory**: 250
**Age** ?

| | | | |
|---|---|---|---|
| **INT** | +4 | **PER** | +4 |
| **WILL** | +0 | **CHA** | +4 |
| **STR** | +0 | **DEX** | +1 |
| **CON** | +1 | **SPD** | +0 |
| **CR** | +3 | **DYN** | +5 |

**Hit Points:** 24
**Hero Points**: 19

**Skills: Brawl +8,** Climb +1, Command +18, Evade +10, Intimidate +10, Pankration +8, Parry +12, Lore (tactics)+10, Etiquette (Atlantean)+15, Etiquette (Hellene)+10, Speak Language (Hellene, native), Survival (Slipspace) +2, Weapon (Spear)+17, Weapon (Blade, lg) +8, Profession (Atlantean matriarch, CHA) +15

**Dynamism:** Attack +10, Illusion +12, Manipulate +15, Influence +15, Kinetic +12, and Sensory +10

**Talents:** Aura of Nobility, Authority, Coordinate, Force of Personality, Nasty Reputation, Tactician

**Equipment:** Bio Terror Armor, Spear (DR12), Atlantean Black ship

## Erinyes

These beings are charged with enacting the will and pleasures of their Prince. They are the generals of his armies and the admirals of his fleet, his bodyguards, assassins, and enforcers. Each Champion is chosen personally by his dark Prince for a variety of reasons, not the least being his undying loyalty and fierce zeal when acting upon the words of the Prince.

Erinyes resemble large demonic creatures with dark skin ranging in color from mottled leather similar to camouflage to matte black. Their wings, each of which is twice as long as the Erinyes are tall, are always of the same color as their skin, albeit slightly translucent. Both arms and legs end in identical appendages, giving them four, six-fingered "hands," each with two opposable thumbs. Each digit is topped with two-inch-long retractable claws.

Their faces resemble those of other intelligent races — Hellenes, Nymphas, etc. — although they are stretched out and distorted in pain and anger, suggesting that the Erinyes are somehow perversions of these other races. Their piercing eyes are like miniature black holes, daring those who gaze upon them to stare into a deep abyss of pain. Erinyes rarely speak, but when they do it is often with some difficulty, as their mangled mouths are often filled with overlapping teeth, multiple tongues, and other oddities.

In combat, Erinyes fight with incredible intelligence and precision, preferring to take on one foe at a time. They employ whatever tactics are appropriate to a situation, from a full-frontal attack to guerilla "hit-and-run" tactics, depending on the strength of their foe.

| | | | |
|---|---|---|---|
| **INT** | +3 | **PER** | +2 |
| **WILL** | +4 | **CHA** | -6 |
| **STR** | +5 | **DEX** | +4 |
| **CON** | +10 | **SPD** | +3(Fly) /+3 |

**Ability Level**: 7–15
**Attacks/Damage:** Per weapon employed, Clawed Hands DR7 cut through any substance and are considered armor-piercing, even against Æther shields
**Armor:** Black Bone Plate PR 15
**Hit Points:** 75
**Hero Points:** 5



**Special Abilities**

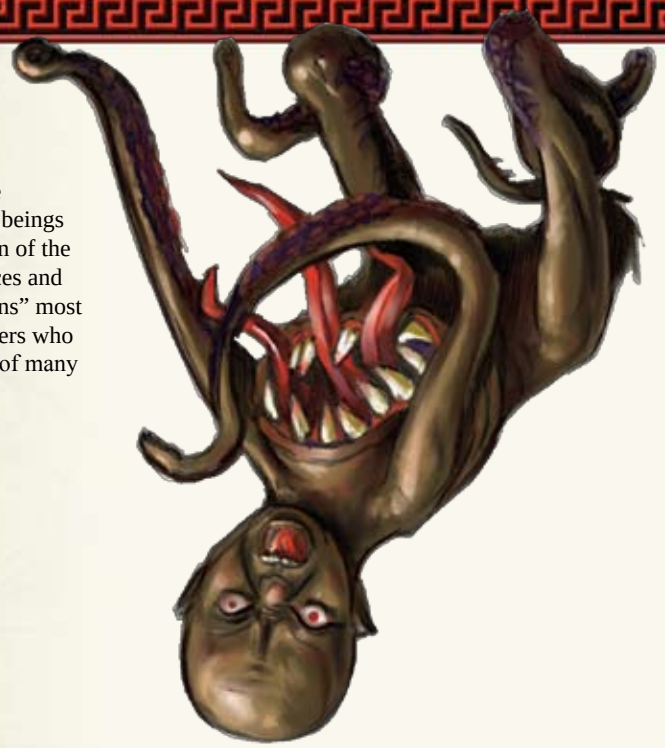
**Slipspace Capability:** With a flap of their wings, Erinyes can move between real space and Slipspace; this takes one full action
**Vacuum Survival:** Erinyes can survive in the harshness of real space vacuum for up to one minute at a time without suffering any harm
**Blazing Piercing Eyes:** Their eyes cause those who miss a WIL vs. WIL roll to lose one action a round. This ability does not cost the Erinyes a multi-action in a combat round
**Dark Vision:** They can see perfectly even in pitch darkness
**Darkness Field:** They can create an area of darkness in a radius around themselves equal to their WIL in meters. The field may be activated for a number of rounds equal to their WIL, after which the Erinyes must recoup for an equal amount of rounds before activating it again
**Habitat:** Slipspace nether regions
**Weakness:** (-6) Bright light causes the Erinyes minor amounts of pain and discomfort. Light from a flashlight or a torch will cause the beast to make a WIL roll versus a DoD of -2. If they fail the roll they lose an action each round and suffer a multi-action penalty because of the distraction. Against very bright light or natural sunlight the Erinyes increase all difficulties by a +2 and suffer 3 points of damage each round that they are in the presence of the light source. Armor cannot negate any of the damage

**Glory** 200

**Equipment:** GM choice (varies widely)

# Atlantean Minions

The Atlanteans are not just one homogenous threat, but a group of beings united in purpose — the destruction of the Hellenes and their allies. The Princes and Erinyes are the only "true Atlanteans" most Hellenes have ever seen — the others who fight as servitor races are made up of many different peoples.



## Lamia

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

They keen and whine as they attack and latch on and bite with the mouth that runs down the center of their chest.

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

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

**Ability Level**: 2–8
**Attacks/Damage:** Rending bite 5DR
**Armor:** None
**Hit Points:** 16
**Hero Points:** 0

**Special Abilities**

**Keening Cry**: The cry of a lamia will drive men mad. The lamia can yell and affect everyone in the area. If successful in an opposed WIL roll, the opponent suffers a penalty of -2 from all actions. This is an automatic action and does not suffer a multi-action penalty
**Fast Reaction**: The lamia can react quickly to any situation. It may add a +2 bonus to any initiative
**Festering Wound**: The bite of the lamia will fester and rot if not seen to with proper medical care. Wounds need twice as much healing as a normal wound
**Wall Climbing**: The lamia can stick to almost any solid surface and moves at a normal rate, even when climbing straight up or upside-down
**Weakness**: (-3) Although lamia make a considerable amount of noise in combat they themselves hate loud noises. If they encounter loud noises the lamia must make a WIL roll versus the noisemaker's intimidation skill. If they fail the roll they lose an action each round and suffer a multi-action penalty because of the distraction

**Glory** 5

## Harpy

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

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

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

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

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

**Ability Level**: 2–10
**Attacks/Damage:** Per weapon employed, Claws DR5
**Armor:** As per Armor worn
**Hit Points:** 18
**Hero Points:** 2

**Special Abilities**

**Claws**: 5 DR
**Dive Bomb**: The Harpy may use a charging attack doing damage as per the charging rules

**Glory** 5

**Equipment:** War Club 10 DR or Javelin 6 DR, Net or Whip 2 DR





## Minotaur

The Atlantean Elite troops utilize Minotaurs as slaves. The Minotaurs are genetically bred via some dark, secret Atlantean sorcery technique. This hulking bipedal beast is a misanthropic monstrosity created from the fierce Cretan bull and a Hellene slave. Most resemble powerful humanoids with two legs, two arms, and a human torso topped by a bull's head (complete with horns), but various alternate types exist, ranging from centaur-like mounts (with four legs, two arms, and human heads) to satyr-like scouts (with two bull-like legs and the upper torso of a human), to oddities such as a bull with a human face.

Each Minotaur wears a control ring — most often around its neck or in its nose — to keep it under the thrall of its dark masters. The control ring keeps the Minotaur from entering the berserk rage it is known for. Without such control, the Minotaur would destroy not only the Atlanteans' enemies but its masters as well.

Minotaurs are generally encountered singly — even when met in greater numbers they do not utilize group tactics, each attacking a foe of choice on its own. Of course, should a single foe antagonize multiple Minotaurs, this could mean they would all independently choose to attack a single target.

| | | | |
|---|---|---|---|
| **INT** | -2 | **PER** | +0 |
| **WILL** | +0 | **CHA** | -3 |
| **STR** | +10 | **DEX** | +0 |
| **CON** | +10 | **SPD** | +0 |

**Ability Level**: 2–10
**Attacks/Damage:** Per weapon employed, Horn Gore DR11
**Armor:** As per Armor worn
**Hit Points:** 50
**Hero Points:** 2

**Special Abilities**

**Bull Rush**: The Minotaur may run at an opponent and knock him down. . On a successful attack the opponent must make a STR vs. STR roll to stay upright. Those who are not successful must spend an action getting to their feet.
**Berserker Rage**: The Minotaur goes into a berserker frenzy during combat when they roll a natural one on the D20, killing everything in its way — friend or foe. To keep its composure, the beast must make a WIL roll at DoD - 3 to stay in control. If it fails it hurls itself into combat with no regard for safety. It will take no defensive action while berserk, but gains the benefit of endurance that allows it to fight on after a normal person is dead. In this state Minotaurs may fight for WIL +2 rounds before their bodies tell them they are dead
**Weakness**: (-3) The control ring that the Minotaur wears keeps it under the thrall of its masters. Without the ring the Minotaur would rage indiscriminately

**Glory** 50

**Equipment:** Hoplite Plate Cuirass PR 6, Cretan War Ax 10 DR or War Club 10 DR

## Kerboros

Fully four tonnes in weight, twice as tall as a man at the shoulder, and twice as long again, Kerboros is a massive monstrosity, a unique hound that represents what is arguably the pinnacle of Atlantean beastcraft. Possessed of semi-human cunning, Kerboros is a hound of singularly awful mien, three-headed, with a hairless hide, each pair of eyes glowing a baleful green. Eerily quiet, Kerboros utters not even a howl, the only sound it makes being the screech of its claws upon the floor, the hiss of the acid that drips from each maw to bubble on the ground below. Its back, at a glance a mass of obscenely writhing snakes, is actually a colony of insidious bacterial tendrils, infecting those nearby with even the briefest of touches.

Kerboros is never encountered save in the presence of an Atlantean prince, loyally serving as guard hound, mount, and attack beast.

| | | | |
|---|---|---|---|
| **INT** | -3 | **PER** | +10 |
| **WILL** | +4 | **CHA** | -6 |
| **STR** | +8 | **DEX** | +4 |
| **CON** | +10 | **SPD** | +10 |

**Ability Level:** 12
**Attacks/Damage:** Bite DR 20 + Acid, Claws DR 20 and Armor Piercing, Pestilential Tendrils
**Armor:** Slick Bone-Laced Hide, PR 18
**Hit Points:** 100
**Hero Points:** 10

**Special Abilities**

**Acid Bite:** Kerberos' bite attacks ooze a powerful acid. A successful bite attack not only causes its normal damage, but bathes the area in a wash of acid, inflicting DR 10 per round for 3 rounds unless extinguished.
**Dark Vision:** Kerboros can see perfectly even in pitch darkness.
**Pestilential Tendrils:** Foes struck by the snake-like tendrils on Kerboros' back must make a successful CON check or become immediately infected with malignant bacteria, afflicted with tremors and nausea for 10 days, suffering a –2 penalty on all rolls during that period.
**Rending Claws:** Kerberos' claws are unnaturally strong and sharp, slicing through even the toughest substances with ease, and thus have the Armor Piercing quality.
**Resilient Hide:** Kerberos' hairless hide is slick and leathern, laced with tiny fragments of dense bone that grant him PR 18.
**Sense of Smell:** Kerboros may track by scent alone. When tracking prey by scent he gains a +8 to his
tracking or search skill.
**Triple Headed:** Kerberos' three heads grant it remarkable physical control, allowing it to make three attacks a round without multi-action penalties.
**Weakness:** (-4) If encountering music, Kerboros must make a WIL roll versus the musician's Perform (musicianship) skill. If he fails the roll he loses an action each round and suffers a multi-action penalty because of the distraction.
**Habitat:** Always accompanies an Atlantean prince

**Glory** 225



# CHAPTER ELEVEN



Iolaus fell.

And with him fell a dozen Harpies, swooping and slashing, crying out.

He had hoped, in vain, that they would not follow after he leapt from the bow of the ship, spear in hand, plummeting through Slipspace towards the Drunken Goat, far below. Had hoped that they might choose to remain behind, lick their wounds and regroup, giving him enough time to enter the Goat and make good their escape.

But with hope in one hand, and his spear in the other, it was clear which one would be serve him better.

Snarling, uttering a prayer to Areson and Heuson, he rolled over in midair just in time to spear the nearest Harpy in the belly. Dark blood spread out above him, roiling ominously in the currents of Slipspace, and he spun to avoid getting any in his eyes, narrowly missing the claws of a second Harpy as he pulled his spear free and arched his back.

He chanced a look down; 500 meters to go. For a moment he wished Slipspace were less like water, allowed one to fall faster, but then he remembered that striking another ship at that speed would be instantly fatal.

Not that his present circumstances offered better odds, of course.

He turned again, expecting to find a Harpy there, clawing at him, but was surprised to discover that they had retreated, spread out to make room for something much larger, darker, more imposing. There, high above, a dark-winged form in black armor was descending rapidly towards him, a large black spear held in both hands. Only instinct saved him, twisting his head back just enough to allow the strange foe to fly past, spear removing a patch of his scalp.

He rolled over to watch his enemy fall, and realized he was not the target after all; his foe was heading directly for the Drunken Goat.

He turned his radio back on.

"Cass..."

"Iolaus? Where have you been? We've been..."

"Cass, listen, there's no time. Do exactly as I say."

"Neh?"

He hefted his spear, took aim. It was an impossible shot; his foe moved with unnatural speed and grace. Yet perhaps Heuson was watching; perhaps he would help.

"Take the ship back to Realspace, and head for Elis."

Help me, Heuson.

YES.

He hurled the spear; it seemed to crackle with bright energy as it lanced through Slipspace, striking the black-winged enemy just as he landed on the surface of the Drunken Goat. The blow knocked the enemy's spear loose, and pinned him to the wing of the ship. He let loose a scream that rattled Iolaus' bones.

"Understood."

His foe turned and looked him in the eye, gestured. Behind him, Iolaus heard a dozen black wings beat once, then descend.

"Tell Alcmene... it is a good name."

The Drunken Goat vanished into Realspace.

Iolaus smiled and closed his eyes.





# VENGEANCE: A HELLAS CAMPAIGN

Sparta is no more, yet few have heard this horrible truth, for the galaxy is immense and the loss of a single system is no more than the loss of a single fish from a limitless ocean.

Yet news is spreading of Sparta's loss, and the predominant rumor tells a tale of destruction by an unknown force of immense power, the likes of which the Hellenes have never before seen. The truth must be found out, before such devastation is visited upon another populated system.

To discuss the urgency of the matter, the leaders of several key Systems near Spartan space are meeting at a neutral space station in the Korinthos Rift. The goal of the meeting is twofold. First, the group aims to collect evidence and determine — if possible — the cause of the catastrophe; a commission will be formed to investigate the matter more fully, as evidence is scant. Secondly, a military response will be prepared; this latter goal is somewhat problematic, as there is no clear enemy to strike back at, but there is unanimous feeling that this strike marks just the first battle in what will prove to be a lengthy war.

The Hellenes know nothing so well as warfare, and this stinks of it. And so an army will be raised. Alliances will be forged. Enemies will be uncovered. And vengeance will be had. But the galaxy is large, and the enemies of the Hellenes are many. This victory will not be shaped overnight. It will take many Heroes, and many years, and much blood….

## About This Campaign

The following campaign spans a 25-year period of time, with the action focused on five events equally spaced within that time. These events are numbered 1.0 through 5.0, and are intended to be experienced in the order presented. Events begin a short time after the destruction of Sparta, and follow the expansion of the Hellenes' enemies through Hellenic space.

It is important to remember that the Heroes live not in a city-state, but in a galaxy made up of countless systems, numerous Hellenic sects, and many enemies. Events taking place in one area might not impact distant systems for many years, and mistakes made in one area can ultimately be made up for in other areas. As such, while it is important to give the players the opportunity to have their Heroes literally save the galaxy, their actions need not impact the entirety of a campaign (although they certainly can, if such is your will). A victory today can be undone by enemy advances in the years that follow; just because the Heroes disrupt their foes in Adventure 1.0 does not mean that 2.0 never happens. In fact, for dramatic purposes we recommend that at the very least you allow these five core adventures to take place as described.

Note that the action laid out in these five adventures leaves plenty of room for interpretation and creative license. The best campaign is one that tells a story that the players wish to be a part of, and so if the Heroes of your campaign take a particular liking (or develop a particular animosity) for a certain NPC, then you should feel free to manipulate events to keep that person constantly reappearing. Certain events have multiple resolutions (only some of which are suggested), and while there are five core adventures here, there are myriad paths from point 1 to 2, and so on. In laying out your own campaign, you should choose the path that presents your players with the most entertaining scenario possible. Only you are in a position to do just that.

For the most part, the Heroes will never come face to face with the Atlantean Princes during the course of the campaign, although they will hear rumors of their terrible feats from afar. In the final years of the war, however, the Princes will become more desperate and visible, and it is when they begin to reveal themselves that they become vulnerable. While a single Atlantean Prince can kill hundreds or thousands, not even the most powerful entity can survive the destruction of a starship, or an entire planet, and the Hellenes are willing to resort to such measures if it means the survival of their race.

## About These Adventures

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

Note that there are no maps included. We feel that the inclusion of many specific maps that lay out landscapes, temple and starship interiors, etc. would be detrimental to the style of play HELLAS encourages, wherein players are expected to participate actively in setting and staging a scene. Groups should let maps evolve naturally from gameplay, rather than assigning each character and NPC to a square on a grid, which removes opportunity for Heroic roleplay and turns characters into mere chess pieces.

See Chapter 9 for more advice on Scene Framing and player involvement.

# 1.0 – THE BLACK TIDE

## Synopsis

**When: Æ 2101**
**Who:** Charred Sun Pirates, Glaucon 858, Kraken, Captain Leonidas
**Where:** A station in the Korinthos Rift
**What:** The Heroes have, in some way, been invited to attend a meeting in the Korinthos Rift, either due to their own renown, or as escorts, pilots, or advisors for some other leader of import. Each player should feel free to suggest some reason why their Hero is in attendance, although the GM should assist where necessary to tie their myriad stories together.

Whatever the case, the story begins in medias res, with the ship the Heroes are on nearly at its destination, just minutes from dropping out of Slipspace. There is a sense of anticipation in the air, for what will be decided today will determine the fate of billions of lives for decades to come. These decisions will impact the lives of those yet unborn. Future history will be written today.

If the Heroes somehow have their own ship, or have already become associated with one, then they are on that ship. If this is not the case, the name of their ship shall be Leonid's Meteor, after her captain, Leonidas, and they are journeying from Athenoi.

### Gossip and Rumors:

- Some Spartans may have survived the destruction of their home world by being offworld at the time; since Spartans are commonly dispatched all across known space on various missions, this seems likely. In fact, there are likely tens or hundreds of thousands still alive. What surely no longer exists is their central military command structure.
- An attempt to reunify the scattered remnants of the Spartan army will be happening at this meeting. Further, it is well known that two Kings ruled Sparta, but some say that one of the Kings was offworld when the planet was destroyed, and that he will be in attendance at this meeting.
- The gods themselves visited their vengeance upon Sparta for some perceived heresy. This seems more an excuse to poke fun at the Spartans, accusing them of lechery, pederasty, and other ills, rather than a legitimate rumor. There will always be those who attempt levity during times of trouble after all.
- Leonidas is Athenoian, and hates Spartans. Don't ask him about Spartans. He doesn't like to talk about them. Just drop the subject. Trust me.
- Leonidas is a family name, and quite common on Athenoi and Sparta alike.

## Act I

### Hook:

The Heroes believe they are on their way to a secret meeting, and since fewer than a thousand men know of this meeting, they expect to arrive without incident. As they discuss their reasons for attending and exchange introductions, alarms suddenly blare. The ship is under attack from some strange Slipspace creature. All hands are required to fight the beast off.

### Conflict:

The creature that attacks the ship is a Kraken, a rare creature that was thought to be imaginary, a tale told of a legendary creature from long ago. How can such a creature exist? And how can it be killed? Those who have heard of the tales might have some insights, and some of the older sailors might have fought similar creatures in their times (or might at least claim to have done so), but for all practical purposes any one tactic is as good as another against a creature that is twice as long as the ship itself.

The Kraken will attack the ship with its long arms, attempting to do its best to pick off individual attackers rather than trying to tear the ship apart. This will strike some as odd, for surely the beast is large enough to simply rip the entire ship completely apart. Some aboard will surmise that the beast is on the hunt for food, as it knows the meaty bits are inside the little people; indeed, some of those it nabs it will eat, weapons, armor, and all. However, it also flings some of the sailors overboard rather than eats them, and merely knocks others aside. Occasionally, one of its tentacles will probe inside the ship, as if searching for something (but this will only be obvious if the Heroes are intent on studying its movements and not on attacking it).

### Resolution:

The creature need not be killed; if it is wounded severely, it will vanish into the lower reaches of Slipspace, leaving the ship's crew to lick their wounds. The Kraken will also leave on its own if the battle drags on too long, somewhat mysteriously. Heroes attuned to such things might get the feeling that it was called away, or that it had completed some hidden agenda and was now done with the ship.

After a few moments to take stock of the situation — notably, the ship's weapons systems are damaged — Captain Leonidas will command the crew to furl the sails and enter Realspace before the Kraken returns (or a new one arrives); he is no coward, but he is a practical man with costs to consider, and a damaged ship means more expenses. This puts the ship further out from the station than is desirable, but is deemed safer. Attempts to radio other ships in Slipspace will prove fruitless; this ship is the last to arrive and they are well behind schedule.

# Act II

## Conflict:

The remainder of the journey takes several hours, which pass without event. However, the alarm is quickly raised when the ship closes in on the station. Expecting to be able to dock safely, everyone is shocked to see that the station is completely surrounded by unidentified black ships — Pirates! What a fortuitous delay: if the Kraken had not attacked, the ship would have appeared right in the midst of a fleet of Charred Sun Pirates and would surely have been destroyed.

The Charred Sun have taken the station. However they do it, the Heroes' goal should be to get aboard the station where the pirates can be dealt with more directly.

The Heroes might feel a direct assault on the pirates is in order, but the odds are overwhelmingly in favor of the pirates, and any direct action is practically going to bring at least a dozen pirate ships to bear on the single ship carrying the Heroes — a ship which, the crew will remind them, is flying with incapacitated (or at least severely damaged) weapons systems. Leonidas in particular is dead set against this option, and if it's his ship, then he's not doing it.

A stealthy approach might prove to be a better option, especially since the pirates have not yet noticed the ship's entry into the system (or, at the very least, have not reacted to it). Deceit might also be in order, if the PCs are not above such tactics; this might be done by pretending to be a pirate, or boarding one of the pirate ships and using that to dock with the station.

A third option, suggested by Captain Leonidas if no other options are raised, is to "fly like hell" straight for the station in the hopes that the pirates will not open fire once the ship is in their midst, for fear of damaging one another or the station. This is in fact fairly close to the truth, though for reasons that are yet unclear.

In a worst-case scenario, the Heroes' ship is captured, boarded, and towed to where everyone on board is taken in chains onto the station; their weapons of course are taken from them and left on board the ship. Once taken off of their ship, the Heroes are tossed into a small chamber with several others who were aboard the station, and sealed inside to await "processing." Captain Leonidas discovers that the man who agreed to pay him for shipping the Heroes here is dead. He will not be getting paid. He is not happy.

Once on board, the Heroes have some time to talk with other prisoners. Amongst them are two groups worth noting.

The first is a group of Athenoian diplomats and philosophers who are staunchly against any war effort. War can only lead to pain and suffering and it is worth negotiation and even compromise if it saves lives. They encourage the Heroes to negotiate with the pirates and broker peace, basically giving them whatever it is they want for the greater good. They are weasels and should be played as such.

The second group of individuals is of wealthy traders and merchants from Korinthos, who are also against the war effort, but wish to remain neutral rather than struggle to counter any other efforts. They simply want out of this situation and approach the Heroes at various times — individually and in groups — to offer increasingly large amounts of money if the Heroes will personally get them off the station and home to Korinthos before rescuing anyone else. They talk behind each other's backs and sell each other out if that's what it takes, yet deny this if confronted with the truth in front of one another. They are lying snakes and should be played as such.

For what it's worth, Leonidas sides with the Korinthians, since it means he will get paid regardless. Even if the Heroes decide not to listen to them, Leonidas will secretly deal with them on the side, and agree to escort them away at the first opportunity.

The Heroes eventually discover from others aboard that the pirates are currently being led by a lieutenant of theirs, Glaucon 858. This Glaucon is a Machina in service to the true leader of the pirates, who is evidently not present; this much is clear from the fact that the other pirates speak ill of Glaucon when he is not around. In fact, morale among the pirates is fairly low, and whether the Heroes are captured or not when they arrive on the station, they find it a fairly simple matter to incapacitate pirates and make their way around the station. They should be able to quickly rally many others aboard to their cause and make a run for the bridge where Glaucon is holed up. Leonidas avoids coming with them at all costs, making excuses and saying that he needs to prepare the ship. Other captives might very well come along, however, especially if the Heroes are acting the part.

The pirates put up a reasonable fight, but they avoid fighting to the death if possible, especially if they are encountered singly. Glaucon also avoids direct conflict if he can, and will flee if possible, so as to report back to his master what has transpired here. As he is a Machina, he is not above smashing his way out into open space in order to escape; this will doom anyone else in the room when he does so, although if it comes to it, the Heroes have a reasonable amount of time to seal themselves into a safe room before they are exposed to hard vacuum. Glaucon only does this if he is cornered, however; if given freedom enough to escape in some other fashion, he will do so.

## Resolution:

The most likely resolution, and that suggested by many of the captives (not including those specifically mentioned above) is that the Heroes free the hostage dignitaries and their men, and then try to storm the bridge and take the station back, enabling its weapons array and fighting off the pirates. This sounds good in theory, but in practice would likely result in the destruction of the station, as the combined firepower of the pirates is ample enough to blow the station to ashes.

A more practical resolution here is trying to deal with Glaucon individually. After he leaves, flees, or is killed, the pirates broker for peace, calling for a truce during which they will be free to leave. Roughly a third of those aboard the station call for the eradication of the pirates by any means, but two-thirds will agree that the truce makes sense and, if a vote is called, all NPCs aboard will agree to let the pirates leave under these circumstances.

Regardless of whether or not the Heroes drive the pirates off, something occurs to change matters….

# Act III

## Conflict:

Without warning, a ship moored beside the station vanishes into Slipspace, causing a minor disruption of Realspace nearby. Two of the pirate ships immediately vanish in pursuit — representing the leadership of the black fleet.

One by one, all the Charred Sun pirate ships leave in various directions, even abandoning their colleagues who might still be aboard the station. A Spartan escort, named Orion, stumbles in upon the heros and reports; the ship belongs to a young woman named Lucretia, who is traveling with her infant son and a retinue of guards that behave in a curious manner. The pirates must have been searching for her. Now the Heroes must pursue them in order to save her life. The Sparts gave his life so that the woman could make good her escape. He aks Heuson for forgiveness in failing the lady and expires.

If the Heroes have their own ship, it is available and can be taken with little effort. If they are using Leonidas' ship, they will discover him trying to sneak away with the Korinthian merchants aboard, ready to abandon the Heroes to their fate. In the course of trying to sneak them aboard, he is shot and killed by several pirates, at which time the Heroes will be free to take his ship and use it to escape. Alas, poor Leonidas….

Two pirate ships, one of them manned by Glaucon 858 if he still lives, will be in close, direct pursuit of the woman. One of the ships will engage with the Heroes' ship in man-to-man combat with boarding action. The other ship will pursue, overrun, ram, and then board the female dignitary's ship. The Heroes will have to fight off their own attackers, make it to the other ship, and then board and dispatch Glaucon 858 before he can kill the female and her son.

## Resolution:

If Glaucon 858 is killed (or escapes), the remainder of the pirates flee or surrender, fighting only if they have no choice but to fight or die. Glaucon will attempt to dive overboard if given the chance, which everyone believes is sure suicide anyway. The rescued woman will reveal that the Black Fleet was after her and her son. She is not sure why, but she believes it has to do with the boy's ancestry. His father, she believes, was the dead Spartan King.

## Rewards:

**Glory:** 15
**Metousia:** 10
**Experience Points:** 20

# GM Information

## NPCs:

### The Charred Sun Pirates

A group of pirates lead by Captain Nyxis, these pirates are in league with Bydeles and, thus, ultimately the Atlanteans. At the moment their mission is to sow confusion among the Hellenes. Use the Pirate attributes.

### Captain Leonidas

A Han Solo sort who is worried about his ship, his bank account, and his own skin, in that order. Use the Normal Hellene attributes.

### The Kraken

An immense scaly beast resembling a cross between a squid and a spider, with a beaky, toothed maw in the center of a round body surrounded by dozens of scaly, spindly arms.

The Kraken is provided as an opportunity for GMs to experiment with the Lore of Echidna Monster Making rules. Start with the Lernean Hydra template and apply any boons you see fit (as well as the Gigantes Boon) to create your own Kraken.

### Glaucon 858

The muscle and right-hand "machina" of Nyxis. He usually dresses from head to toe in full Spartan armor to hide the fact that he is a machina.

| | | | |
|---|---|---|---|
| **INT** | -3 | **PER** | +3 |
| **WILL** | +3 | **CHA** | +3 |
| **STR** | +3 | **DEX** | +3 |
| **CON** | +3 | **SPD** | +3 |

**Ability Level**: 12
**Attacks/Damage:** Per weapon employed
**Armor:** Ceramic Skin: This makes the Machina very durable PR 12
**Hit Points:** 40
**Hero Points**: 2

**Equipment:** Dagger 3 DR, Spear 10 DR, Torch Pistol 10 DR, Hoplite Mesh vest 4 PR

For all other stats, see the entry on Machina: Blemmyai.

## Advice:

The goal of this adventure is to introduce the players to the characters and situations that will unfold over the next 25 years of their Heroes' lives. Go slow, and allow plenty of time for dramatic roleplaying, exposition, explanation, and elaboration. Be sure that the players are well aware of who they are dealing with; by setting up strong villains early on you can be sure that there will be plenty of dramatic tension in the future.

It is also important to emphasize here that the characters are not ordinary sailors or soldiers — they are Heroes of some minor renown, and they are looked up to by others around them. They are expected to behave in a heroic fashion, to save the day, to do brave things and to resolve problems appropriately. Other great men (kings, etc.) will not necessarily kowtow to them, but they will be looked up to and respected by those who know their names.

Lucretia will name her child in honor of one of the Heroes, if one of them in particular stands out as having done much in the cause of protecting them. Failing that, she will name him Leonidas, after the noble captain who gave his life for her and her son. Whether the Heroes choose to fill her in on the truth is up to them. Regardless, the boy Leonidas will be back. Someday….

# 2.0 –DEATH CAMPS OF PYLOS

## Synopsis

**When:** Æ 2105
**Who:** Seleni the Kyklopes witch, Charred Sun Pirates, Pylosian Rebel Army, Lamia
**Where:** Pylos System
**What:** The Heroes journey to Pylos after hearing of its invasion. They find that pirates have taken over the planet with the aid of the Atlanteans, and have set up death camps all across the surface to contain the survivors of the battle. The pirates have blockaded the planet, preventing any communication from getting in or out; the Heroes must find a way to get into Pylos, liberate the death camps, and bring the pirate leader to his (or her) knees.

### Gossip and Rumors:

- Pylos is a volcanic planet and cannot support life; any rumors of people on its surface are fantasy.
- Pylos can support life for a time, but it would greatly reduce the life expectancy of anyone trying to actually live there.
- Pylos would be a great place for a death camp, come to think of it.
- Pylos is nominally controlled by the Spartan military.
- Pylos fell very quickly, in a matter of days; any Spartan forces there must have been stretched very thin, or have felt they were needed elsewhere.
- No one can get any messages in or out, preventing contact with any possible survivors.
- Relatives of those still on Pylos are willing to spend a great amount to learn of their fates.

## Act I

### Hook:

The Heroes hear about an invasion on the world of Pylos; all communications from the planet have stopped, which leads them to believe that the population was wiped out. They are begged by relatives of those on the planet to find out the truth; money is offered, in vast quantities if necessary — but only if necessary. The Heroes are expected to do the right thing, and if they act in an unheroic fashion in this, they will be looked upon with great curiosity and disdain.

### Conflict:

Upon approaching the planet in Realspace, the Heroes immediately see that there is a deeper, more despicable reason as to why no information is coming from Pylos. The planet is ringed with ships from the Charred Sun Pirates, along with some larger mercenary ships that were requisitioned from a local criminal organization. The Heroes appear to have no choice but to fight their way through the blockade and land on the planet, although it is clear that a long and protracted battle will lead to their demise, since they are greatly outnumbered.

Fortunately, the pirate vessels are half-manned, as most of the crew is on the planet, and it becomes clear that the Heroes could in fact inflict much damage to the Charred Sun fleet if they took the time to destroy as many ships as they could. This would potentially have consequences on the planet, however, and the Heroes are made aware that dallying to enact vengeance at this time would be unwise (perhaps via a visitation from one or more of their Gods).

There is only one vessel that proves to be a problem to the Heroes: a large carrier-bomber filled to the brim with ultralight pirate space fighters. While the fighters themselves are easy enough to subdue, when the Heroes come within close range of the carrier they will face the full brunt of the ship's guns. The carrier will try to pull around to broadside the Heroes as they pass. Unless the Heroes are in a superheavy capital ship themselves, they simply do not have the firepower to fight back. They must escape, dodging laser bolts and outrunning torpedoes to make it down to the surface of the planet.

Those who choose hubris will be destroyed.

### Resolution:

The Heroes make it down to the planet; when they pass through the atmosphere, the space fighters pull up and away from the Heroes' ship.

## Act II

### Conflict:

Pylos appears to be incapable of supporting life; it is overflowing with volcanic activity and the sky is filled with black smoke. As the Heroes fly over the landscape in an effort to find a landing spot, they will see the effects of warfare upon the burnt world: large craters, piles of bodies, scorched earth, ruined cities, and huge containment camps in the planet's few habitable areas, adjacent to mines rich in resources. The containment camps appear to be the center of activity on the planet, which might hold a key as to who has invaded the planet and why the former citizens of Pylos are being held in captivity.

When they land, the Heroes will be quickly contacted on a pirate frequency by a contingent of partisans who have hidden in some of the caves surrounding the nearest containment camp. These rebels will attempt to strike up a communication with the Heroes, trying to get the characters to help free the contained Hellenes. They know the reputation of the Heroes and need men and women like them in order to fortify their resolve and strike against the invaders.

When the Heroes meet with the rebel faction's leader (a woman named Eurydice), they will find that the rebels have some strange information about the camps. It turns out that the population of Hellenes seems to dwindle, and large keg containers are being shipped out of the camps up to the fleet that is orbiting the planet. The rebels do not necessarily trust the Heroes to aid them without reward, but will give them the benefit of the doubt and offer them some maps that show different ways in to the containment camp. Eurydice informs the Heroes that the rebels do not need the maps, as they have other ways of entering the camp.

The rebels, while clamoring for help, do not really trust the Heroes to carry out their wishes. They will be taciturn and non-responsive to requests from the Heroes for aid. Eurydice will explain this attitude as completely pragmatic, as the rebels do not know if the Heroes will be willing to help them, much less if they'll be able to. Without further persuasion, they are loathed to do more than give them the maps. The people of Pylos were never well known for their kindness towards strangers.

The Heroes may simply take the maps and follow them to the containment camp. This will force them into various encounters with the invaders (use the base statistics for the pirate adversary), generally in groups of four or five. These pirates are scouts, searching the surrounding area for any sign of the ship that recently evaded the fleet surrounding the planet. As the Heroes near the containment camp, they will encounter a group of four pirates led by a pirate lieutenant called Zephyrus (use the base stats for the Hoplite). He is a hardened fighter, skilled in small-unit tactics as well as personal combat.

The Heroes may also bargain with the rebels to get into the containment camp without using the map, by traveling via the method that the rebels use. This will take some negotiations, with a few sworn oaths and concessions made on the part of the Heroes, but if they are tactful enough and skilled with diplomacy, they will be led to a drained sewer pipe that leads into the back of the camp.

### Resolution:

The Heroes journey to the containment camp to rescue the Pylosian hostages. While expecting conflict, the Heroes are not fully expecting what awaits them at the camp.

# Act III

### Conflict:

The Heroes might enter the camp through one of two ways; they can go in through the front entrance by fighting their way through the guards, or — if they convinced the rebels to help them get into the camp — they arrive through a broken sewer main on the outskirts of the camp away from the guards. If the characters wish to sneak through the camp, the latter situation would be ideal.

Once inside, there are multiple buildings that the Heroes can enter, from slave quarters to barracks. Enterprising Heroes will be able to convince the slaves to revolt against their masters, leading them into the barracks and armories around the camp to arm the slaves, then waging war against the guards. Aside from simply massacring everyone in the camp themselves, this is a way to divert attention away from the Heroes while they make their way towards the central command structure in the death camp.

Within the command structure, the Heroes encounter strange vats that contain a syrupy, viscous liquid that gurgles and bubbles. The scene is complete madness, with slaves being led towards large tanks that steam and churn. Families, women, children, the elderly, all of them are being thrown into the strange vats — a horrendous way to die. Making their way through the facility, they will have to fight through a few groups of pirate raiders and lesser pirate officers.

At one point, they come face to face with the leader of the Charred Sun Pirates, Captain Nyxis, a bloated man who survives inside a hovering life support tank bristling with weaponry. He and his men put up a vicious fight, but if necessary he has his men cover his retreat, and he leaves the surface of the planet and does his best to escape so he can report back to his superiors. If this happens, other guards will dissipate and, after a final stand, no more pirates will get in the way.

The control room of the facility is behind an unassuming wooden door at the end of a long hall at the back of the facility. Within, the characters will find a Kyklopian woman sitting before a plate of meat. Nearby is the carved corpse of a Hellene slave. This is Seleni, the witch advisor of Captain Nyxis. She calmly wipes her mouth and then viciously attacks, with a horde of Lamia appearing from around the room to back her up.

Assuming she is defeated and killed, the Charred Sun pirates will flee and Pylos will be free to rebuild itself. Short of that, eventually every Pylosian will be killed. If the Heroes need any enticement to fight, Seleni will be happy to remind them of these facts as she battles them.

### Resolution:

If the Heroes loot Seleni's body, they will discover correspondence between her and Captain Nyxis, who is in control of the fleet orbiting the planet (this may not have been obvious from the Heroes' earlier encounter with him). Further mention of Atlanteans can be found in this correspondence, but it is not clear how they were involved in the Pylosian death camps.

After the witch is defeated, a massive revolt rocks the other slave camps as more and more slaves hear about the liberation of Seleni's death camp. The Heroes may stay on Pylos to protect the slaves and help them fight their former overseers until the entire planet is liberated, allowing society to begin once again. Without their assistance, it will take many years to get back to some semblance of normalcy.

### Rewards:

**Glory:** 10
**Metousia:** 5
**Experience Points:** 15

# GM Information

## NPCs:

EURYDICE

A young Hellene woman, formerly in the military corps that protected Pylos. After her planet was invaded, she tried to keep as many citizens as possible from falling into the clutches of the Charred Sun pirates. To this end, she managed to raid one of Pylos' own armories, acquiring weapons and armor to protect her charges. She is a tall, handsome woman with short-cropped blond hair and dark brown eyes.
Use the Hoplite/ Spartan Elite for game attributes.

SELENI

The Kyklopes sorcerous witch who accompanies Nyxis wherever he goes, attending to his needs. She is a powerful Dynamist with a raw hunger for watching those around her suffer. She is also a cannibal who loves to eat the flesh of her enemies in the hopes of gaining their essence and knowledge.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +4 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +2 | **DEX** | +0 |
| **CON** | +0 | **SPD** | +0 |
| | | **DYN** | +5 |

**Ability Level**: 14
**Attacks/Damage:** As per weapon
**Armor:** As per armor
**Hit Points:** 20
**Hero Points:** 1

**Special Abilities**

Dynamism abilities
Attack, Illusion, Influence, Manipulate, and Shield all at ability level

**Glory** 20

**Equipment:** Aether Dagger DR 4, Whip DR 2

CAPTAIN NYXIS

A Hellene pirate captain working with Bydeles. He is fat and bloated to the point that he has to live in a life-support tank filled with fluid suspending his weight. The tank hovers, and has many appendages used for manipulation and grasping.

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +1 |
| **WILL** | +0 | **CHA** | +0 |
| **STR** | +2 | **DEX** | +0 |
| **CON** | +2 | **SPD** | +0 |

**Ability Level**: 12
**Attacks/Damage:** As per weapon
**Armor:** Hardened Frame with a built in Class C Energy Shroud PR 12
**Hit Points:** 22
**Hero Points:** 1

**Special Abilities**

None

**Glory** 20

**Equipment:** Dagger DR 3, Hoplite Assault Carbine DR 10 (built into tank), Blast Grenade (1) DR 18

## Advice:

Maintain the visceral disgust of the death camps. These are not pleasant places. The Heroes can smell human filth and can see people being abused, starved, beaten, and overworked. Hellenes are forced to stoke the bonfires that heat the boiling pots, fueled by a pyroclastic flow that distills their fellows down into a liquid, which drives many people to commit suicide.

If the Heroes venture into any slave quarters, explain the stench of death and rot in the air. Show them the putrid corpses that litter the floor from those who simply could only take so much before taking their own lives. Let them hear the sobs of their countrymen, and the screams of the dying. Simply appeal to their humanity, invoke righteous anger against the aggressors from a parade of their indignities.

If it feels dramatically appropriate, the Heroes will learn that one of the prisoners — freed by their hands — is a young Spartan boy named Leo, or Lennie, or something….

Remember that Pylos is a volcanic planet; seismic activity and unexpected lava flows might easily be inserted into any dramatic scene. The sky is filled with choking black smoke, and the heat is oppressive. This is an awful place to be a prisoner.

Also remember that the events of this adventure are part of the main plot arc. Be sure to hammer home the names and personalities of the main NPCs, whether they escape and survive or fall to the Heroes' weapons. The events here will impact the Heroes' lives for years to come.

# 3.0 – Array of Fire

## Synopsis

**When:** Æ 2112
**Who:** Thanatos, Prince Bydeles, Black Fleet
**Where:** Theban Space (Boitia Region)
**What:** The Theban solar array is a large ring construct that completely encircles the star about which the Temple Moon of Thebes now revolves, the planet it was once bound to (Thebes) long ago cannibalized to create the array. A member of the Delphoi League has called on the Heroes to help him investigate a potential use of the array as a weapon.

### Gossip and Rumors:

- The Boitians, devoted servants of Hephaeston, have cannibalized nearly every planet in the entire system, converting the raw materials into a series of solar arrays and Dyson rings which now pepper the region.
- The Theban solar array is the newest and the largest — its construction was begun a decade prior, and it was finished and brought into service just a few years ago.
- The array's builders were plagued with accidents, leading some to speculate that Hephaeston frowned on its construction.
- The Delphoi Legionnaire who made the Temple Moon of Thebes his home is blind, but a powerful Dynamist; he never removes his helmet for fear that others might see his staring eyes.
- Thanatos speaks with a god, but he has never revealed the name of that god.

## Act I

### Hook:

The Heroes receive a call from a newly appeared member of the Delphoi League, one who calls himself Thanatos. As the Delphoi League has always been decentralized, it is of no surprise that this might occur. Thanatos asks the Heroes to join him on the Temple Moon of Thebes, as he needs their expert advice and counsel.

### Conflict:

Thanatos' call will ideally ask the Heroes to provide technical know-how and engineering insights, but if the Heroes do not have any among them who is suitably gifted, then Thanatos' call will instead appeal to the need for military strength to help protect a team of Theban engineers; rumors of Charred Sun pirates in the area will probably be enough to entice the Heroes into action.

When the Heroes arrive at the Temple Moon of Thebes (which rotates in a corkscrew fashion around the solar array, having no planet to revolve around), they are wined and dined by the worshippers of Hephaeston, who even go so far as to offer to make improvements to the Heroes' ship, free of charge, in thanks for their help in this matter. Such repairs will take several days, but the Heroes will have time, as they are expected to be tied up with matters relating to the array for at least a week.

Thanatos is not present when the Heroes arrive, making his first appearance on the second day, after the Heroes spend a night asleep (plagued by strange, horrible, bloody dreams) and the next morning explore the moon and watch the worshippers tinkering with their ship. He joins them for dinner the next day, completely wreathed in red Delphoi League armor, including a red helmet that completely covers his face. If asked about his mode of dress, he merely says that the armor once belonged to a Delphoi Legionnaire who gave his life nobly, and he wears it in his honor.

Thanatos explains that he has taken it upon himself to explore Boitian space for any sign that the technologies here might be put to use in the war with the Atlanteans. He believes that the solar array can be weaponized if the arrays can be adjusted in such a way that they focus the energy into a beam rather than dispersing it throughout the system. Such a beam would certainly be capable of destroying an Atlantean fleet, or even an entire planet.

Thanatos knows quite a lot about the Atlanteans, the Zoran Black Fleet, and other matters related to the war, and this is an excellent opportunity to fill in gaps in the Heroes' knowledge as they converse with Thanatos. He is quite forthcoming with any matters that he knows of, although he is rather terse and somewhat evasive when questioned about his own past, merely stating that it is not important — that what matters is the future of the Hellenes.

During the dinner Thanotos starts to cough uncontrollably and produces a handkerchief and wipes at his mouth under the helmet. Heroes perceptive enough will notice when quickly put away the handkerchief is soaked in blood.

### Resolution:

When the Heroes have finished questioning Thanatos, he recommends that they prepare themselves for a week on the array, during which time they will be traveling around the entirety of the ring, visiting several key spots. He then bids them good night, and leaves for his ship, a sleek black bullet named the *Molon Lave* that is nearly invisible against the darkness of space.

## Act II

### Conflict:

The Heroes again spend a night in horror, plagued by foul dreams of darkness and blood. Those who are more in tune with such things are free to interpret them as a bad omen, though it is not clear what they portend. Every hero must make a Dynamism roll DoD10 or suffer a penalty of -2 the next morning because of lack of sleep and a splitting headache.

Thanatos, too, complains of such dreams when he greets the Heroes in the morning and invites them aboard the *Molon Lave*. The interior is as black and sleek as the exterior, and the Heroes are given free reign to explore as they will. Any pilots among them are invited to help Thanatos pilot the ship, although once it leaves the moon the autopilot easily glides the ship to a predetermined spot on the far side of the sun.

When the ship has docked, Thanatos and the Heroes (and any Boitian engineers, if necessary) debark, and Thanatos leads them to one of the solar collectors mentioned in previous conversations. He asks the Heroes (or the engineers) to determine if the arrays might indeed be adjusted so as to focus their energy, but listens only

halfheartedly as any explanations are given, his attention seeming to be focused elsewhere. It is readily apparent to anyone with even mediocre engineering knowledge that it would be easy to weaponize the array, although it would take some time to maneuver all of the individual collectors so that they had a single focal point. It would take an army of men.

Thanatos ask the technician for a data read out of the facility and is presented with a small data chip. He gives it t the hero with either the most glory or technical knowhow and impresses upon them to keep the data safe.

At this point Thanatos wheezes and braces himself against the wall. From a small pouch on his hip he pulls a small golden vial and sips from it. If asks what was in the vail Thanatos will reply it is an elixir made for him by a Kyklopes sorcereress to help stave of his malady. He apologizes to the heroes for his shortcoming and pulls himself up to his full height.

Thanatos leads the group back to his ship, so that they might head to the next point on the array. At this point, just before boarding, he looks to the sky. "No," he says softly. "Not now." There, filling the sky, is Prince Bydeles' Black Fleet. Small ships are launched like wasps from a hive, coming to settle on various portions of the array, evidently attempting to seize control of it in one fell swoop.

The Heroes are given approximately ten seconds to make a decision. They can join Thanatos on his ship, which will take off and engage with the Fleet, or they can remain on the array, attempting to hold off the Zoran soldiers who are even now landing on the array. It should be made clear that the array is not uninhabited; millions of Boitians, if not billions, live on the ring around the sun, and thus the Zoran surprise attack is exactly the same as if they were invading an ordinary planet.

If the Heroes join Thanatos on his ship, he frowns but acquiesces. He allows the heroes to pilot and fire the weapons of the ship as he falls into a fit of coughing that results in several small gobets of phlegm and blood.

If the Heroes remain on the array, Thanatos takes off without them, and his ship will quickly be lost against the blackness of space. They will be left alone to face a swarm of Zoran soldiers.

In either case, a pitched battle is fought in which the Heroes finally get a chance to confront the Black Fleet head on. This will go on for some time, with the odds against the Heroes steadily climbing, and every indication pointing towards a grim, final stand.

The Black Fleet engages the few Biremes in the system that try to defend the array and the surrounding settlements. Whether on the array or the ship the heroes will experience a blinding flash as the solar array charges up and fires upon a bireme instantly disintegrating it in a wash of solar heat and energy. The Heroes will quickly realize that the array has fallen into the hands of the enemy.

But then….

### Resolution:

Regardless of which path they choose, the same event occurs within an hour of the fleet's arrival; with a faint shimmer, the entire solar array — along with the Zoran fleet — vanishes from real space. If the Heroes are on Thanatos' ship, they see the Theban moon spiral off wildly. If they are on the array, they see that they are now in Slipspace.

This is, as far as anyone knows, patently impossible.

# Act III

### Conflict:

Assuming they are on Thanatos' ship, he acts calmly, shifting his own ship into Slipspace to pursue the ring. Thanatos will then land on the array near a cluster of Zoran ships and debark, slaying any Zorans foolish enough to cross his path; many of them scatter when he nears, seeming to recognize him. If they remained on the ring, the Heroes see Thanatos land, and witness the same slaughter and scattering, albeit from a different perspective.

Thanatos, again acting calmly and coolly considering the circumstances, fields suggestions from the Heroes as to the best course of action. Options are limited, but include using Thanatos' craft to head back to Theban space, or trying to determine what caused the entire solar array to sink into Slipspace; speculation drifts towards some as yet unknown Zoran or Atlantean technology, or even the will of the gods. Such speculation, Thanatos will make clear, is likely a futile pursuit — more important right now is that the Heroes focus on who was responsible for the incident — Prince Bydeles himself. Few have seen Bydeles and lived, and now the Heroes are in a position to deal with the Zoran Prince directly, and possibly strike a blow against the Zoran Empire.

Thanatos' ship is able to easily fly stealthily through the few Zoran ships that flit about, heading straight for Bydeles' own ship, which now hovers in the middle of the immense solar array. The Heroes might easily suspect something is awry, since it seems to almost be too easy; Thanatos claims to welcome any trap that might be laid for them, saying that fear should never stand in the way of glory, though he remains quiet and speaks tersely, and only when required.

As they pull close to Bydeles' ship, the Zorans react to the threat and begin to open fire. Thanatos' excellent piloting skills (augmented by those of any Hero pilots) will enable the ship to close within boarding range and Thanatos' ship quite literally lands on the nose of Bydeles' craft. Through the windshield of the two nested ships, the Heroes will clearly see Bydeles himself, glaring at them.

"Nearly done," says Thanatos, as he grabs his weapons and heads painfully for the door.

Once the door is open Thanatos stops and speaks with his back facing the players" I warn you great heroes, this is where our common paths part. Glory and death lay beyond this threshold and although I cannot say whom, one of our number will be trays the rest. I beg you all stay here and live…I alone must meet my destiny"

Thanatos will say no more at this point and his only response to questions is to drink from the golden vial and ignite his Aether sword.

Several dozen Zoran soldiers swarm out of a hatch and attack the group of Heroes as they debark from Thanatos' ship, clambering onto the hull of Bydeles' craft as Slipspace swirls about them. Combat ensues. The thrill of ship-to-ship combat in the Panthalassa should be emphasized as much as possible, with weapons and bodies hurtled overboard, and dizzying views of the nothingness below.

### Resolution:

The bloodbath is short-lived, as the Zoran troops quickly fall back into a defensive posture, and Bydeles himself walks out of the hatch. A veritable armada of Zoran troops emerges from hatches on the face of the immense ship, quickly surrounding Thanatos and the Heroes. Bydeles eyes the Heroes and Thanatos, and frowns.

"Kill them," says Bydeles.

Thanatos turns to face the Heroes, removing his helmet to reveal a face wrapped in blood-soaked bandages. Blood streams from his blackened eye sockets.

"I am sorry," he says. "Truly."

And then Thanatos attacks them.

# Act IV

## Conflict:

Thanatos' sudden attack should be a complete shock to the Heroes, and his first blow should be brutal. He will proceed to assault all of the Heroes, doing the best he can to take them all on. If necessary, the Zoran troops will "help out" by firing weapons, tripping the Heroes, or otherwise interfering, but when they do so, both Bydeles and Thanatos will chide them.

Thanatos will speak with the Heroes as he fights, and Bydeles will also chime in as necessary, and as the GM deems necessary. The gist of their revelations is as follows:

First, Bydeles and his fleet, using Atlantean technology, have pulled the array into Slipspace. The Atlanteans may or may not be able to bring the array back out of Slipspace — they hope to use the array's stored energy at a critical moment in the future for some purpose unknown to either Bydeles or Thanatos. Bydeles doesn't care — he is just following orders.

Thanatos, too, is just following orders. Thanatos has been a loyal servant of the Atlanteans, and by extension the Zorans, for over two decades, ever since he encountered the Atlanteans in Slipspace and devoted himself to their cause. He believes in their cause, and is doing all he can to see that they are triumphant, in part because he is dying and he needs their life-giving drug to keep himself alive. He directly serves an Atlantean Erinyes named Charon and, due to a perceived failure on his part (which he will not speak of), he was assigned to work for Prince Bydeles, whom he hates. Bydeles is aware of this as well.

Given the chance, Thanatos also tells the Heroes that his hatred for Bydeles has no limits, and that his attacks against the Zoran troops were genuine. He also claims that everything he has said and done so far has been true, that he has told no falsehoods, nor pretended in any way. He serves the Atlanteans, and hates the Zorans. Yet he is bound by oath to not harm Bydeles and to support his efforts, lest the Atlanteans kill him. His voice sounds tortured as he says this, as if he realizes what he has gotten himself into, yet sees no way out.

Assuming he has further time, Thanatos will share that he believes that he has a role to play in the future, and that he must live to see his destiny through. It is for this reason that he has done all he has done — for the good of all who live. His personal investigation of the array, his sharing of that information with Bydeles, and his current struggle with the Heroes, are all part of what he believes must be done.

Either Thanatos is truly gifted with some peculiar foresight, or he is truly insane.

## Resolution:

Several possible resolutions suggest themselves.

If the Heroes get the upper hand, they might manage to kill Thanatos. If dealt a fatal blow, he will smile and thank the one who struck him, and then stumble overboard, to plunge into Slipspace. The Heroes will then have to deal with the Zoran army and Bydeles. In this situation, Bydeles will not wish to fight them, the Heroes having demonstrated their prowess, and so he will quickly retreat back into his ship. It should be made clear that he intends to bring his ship back into Realspace, which will kill anyone standing outside of it; the Heroes will have to escape into Slipspace or board Thanatos' craft to survive.

If Thanatos gets the upper hand, he will — given time — strike down all of the Heroes. The GM should give every indication that the Heroes are being killed, perhaps suggesting that — as they are dying in Slipspace — that they can "see their own bodies," as if they were becoming Phasma. However, in reality Thanatos is not killing them, but only brutalizing them; they will remain alive enough that, when the last falls, he can load them on his ship (telling Bydeles that he will see honorable Hellenes buried properly) and return to Realspace. Once there, he will drop them off on the Temple Moon and depart. When the Heroes awaken several days later (either in a crypt, or on a hospital bed), the priests will indicate that Thanatos left them with a short message:

"I live, because I must. You live, because you must."

In any case, the Heroes will be left to interpret the events as they will. Why did Thanatos act as he did? Neither the Gods nor the oracles can give any insights.

## Rewards:

**Glory:** 15
**Metousia:** 10
**Experience Points:** 20

# GM Information

## NPCs:

THANATOS

A fallen Legionnaire who works for the Atlantean lord Charon. He was given as a gift to Bydeles, and hates the Zoran, but has sworn to serve Charon in exchange for the promise of eternal life. Thanatos wears the tattered cape of his former order and dresses in red armor, his face wrapped in bloodstained gauze from weeping wounds that will never heal, hidden beneath a helmet that covers his entire face.

| | | | |
|---|---|---|---|
| **INT** | +1 | **PER** | +2 |
| **WILL** | +2 | **CHA** | +2 |
| **STR** | +5 | **DEX** | +2 |
| **CON** | +3 | **SPD** | +4 |

**Ability Level**: 20
**Attacks/Damage:** As per weapon
**Armor:** PR 9 + shield
**Hit Points:** 40
**Hero Points:** 9

**Special Abilities**

Hardiness x3, Advanced Militia Training, Death's Door, Force of Personality
Dynamism Abilities
Manipulate, Kinetic at ability level

**Glory** 100

**Equipment:** Dagger DR 3, Hoplite Plate Vest PR 6, Light Leather Belt PR 2, Hoplon Shield, Aether Sword DR8

### THANATOS' SHIP - THE MOLON LAVE

| | | | |
|---|---|---|---|
| **MAN** | +3 | **HUL** | +2 |
| **SEN** | +3S | **SPD** | +40 |
| **ACL** | +10 | **DCL** | +5 |
| **SD** | 0 | **SIZ** | 4 |

**Scale:** Fighter
**Crew:** 1
**Passengers:** 6
**Cargo**: 2 Tons.
**Supplies**: 14 days
**Hit Points:** 30
**Armament:** Two Linked Light Pulse Lasers DR 10 (forward firing arc), One Light Missile Rack with 4 Light HE Missiles DR 15 (Turreted)
**Shields:** Light Shield Generator PR 8

### PRINCE BYDELES

A Zoran prince who works closely with the Atlanteans to bring about the fall of the hated Hellenes. His anger is the result of the death of his Hellenic wife, who was murdered at the hands of Hellenes. His love has turned him bitter and he will see all Hellenes pay for this. He plays his cards close to his chest, and is not too proud to surround himself with bodyguards.

| | | | |
|---|---|---|---|
| **INT** | +1 | **PER** | +2 |
| **WILL** | +2 | **CHA** | +0 |
| **STR** | +3 | **DEX** | +2 |
| **CON** | +3 | **SPD** | +2 |

**Ability Level**: 15
**Attacks/Damage:** As per weapon
**Armor:** Energy Shroud PR 6
**Hit Points:** 34
**Hero Points:** 5

**Special Abilities**

Advanced Militia Training, Hardiness x2, Opportunist, Pride and Prejudice (against Hellenes) All Dynamism Skills at ability level

**Glory** 150

**Equipment:** Dagger DR 4, Class B Energy Shroud PR 6, Torch Pistol DR 10, Hoplite Xiphos DR 10, EMP Grenade (2) DR 8

## Advice:

Though the events of this scenario might seem disjointed to the players, they make sense in a larger context, and the GM should be certain to let the players puzzle it out and come to their own conclusions, however inaccurate. Ultimately, this adventure marks a significant turning point in the campaign, on several levels.

First, it demonstrates what the Heroes truly face. Prior to this point, they have likely faced either giant monsters or humanoid lieutenants. Here, for the first time, they are thrown into combat with what is effectively an Atlantean, in the form of Thanatos. His power is immense, and yet he is but a servant of Charon, who is a servant of Lady Azaea, and each of them has yet to be met. The struggle against them will be difficult, and Thanatos is a signifier of that.

Further, the events here are a clear indication of what Atlantean technology is truly capable of. A solar array that ringed an entire star is now floating in Slipspace — such capability is beyond that of the Hellenes, their allies, and all of their known enemies. What can be done against a foe that can rip entire systems apart?

Finally, this scenario demonstrates that not everything is as it appears, and that there are larger puzzles lying behind the surface events. Different forces have different agendas, and ideas of love, hate, loyalty, and treachery are all mixed up and muddled. To make their way through what is to come, the Heroes will have to ultimately choose their own destinies and do what they think is right, even if it makes sense to no one else. They will not be able to rely on the advice of "experts" or "advisors" or even the gods; they will have to act on their own.

Obviously, this scenario has several loose ends that can be tied up as the Heroes wish. For starters, the solar array and the Temple Moon can, for now, exist where they are without further danger. The Boitians, being clever engineers, equipped each with the ability to sustain itself. The moon can orbit the sun without the array, and the array can remain in Slipspace without fear of tumbling to the depths. The Zoran presence on the array is another matter, and an army will have to be raised and sent to deal with them. Given time, and enough manpower, the array can either be destroyed (killing all aboard) or retaken from the Zorans. In either event, it will remain stuck in Slipspace and, if it is not retaken or destroyed, it will eventually be used as a weapon against a fleet of Athenoian ships, striking a deadly blow against the Hellenes. Knowing this, the Heroes might very well choose to stay and free the array of Zoran influence.

Further, these events might suggest that the missing Kyklopes home world and Sparta are not destroyed, but merely in Slipspace somewhere. This possibility should not be suggested to the players, but if they raise the issue then other NPCs might very well encourage the Heroes to pursue the line of thinking. This might very well set up a long chain of adventures whereby Heroes have to journey into Slipspace (like Greek Heroes of old heading into the Underworld) in search of missing planets. Whether or not the Kyklopes home world is in Slipspace is for the GM to determine; however, it is desirable that Sparta truly be destroyed, even if the Heroes and/or players refuse to believe that.

Finally, the GM should make sure that the focus of this scenario is on Thanatos, and what he represents. While the Heroes will be able to kill Zorans by the hundreds, and even get to meet Bydeles, it is Thanatos that they should always come back to. Thanatos represents one logical conclusion to the heroic journey that each of the Heroes is on. He has seen good and evil, and he has in a sense seen the face of a god (or perhaps gods), and it changed him. He is also convinced that there is a deeper meaning to everything, and has empowered himself to pursue that meaning, and to see it through. The solar array, the Theban Temple Moon, the Zorans, even Prince Bydeles… as far as this scenario is concerned, they are all to a certain extent red herrings. Thanatos is the Hero and the villain — the Byronic, Luciferian, Promethean Hero — defying everything, sacrificing everything, for a truth that perhaps only he believes in. It is his conviction that is to be feared most of all.

Especially if he turns out to be right.

# 4.0 – THE BATTLE OF ATHENOI

## Synopsis

**When:** Æ 2119
**Who:** Charred Sun Pirates, Black Fleet, Prince Bydeles, Lord Charon, Thanatos
**Where:** Attika System
**What:** The war has stretched on. Several Atlanteans have fallen, but the enemy forces have pressed forward. Now, the Black Fleet, along with the Charred Sun Pirates, begin to bombard the surface of Athenoi. They are well equipped and have surprised the Athenoi defenders, the defense fleet being comparatively lightly manned and outgunned. While the Black Fleet keeps the navy busy, the Charred Sun pirates are trying to take control of the Temple Moon, for unknown reasons. This will no doubt be one of the crucial battles of the entire war.

### Gossip and Rumors:

- The Heroes receive a long-burst mayday transmission that filters through Slipspace, as the gods may have it, right to their scanners. The message is brief, but tells of a fleet of pirates and large, well-armed, black ships attacking Athenoi. They appear to be concentrating their fire on the planet, preventing them from organizing a defense to send reinforcements to the Temple Moon. Anyone that can respond must aid the Athenoians immediately.
- Athenoi has never before called for help in this manner; there must be something truly urgent going on.
- The Temple Moon houses several ancient relics, and is for this reason unique among all the Temple Moons in all Hellas.
- The Athenoians have it coming to them. They deserve to fall.

## Act I

### Hook:

The Heroes receive word of an attack on Athenoi by the notorious Charred Sun pirates, working openly now in collaboration with the Zoran Black Fleet. Presumably the Heroes drop everything and respond to the call, heading for Athenoi with all due speed.

### Conflict:

When the Heroes burst out of Slipspace into the Attika region near the Athenoi system, they find a dizzying battle taking place between three forces: the Black Fleet, the Charred Sun pirates, and the Athenoi defense fleet, currently split in two. Fighters scream past them, dog-fighting through space, while large capital ships try to move into broadside positions, bringing their full guns to face the vessels of their enemies.

Once they are within normal space, the Athenoians will be in direct contact with the Heroes' ship, and can share a number of details. Urgency is emphasized on two fronts.

On the far side of the planet, the bulk of the Black Fleet, led by Prince Bydeles (or his successor) is engaged with the greater part of the Athenoian Fleet; this is clearly a feint, but it is not one that can be ignored, for if the Athenoians let the Black Fleet through then they will devastate the surface of Athenoi.

However, a second contingent, including some of the Black Fleet and most of the Charred Sun pirate ships, has encircled the Temple Moon and is attempting to land. A small group of Athenoian ships has managed thus far to hold them off, but even now their defenses are faltering.

Indeed, as the Heroes watch, one of the Athenoian triremes near the Temple Moon is crippled, going dark and beginning a slow spiral towards the Moon's surface. With a hole now punched in their defenses, a large black ship emerges from Slipspace and begins to race for the Moon's surface. There can be no doubt to whom it belongs – it is clearly emblazoned with the heraldry of Lord Charon, a famous Erinyes lieutenant of Captain Bydeles who is in charge of the Charred Sun Pirates at this time. The Heroes have likely never encountered Charon before, but they will have heard tell of his exploits. At the same time, the Black Fleet manages to take out several Athenoian ships; Athenoi itself is now directly threatened, and several ships begin to bombard the planet itself. Millions are at risk.

The Athenoian generals are split — most of them agree that the Heroes must pursue Charon to the Temple Moon and stop him, no matter the cost. Any business he has on the surface of the Moon cannot be in the interest of the Athenoians, or the Hellenes as a whole. However, several of the younger generals feel that the Temple Moons mark a bygone era, and that the future of the Hellenes depends upon protecting the planet itself. If Athenoi is lost like Sparta was, then the Hellenes have no future, they say.

The Heroes will have to quickly decide which front to tackle: Athenoi itself (Act IIA) or the Temple Moon (Act IIB). Whichever route they choose, the other situation will resolve itself without their involvement, and they will only hear some of the details about what happened.

#### Things to make the battle more intense

Never underestimate the power of story telling. The GM can describe the battle as the players are deciding on their actions.

- A Bireme collides with a pirate ships as the heroes maneuver through the battle.
- Large pieces of fiery debris crosses the heroes flight path.
- A small ship hurtles out of control past the heroes ship. Through the window the heroes can see fighting inside. The ship collides with a large ships and explodes.
- Several dead Hellene crewmen collide with the heroes ships smacking against the cockpit window and sliding away bloody with glassy eyed stares.
- A large Athenoian carrier burst into flames as it cracks in two colliding with smaller battleships as it hurtles to the planet below.
- Hundreds of bodies, Hellene and others, litter space. Victims of explosive decompression.
- The pleading screams of a battle ship crew as they report being boarded, the last words they hear is the captain scream about the ships self destruct. Outside the heroes see a ship explode taking a connected pirate ship with them.
- Flying between several large ships as they exchange broadsides
- The screams and pleading of doomed sailors as their ships explode around the heroes.

# Act IIA

## Conflict:

The Heroes opt to fly quickly to reinforce the faltering Athenoian defensive effort around the planet. Most of the Athenoian commanders will gripe at this decision, but will quickly set aside their grumbling and offer tactical advice. Their unanimous advice: cut off the head of the serpent, and it will be unable to constrict the planet any further.

The Black Fleet is being led by Prince Bydeles (or, if for some reason he was killed earlier, by his successor) from his immense command ship, located quite close to Athenoi itself. Attacking his ship directly will be quite difficult, as it is heavily armed and surrounded by the bulk of the Black Fleet itself. Should the Heroes choose to attempt this feat, it will either go down in history as one of the great offensives of the entire war, or result in their ignominious death.

At every turn, the Heroes will be fired upon as they dodge and wheel about in a sea of chaos. Dozens of ships will attack their vessel, and narrow escapes will be the norm. By the time their vessel reaches Bydeles' flagship, it will likely be crippled and on the verge of being completely destroyed. The Heroes will have barely enough time to find a dock, or crash into the ship, scrambling aboard before they are exposed to vacuum.

Reaching the bridge of the ship will be difficult, and will involve either deceit (dressing like Zoran soldiers) or brute force; this latter will mean engaging no fewer than four dozen Zorans along the way, in groups of between 5 and 10. The Heroes should definitely come across a large storage area filled with tanks full of disgusting black goop — they recognize this from their time spent on Pylos.

Also aboard the ship, curiously, is a nursery area and what seems to be some sort of day care, sealed behind a thick barrier that cannot be penetrated; there appears to be no way in or out. The room contains what appear to be children, ranging in age from a few months to perhaps five or six years old. They appear to be in good health and are not in harm's way, but they are quite serious and look at the Heroes with deep, thoughtful eyes that belie their youth. They have pale complexions that are a bit striking, and they move with the odd grace of Hellenes who have never set foot on a planet's surface.

When the Heroes do at last arrive at the bridge, they will find Bydeles waiting for them. At his side is Thanatos, who the Heroes may have thought dead at one point. Bydeles will gloat and claim that the Heroes are too late to make any difference. Indeed, as he speaks, the Heroes will see that on the distant Temple Moon, an enormous gout of flame erupts from the surface, demonstrating the destruction of the Temple itself. The same fate awaits Athenoi itself.

However, just then, a shimmering in space around and within the Black Fleet reveals the presence of several hundred Hellenic ships, each painted brightly with the Lambda logo of the Spartan army. The Spartans — or what's left of them — have returned.

The 300 Spartan ships (many of them small fighters) immediately begin to engage with the Black Fleet, using the element of surprise to pick apart their defenses. Bydeles, enraged and confused, turns on Thanatos and demands that he immediately kill the Heroes.

Thanatos refuses, and attacks Bydeles.

A chaotic battle erupts on the bridge, with Thanatos revealing himself to be not a slave to the Atlanteans, but a free Delphoi Legionnaire who is evidently merely in the middle of a decades-long plan that is now coming to fruition. As the Heroes and Thanatos fight the Zorans on the bridge, the Spartans tear apart the Black Fleet outside.

## Resolution:

When either Thanatos or Bydeles is defeated or killed (one MUST fall), the ship will be taken into Slipspace by the surviving Zorans, who are sounding a retreat. The Heroes will then have to fight their way out of a hostile enemy ship (possibly with the assistance of Thanatos), find another ship (or somehow repair their own), and return to Attikan space. The longer they dally, the longer it will take them to return, for the Black Fleet is now in full retreat and heading quickly towards Zoran space, pursued by some of the remnants of the Spartan fleet who are hell-bent on wiping out everything in their path.

# Act IIB

## Conflict:

As they speed towards the vessel trying to take the Temple Moon, multiple enemy ships will try to get in their way to stop the Heroes from advancing. This is to say nothing of the battle going on throughout the entire system. The Heroes must fly around ships and debris, escape missiles, dodge laser cannon fire, and possibly even repel boarding parties to make it to the Temple Moon.

As fate would have it, the flagship of Lord Charon will send out a small bullet shuttle to the surface of the Temple Moon before the Heroes arrive, keeping them from preventing the invasion. But while they may not be able to intercept Lord Charon before he makes it to the Temple Moon, they can try to fire upon his vessel to weaken the shields so that the beleaguered Athenoi navy can destroy it. However, this is not their primary mission, and they should be reminded of such.

Having pursued Lord Charon's flagship to the Temple Moon, the Heroes must descend to the surface to repel the Charred Sun pirates and protect the temple of Athenia. Little do they know, Charon has a few tricks up his sleeve to prevent the Heroes from thwarting his plans.

The Heroes land on the Temple Moon scant seconds before the Athenoi navy destroys Lord Charon's flagship, causing a huge shockwave of energy to destroy nearby ships and rock even capital vessels as they maneuver in orbit. Evidently Charon has no need for his ship — an interesting fact that might very well go unnoticed in the chaos about to ensue.

Within the atmosphere of the Temple Moon, the Heroes safely disembark from their ship only to find that the ground around them has been torn up and blackened, turning into a strange, rotten marshland. Making their way through the marsh towards the massive temple of Athenia, they must find a way around the acidic marshland, protecting themselves and each other from genetically manipulated plants turned carnivorous, hungering for Hellene flesh.

Once past the marshland they find Aristokles, a Zoran Dynamist student of Bydeles, who is controlling a large group of corpses, compelling them to rise from their graves and fall upon the Heroes using an advanced form of Scyllan technology that the Heroes have encountered before. These corpses are the fallen priests and priestesses of Athenia, having been brutally and rudely awakened from their eternal rest and forced to fight for a vile master. The Heroes, despite the heresy of it, must cut a swath through these former holy men and women to reach their controller and put him to the blade. Even after Aristokles is killed or subduded, the awakened priests will not stop; they must be horribly massacred to a man in order to stop their advance.

Only after a difficult battle will the Heroes finally reach the temple of Athenia, where a strange

ritual is being performed. A group of Dynamists sit outside of the temple in meditation, ignoring the Heroes as they approach, and even failing to react if they are cut to pieces. There is a strange buzzing in the air, and almost palpable electricity rising around the Heroes. Its source is clearly inside the Temple which, as is typical for a Temple Moon, is quite expansive, and it will take several long minutes, and perhaps as long as an hour, to track down Charon, who — along with a large group of highly skilled and dedicated Charred Sun Pirates — is busily searching for something. If they are stealthy, the Heroes may overhear mention of a map that will lead them to the birthplace of a Titan.

Regardless, as the Heroes close with Charon, he will suddenly stop as if listening, and then open a secret compartment in a nearby wall, removing a large, cylindrical object. Obviously satisfied that he has found what he came for, he will make every attempt to leave. If necessary, he plans to do so by moving right through the Heroes. Literally. As difficult a foe as Thanatos was before, Charon is a dozen times deadlier. Heroes may die here; at the very least, the ensuing battle should be horribly bloody and epic in nature. Limbs rent, eyes gouged, organs ruptured, and gods cursed. One factor in the Heroes' favor is the fact that Charon is bent on escape, and he will make a run for the surface as soon as he has an opening; one factor against them is that the Heroes are likely bent on preventing his escape. The net result is somewhat akin to trying to stop a hurled spear by standing in front of it.

### Resolution:

If the battle drags on for more than a minute game time, all combatants — except Charon, who will be flying — are deafened, temporarily blinded, and knocked to their feet as the entire Temple seems to explode outwards in a gout of blackness and fire. When they regain their senses, the Heroes see that the Temple has literally been shattered from within — they can see clear up to Athenoi. Charon is gone. In the sky beyond the planet Athenoi, the Black Fleet has also disappeared.

Whether the Heroes somehow manage to defeat Charon or not, the Temple will still be shattered, and when the smoke clears both Charon and the artifact are gone (presumed destroyed in the sundering). Outside the Temple, the Dynamists responsible for its destruction lie in pieces, ripped apart in a spray of blood and energy.

# Act III

### Conflict:

In the aftermath of battle, the Heroes land (or are asked to land) on the surface of Athenoi, where the leaders of various factions within the Hellene armies and navies have gathered. There are fewer than expected — many important commanders were killed in the recent battle. Whichever path the Heroes chose (IIA or IIB), they hear only some of the details of what transpired on the other front.

The general feeling is that a critical moment is at hand, and that the time for action is now. For once, everyone seems to be in agreement with the Spartans (who draw stares from everyone, since most of them were presumed long dead). A death blow must be struck now at the heart of the Zoran Empire, which is where the Atlanteans and Zorans together are even now likely regrouping.

The problem with launching an attack now is that so few capable leaders are at hand. There are ships, of a sort, and troops, albeit some of the youngest and least seasoned, but they are willing, and under the proper leadership they will surely be able to fight back and win the war at last, particularly with the knowledge and capabilities of the Spartans now fighting at their side.

Bickering breaks out in the meeting hall, and the true nature of Hellenic decision-making becomes clear. Numerous politicians and wealthy landowners begin to bid for the right to lead, regardless of their respective capabilities in battle. Others insist that the Spartans cannot be trusted, and should be left out of any navy that might be amassed.

If Thanatos is here (Act IIA), he will step forward and offer to lead in some capacity, and he will also nominate the Heroes to do the same. If they agree, they will have to convince the amassed military officers that they are truly capable of doing so; if they try to back off, the chaos will continue, and ultimately Thanatos will personally ask them in private to lead a sizeable portion of the army, countermanding the desires of the others.

If Thanatos is not here (Act IIB), the bickering will continue for some time, until the Heroes get involved. At this time they might either nominate themselves, or be nominated by one of the others present. The gathered Hellenes will be evenly split on the matter, but ultimately if they are willing the decision will be in their favor; the Heroes will be given charge of the gathered Hellene forces. The fate of all Hellas is now in their hands — if they want it.

### Resolution:

Either the Heroes will accept leadership, or refuse it. In either case, leaders are chosen and the army is gathered. If the Heroes have no say in matters, the army will head off for Zoran space within several months, and proceed to lay waste to Zoran space (with some success); the Heroes will have diminished themselves in some respect, and will be given a small ship and mostly forgotten, for now.

### Rewards:

**Glory:** 20
**Metousia:** 15
**Experience Points:** 30

# GM Information

### NPCs:

LORD CHARON

The Erinyes overmaster who has been given command over the Charred Sun Pirates, and by extension all of Prince Bydeles' Fleet.

| | | | |
|---|---|---|---|
| **INT** | +3 | **PER** | +3 |
| **WILL** | +4 | **CHA** | -2 |
| **STR** | +5 | **DEX** | +4 |
| **CON** | +10 | **SPD** | +3 (Fly) / +3 |

**Ability Level**: 20
**Attacks/Damage:** Per weapon employed, Clawed Hands DR7 cut through any substance and are considered armor-piercing, even against Æther shields
**Armor:** Black Bone Plate PR 15
**Hit Points:** 75
**Hero Points:** 5

**Equipment:** Hoplon Shield, Hoplite Spear DR 7

For all other stats, see the entry on Erinyes.

### ARISTOKLES

A Zoran Dynamist student of Bydeles

| | | | |
|---|---|---|---|
| **INT** | +3 | **PER** | +2 |
| **WILL** | +3 | **CHA** | +0 |
| **STR** | +1 | **DEX** | +0 |
| **CON** | +11 | **SPD** | +2 |

**Ability Level**: 12
**Attacks/Damage:** As per weapon
**Armor:** As per armor
**Hit Points:** 21
**Hero Points:** 1

**Special Abilities**

Dynamism abilities
Attack, Illusion, Influence, Kinetic, Manipulate, Sensory, Shield all at ability level.

**Glory** 150

**Equipment:** Dagger DR 3, Heavy Leather Vest PR 2, Hoplite Assault Carbine DR 10

### CARNIVOROUS MARSH PLANTS

| | | | |
|---|---|---|---|
| **INT** | -5 | **PER** | +0 |
| **WILL** | +0 | **CHA** | -5 |
| **STR** | +5 | **DEX** | +0 |
| **CON** | +0 | **SPD** | -5 |

**Ability Level**: 5
**Attacks/Damage:** Branch Buffet DR8, Tooth filled maw DR10
**Armor:** Thick Bark PR 4
**Hit Points:** 30
**Hero Points:** 0

**Special Abilities**

**Ropey Vines:** May make a grapple attack up to 4m away.
**Weakness:** (-4) Fire caused double the normal damage to the plants and armor is ignored

**Glory** 5

### THE UNDEAD PRIESTS/PRIESTESSES OF ATHENIA

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WILL** | +0 | **CHA** | -5 |
| **STR** | +1 | **DEX** | +0 |
| **CON** | +0 | **SPD** | +0 |

**Ability Level**: 7
**Attacks/Damage:** Gnarled broken finger nails and protruding bones DR7
**Armor:** None
**Hit Points:** 21
**Hero Points:** 0

**Special Abilities**

The Athenoin dead will fight until their desiccated bodies are completely destroyed.
**Hadon's Visage:** The hearts of those who look upon the dead are filled with fear and revulsion. To stand their ground and engage the dead heroes must make a WILL roll DoD -3. If the roll is a failure the hero suffers a -6 penalty to their actions while in the dead's presence.
**Weakness:** (-4) Bright light causes the dead minor amounts of pain and discomfort. Light from a flashlight or a torch will cause the beast to make a WIL roll versus a DoD of -2. If they fail the roll they lose an action each round and suffer a multi-action penalty because of the distraction. Against very bright light or natural sunlight the dead increase all difficulties by a +2 and suffer 3 points of damage each round that they are in the presence of the light source. Armor cannot negate any of the damage

**Glory** 10

## Advice:

The first two parts of this adventure are best played quickly, focusing on the action and driving the Heroes ever onward in a desperate flight to try to make it to Athenoi or the Temple Moon before the entire system falls to the depredations of the Charred Sun pirates and the Black Fleet. Make them stand up and, with fury, scream "For Athenoi!"

In space, the Heroes must understand that the fate of not only Athenoi, but all the Hellenes and their allies, is at stake; they must know the ruthlessness of Bydeles in his quest to see the Hellenes wiped out; they must fear Thanatos, even as he reveals himself to be not quite the enemy they might have once suspected. On the moon, the Heroes must be made to feel the hopelessness of watching Lord Charon descend the surface; they must know the horror of killing those who served piously in life; finally, they must feel the anger of a sacred place of their people being defiled by the Charred Sun criminal scum.

The device Charon takes is a map, which will play a role in the following adventure. As Charon is an Erinyes, he has the ability to move into Slipspace at will, and will do so — if necessary, with his dying breath. One way or another, the map will fall into the hands of the enemy, although the Heroes will not necessarily know this immediately.

The children on the ship just might be related to that black goop… or maybe not.

The 300 Spartan ships will be reduced in number to approximately 200 by the end of their battle, but they will thereafter be involved in any number of crucial military operations for the remainder of the war.

If you can work it in, you might wish to mention in passing that one young Spartan soldier in particular was responsible for turning the tide. His name was Leon or Leo or something, and he was barely a man, yet held himself up as if he were a Hero, or perhaps a king….

The last act of this adventure is perhaps the most crucial, for it is at this point that the Heroes might be given direct leadership over the entire Hellene army, and the power to control its destiny. While they might refuse the honor, they should be made to understand what it is that they are turning down. Accepting this role makes the Heroes among the most important people in the entire galaxy; the fate of all Hellas will be for them to decide….

# 5.0 – Apotheosis

## Synopsis

**When:** Æ 2125
**Who:** Lady Azaea, Black Fleet (and possibly Thanatos, Lord Charon, and others)
**Where:** Cretan Space
**What:** After several close calls, the Black fleet is pushed back into Zoran space. Most of the Atlanteans have retreated although all are still known to be alive (save for any the Heroes might have personally slain, however unlikely that might be). For the first time in the war it seems that victory is at last in sight — even if it is only a temporary hiatus. Perhaps the Atlanteans will stop their attack. Perhaps peace can be sought. But perhaps it is too soon for such thoughts, for the Atlanteans have one final move to make in this first game, and it will be up to the Heroes to stop them.

### Gossip and Rumors:

- Analysis of the debris from destroyed Black Fleet ships has revealed that, again and again, their battle plans culminated with an attack on Crete. Yet Crete has long been abandoned; what strategic importance could that region hold?
- The Black Goo is related to Kronos.
- Kronos was never killed; he was only pushed into a nearby universe, where he has been stewing in anger for two thousand years.
- Kronos is the first Atlantean.
- If Kronos is released he will kill the Hellenic gods and plunge the entire universe into an era of darkness and despair.
- Kronos never claimed to want to destroy the Hellenes; he only wanted to awaken them. The Atlanteans are justified in their attempt to free him.

## Act I

### Hook:

After two decades of war with the Atlanteans, territory lost and won, systems destroyed, and billions killed, the Hellenic army has managed to push their foes back into Zoran space. The war is far from over, but at least Hellenic space appears to be safe for a time. However, word is received from a Delphoic League scout that an Atlantean ship, accompanied by several ships from the Black Fleet, was spotted far across the galaxy, in Cretan space. The Hellenic army is busy in Zoran territory; the Heroes — accompanied by a small fleet of ships — are asked to pursue this other matter, particularly since it involves an Atlantean.

### Conflict:

Led by Lady Azaea, a small fleet of fewer than a dozen ships is headed for a remote portion of Cretan space. If they are still alive, both Charon and Bydeles are with her. Their target appears to be a black hole; in fact, they stop right outside the hole's area of influence where there is — curiously — a small Temple Moon. The fleet itself will circle the moon so as to cover it from all angles while Azaea herself (accompanied by Charon and Bydeles, if they live) descends to the moon's surface.

The first struggle for the Heroes will be to actually land on the moon; to do this, they have to blast their way through the Black Fleet ships that surround it. If they are accompanied by ships of their own this is somewhat easier, but if they are alone then they might have to use stealth or trickery to avoid being killed. Further complicating matters is the nearby black hole, which sensor readings indicate is just barely beyond the limits of danger. Those with technical know-how or Dynamism might detect that the black hole is somewhat unstable and seems to be gearing up for what can only be described as an expansion or pulse. Could this be some strange Atlantean weapon?

The ships chosen by Azaea for this mission are among the best equipped in the Black Fleet, and are piloted by her most devoted warriors. They will stop at nothing to keep the Heroes from landing, including ramming their ships into the Heroes' own in a suicidal maneuver. This fanaticism can easily work to the Heroes' advantage if they are canny, for they will be able to use clever piloting and possibly Dynamism to cause the enemy ships to collide with one another, and/or plummet into the black hole.

If Thanatos is alive and the Heroes know of his continued survival, he will also be present. If he is in his own ship, then he will focus on attacking the Black Fleet, allowing the Heroes to land; if he is instead with the Heroes, then he will adopt whatever role is offered to him, preferring to pilot or co-pilot the ship. In any case, he will be able to land either with or shortly after the Heroes, and will join them on the moon.

### Resolution:

Once the Heroes have made a landing, the Black Fleet leaves off, having been given strict orders not to land on the moon at this time. This may set off alarm bells for the Heroes, but should not be emphasized; let them figure it out on their own.

## Act II

### Conflict:

The strange Temple Moon appears ancient, though not so ancient as the Temple Moons found elsewhere in Hellene space. The construction of the Temple itself is particularly interesting, as it appears to mingle elements of Hellene, Zoran, Zintar, and Atlantean artwork, depicting naked beings of all races as they bow down before a large humanoid figure. An optical illusion in the carvings makes him appear alternately to be both a young boy and an old man. Heroes with any degree of knowledge related to history or mythology will recognize him as Kronos. If the Heroes are ignorant and Thanatos is present, he will be able to fill them in on the details about Kronos' place in Hellenic history.

The Temple itself is rather Spartan (in design, not origin), with curiously angled hallways and empty chambers with black, mirrored walls, bereft of ornamentation or furnishings. It looks as if the Temple were constructed but never populated, although by all appearances it has been kept in pristine condition all this time, with not a trace of dust or decay anywhere. And everywhere the Heroes look, they see only themselves, distorted and elongated. Occasionally they will catch glimpses of gods, both their patron deities and others. Sometimes the gods will appear to be titans. Sometimes they will appear to be monstrous.

Amidst this funhouse warren of mirrors is concealed Lord Charon, who will appear to leap out of a reflection to attack the Heroes. If Thanatos is with the party then he will be the first target, taking the brunt of the attack, but otherwise Charon will prefer any Hero who gave him a hard time the last time they met. This time, there is no flight from the Erinyes; for specific reasons, he is expected to remain within the Temple walls and he cannot risk fleeing to Slipspace. As such, he will fight to the death, slaying as many Heroes as he can before he himself falls.

At the very center of the Temple is a large high-ceilinged pantheon, at the top of which is an enormous oculus open to the starry sky with a direct view into the center of the black hole. Surrounding the oculus are depictions of dozens upon dozens of deities, below which can be seen a host of humanoid figures, male and female, of many races, many unknown to the Heroes and Thanatos (if he is there and alive).

Immediately below the oculus, resplendent in her black armor, is Lady Azaea, the Atlantean Prince. As the Heroes enter, she will rise from a crouch and spread her arms, as if welcoming the Heroes into her dark embrace. (This should be an incredibly dramatic moment, especially if it is the Heroes' first encounter with a true Atlantean Prince.)

If the Heroes give her a chance, Azaea will be happy to explain that the Temple Moon was created by some unknown race of beings to honor Kronos, and that the black hole they now see is a portal to the dimension where Kronos now lies. Azaea will insist that Kronos is not dead, and never was, but if pressed she will falter and eventually admit that she cannot be sure. Regardless, her purpose here is to cross over into Kronos' dimension and bring him back. Two thousand years ago he was cast out of this universe by the Hellenes; she, and the other Atlanteans, are trying to bring him back to finish what he started.

Azaea's belief appears to be that the Hellenes and their allies must be destroyed, and that Kronos is the one to do that, starting with their gods. But whereas it is clear that she thinks nothing of the "lesser races," she seems to believe that this purging will be good for the Hellenes, and possibly for the Zintar as well.

She will go on and on, talking for as long as the Heroes wish to talk with her. Eventually it will become clear that she is stalling for time, and if presented with this accusation she will admit it. The Temple Moon was constructed ages ago, far beyond the reach of the black hole, as a sort of calendar or clock; the oculus above, and the mirrors throughout the Temple, indicated how close the Temple was to the hole based on the reflections of its image. With each pulse over the years, the Temple Moon has crept closer to the hole. And now, with the very next pulse, it will be drawn into the black hole itself, entering the realm where Kronos lies.

She believes this will happen within the next few minutes.

### Resolution:

The likeliest resolution here is for the Heroes to attack Azaea. If they attack her right away, then as a means of delaying things she will draw out the battle, attacking in turn and killing Heroes as need be so that she might remain alive for as long as possible. If they delay in attacking her, she will only fight for a short time, after which point she will seem to falter in her defenses and allow herself to be slain (though she will not make it TOO obvious).

If the Heroes do not attack her, then she will wait until the "right" moment, and then kill herself by pulling a razor-sharp blade across her inner thigh, nearly severing her leg. She will bleed out in seconds and collapse on the obsidian floor.

In either case, before she dies, she will laugh and encourage the Heroes to follow her into death. "Only in the embrace of Hadon will we survive, fools. Death is not the end; it is the beginning of the journey." With that, she dies.

It will be up to the players whether or not their characters follow her example; regardless, they will have run out of time, and the Moon will be swallowed into the black hole, with living and dead Heroes alike. The world will go black for all of them.

Death will take the Heroes… but where is it taking them?

# Act III

### Conflict:

The Heroes awaken at different times, and apart from one another, inside identical square rooms with bare white walls that at first give the impression of floating in a void (the GM should consider separating the players into different rooms, if possible, to augment the feeling of isolation). Those who died in the Temple before it was sucked into the black hole will awaken first, including those who took their own lives; any wounds they suffered appear to have been healed, their bodies and minds whole. Any who were alive when they entered the black hole will also awaken, although they will have suffered some serious, permanent injury (physical or mental), such as blindness, deafness, a missing hand, forgetting their own name, etc.

All those in the Temple, when they awaken, are naked.

The rooms the Heroes awaken in are actually the rooms they passed earlier in the Temple, although the stark white color masks this fact initially until they stumble towards a wall and discover it becomes a hallway. The bright white makes it impossible to pick out individual doorways, but once other characters become visible, the structure of the Temple becomes clearer, and navigation becomes possible. The walls no longer have a mirroring effect.

There are only two ways to go — in or out. Heading in towards the pantheon will reveal that the central chamber contains all of the Heroes' missing armor, clothing, and equipment, all of it bleached stark white, and all of it incredibly hot to the touch (though not so hot that it cannot be worn, if the Heroes so choose). If they search, equipment belonging to others that might have been in the Temple (including Charon, Thanatos and Azaea) are also present, scattered about the room. Overhead, a blinding white light makes it impossible to see out of the oculus.

Neither Azaea, Charon, or Thanatos are anywhere to be found.

Heading out of the Temple will place the Heroes on a flat, featureless plain of gray stone, extending out in all directions, beyond which is a white void. But this illusion does not last long; it quickly becomes apparent that the flat plain is in fact the outstretched palm of a giant, and the bright white light from above is an immense eye, staring down. The Heroes are literally in the grasp of Kronos himself, the Temple a mere pebble in his mighty hand. No legend ever mentioned Kronos being this large.

Yet for all his immense size, Kronos is completely still and motionless, his eye wide, lifeless and dry. He appears to be dead.

However, there is movement, high above on what is presumably Kronos' arm. There, clambering up his pale skin, is a naked female form, powerful yet graceful arms easily making great progress. It is Azaea, stripped of her armor and barely recognizable. And further above, hovering closer to the giant's face, is a naked Charon (assuming he was in the Temple). They appear to be trying to reach Kronos' other arm, which is raised high above his head as if he were about to smash it down against his other hand. Thanatos (if he was in the Temple) is nowhere to be seen.

There is really only one option, and that is to climb after the Atlantean and her Erinyes. Any weapons the Heroes might attempt to hurl up will fall well short of their mark. Assuming they are accomplished climbers, the Heroes might reach the top of the giant's other hand at the same time as Azaea does, but the Erinyes' wings will ensure that Charon reaches the summit at least several minutes before anyone else does.

### Resolution:

Regardless of what else happens, the Heroes (and Azaea) will reach the giant's other hand just in time to see Charon's form blacken and dissolve into black goop, which runs off the side of the giant's hand.

# Act IV

### Conflict:

Azaea is the first to react, and rushes towards where Charon turned into black goo, reaching for him. She falls to her knees, saddened, and places a hand in the goo, but nods in understanding and rises. If asked, she will say that it is clear that Charon could not make the translation — his soul was corrupt. To emphasize the statement, she holds up her goo-covered hand.

If pressed further, she speaks but one more word: "Apotheosis."

At that moment, each of the Heroes feels themselves filled with immense power, as if they were an avatar of their respective god — for a time, they are able to channel every power of their god. They, in fact, actually feel that they are one and the same with their Gods. Those Heroes not affiliated with a god feel a slightly lesser pulsation, and somehow feel closer to Azaea herself; they temporarily gain the equivalent of the Minor Omnipresence power (such as is typically associated with Apollon), but such power is restricted only to living things, and only to predicting the moment and manner of that individual's death (however imminent).

After the pulse of power, a moment passes, then two, and then there is a clamoring sound from below. Peering over the edge of the giant's hand, everyone will see that there are dozens, in fact hundreds of figures climbing up the giant's body — it is as if the depictions of all living things from within the Temple come to life.

Perhaps a minute passes, and then the first wave of creatures crests the side of the hand and immediately attacks. The Heroes and Azaea will have to use all their power and skill to fend off the attack. And after it ends, another begins, with a different mix of creatures, including some never before seen, and some youthful, pale Hellenes who bear a striking resemblance to the children seen on Bydeles' ship five years ago. And then again. And again. The flow of creatures seems unceasing, and it will not stop until all but one of the Heroes has fallen.

When but one remains, the remaining creatures back away suddenly, allowing themselves to fall off the edge of the giant's hand. There is silence, and then Kronos himself seems to shift and move. He draws a giant breath.

"Know thyself," he says.

Then the eye of Kronos blinks, once. His hand shudders, and the world seems to drop out from below as Kronos' hand falls and claps against his other hand, crushing the Temple flat. And for a moment, the clap resounds, echoes.

CLAP…Clap…clap… Ticks on a metronome, drops from a klepsydra, beats on a drum, keeping time. Eternally.

And then there is silence, and darkness.

### Resolution:

The Heroes awaken separately on the floor of their respective patron deity's Temple Moon, spread out across the entirety of Hellenic Space. They will awaken with all their gear intact, dressed as they were when they landed on the other Temple Moon. Some onlookers will claim that they "just appeared" from thin air; if they ask around, it will however be revealed that they were dropped off by a mysterious woman in a black ship, who spoke not a word. It is left to the players to decide whether what just happened to their characters was real (and mystical), some technological or Dynamistic trick, or some symbolic shared hallucination.

For those who had not had a particular affiliation with a deity (including non-Hellenes), they awaken on the floor of the same black Temple Moon, although they will soon discover that the Moon has moved, and now orbits the planet of Dodona, in the Perrhaibia Region. In the center of the pantheon, they will now find that all the carvings depict dead gods and beings, and in the exact middle of the room, beneath the open oculus (which now stares at the cemetery world), there is a statue of the god Hadon carved from black stone. The god's face is wreathed in bandages, seeped with a real bloodlike substance that runs down his face like tears, streaming down the statue in rivulets until it pools at his feet.

And as the pool grows, it is tended to by a strange pale woman wreathed in black, who speaks not a word — merely mops up the blood, and then wrings it out into the gardens that grow outside the temple, filled with bright red azaleas that fill the surface of the moon.

Thanatos is never seen again.

### Rewards:

**Glory:** 20
**Metousia:** 15
**Experience Points:** 30

# GM Information

## NPCs:

LADY AZAEA: AN ATLANTEAN PRINCE

For stats, see the entry on Atlanteans.

KRONOS

A giant primordial being who represents the inexorable march of time. He cannot be harmed or killed. At least, not yet...

## Advice:

This, the culmination of this campaign, is just the beginning of an adventure that should have your players thinking deeply about the nature of their characters, and their place in the universe. By the final act of this first chapter, which delves into some heavily symbolic happenings, they are apt to feel a bit off kilter, and you should be prepared to give them firmer ground to stand upon once they have returned to the world of the living, presumably changed forever.

The title of this adventure, Apotheosis, refers to the process of becoming a god (either symbolically or actually). What Kronos has to show the Heroes is nothing short of their unity with the divine. The Hellenes have a dual nature. On the one hand, they are tapped into the divine, and are in a sense one with it, able to channel the power of their gods and affect reality. On the other hand, they are also mortal, subject to the advances of time (Kronos) as well as the inevitable grip of death (Hadon, and his symbolic "avatar," Thanatos). Both of these (the struggle for the divine, and the struggle with death) are inevitably wrapped up in the Hellenic tendency to wage war with anything and everything.

So, does this mean that the Hellenes are gods? Does this mean that they should seek peace and put aside war? Does it mean that they will inevitably destroy themselves? Does it mean that only one Hellene, and one god, will eventually triumph over all others? Kronos of course has no answers; he can merely reiterate what the Delphoic Oracle has to say: Know Thyself.

Through their Apotheosis and their brush with the divine, hopefully the Heroes have come to know a bit more about themselves. At the culmination of this adventure, they will have helped to save the universe from destruction, and they will have survived an encounter with a being that, legend tells them, once tried to "destroy" the Hellenes and their gods. Was the experience real? Are the legends false? What can be believed? What path should the Hellenes take now?

Perhaps some answers lie in the example of Thanatos, who was apparently allied with (or perhaps one with) Hadon the entire time. His philosophy throughout has been to act in the way he felt was right at the time, regardless of the consequences, regardless of how his actions affected others. Is this not how a true God would act, if empowered in such a way? Of what consequence are individual people and systems and races in the wake of such power, particularly when one is dealing with the inevitable power of death itself?

No better lesson can be taught, however, than that of the Atlantean Azaea, who in pursuit of a goal — the destruction of the Hellenes — both succeeded and failed. Her failure was the failure shared by the Atlantean army, the Zorans, and their allies — the Hellenes continue to exist as a people, and this victory in war will no doubt cause them to spread their influence yet further afield. But she also succeeded, in that she forced a group of Hellenes and their allies to come face to face with their true nature. In so doing, she did in fact succeed in destroying them, for what they were is no more; they are now something greater, or at least they have the potential to be. Through Azaea's actions, the wall between the mortal and the divine was, temporarily, torn down. Whether or not that wall remains down, and whether or not the Heroes can learn from their experience, decipher its message, and enact greater change… that is for the Heroes to decide.

For the Atlanteans and their allies, the Zorans, there is time to lick wounds and prepare another assault, to attack from another front in this terrible war. The enemy army has been driven back, but they will return, all the stronger….

For Azaea, whose job is done, there is nothing more now than to dote on the god of death, whom the Atlanteans always worshipped above all others….

For a curious race of pale youths, just approaching adulthood, a most curious destiny is about to unfold…

And for a young man named Leonid, a great destiny awaits, of which the Heroes are only just hearing… but his story will be told later.

A new age has dawned, and the Heroes stand at the cusp of it. The future is theirs to make.

# CHAPTER TWELVE

"I don't understand," said Cassiopeia. "What is it?"

Their foe had not survived the journey out of Realspace, but he remained tethered to the body of the ship. Iolaus' spear had struck true and hard. Still, before they went any further, she would send a Machina out onto the wing to retrieve the corpse.

"It appears to resemble a Hellene in form, but for the wings," said Alcmene. "And I have never seen such armor before. Nor felt..."

She broke off, grasping her chest.

"What is it?" asked Cassiopeia.

"Iolaus has died." Alcmene sat down heavily in her chair, hand on her stomach.

"His last words were for you," said Cass. "He said to tell you, 'It is a good name.' Do you know what he meant?"

Alcmene smiled. He knew, after all.

"I do."

From outside the ship, a sudden wrenching of metal on the wing tore their attention back to the scanners.

"What is it?" asked Alcmene.

"It's..." Cass broke off, adjusted the scanners. "It's impossible."

The wrenching noise stopped, and for a moment there was silence. And then, drifting in front of the ship, they saw the dark winged form, hovering in space, Iolaus' spear still jutting from its chest. It looked at the, both, and although they could not see through its black helmet, they both knew its eyes narrowed.

It grabbed the spear, and pulled.

"How is it..."

"I don't know."

"It should be..."

"I know."

Cass immediately began firing up the Goat's engines, knowing full well she would be too late, watching helplessly as the dark beast pulled the spear free and reversed its grip. Then it beat its wings once, cocked its arm back, and hurled the spear at the ship.

The spear struck just below the window, punching through several layers of metal before coming to a rest; an assortment of lights began to flash on the control panel, indicating downed systems, but Cass ignored them. She had thought the creature would hurl the spear through the window, killing them both. But it had not, and that could mean only one thing.

It wanted them to live.

She locked eyes with the creature, and it seemed to nod, satisfied that they had gotten its message, and would deliver it.

And then it spread its wings wide, and vanished into Slipspace.

"That's..."

"...impossible," finished Cassiopeia. "I know."

They sat in silence for a while, reflecting, absorbing, mourning their dead. And then they made for Elis.

The spear stayed in place for the entire journey.



# MESOS: OTHER ADVENTURES

The following twelve adventures may be played out at any time during the course of the main plotline, and in any order (although some naturally suggest themselves falling later in the campaign, due to the presumption of the Heroes' relative renown and experience). Depending on the whim of the GM, they might be completely unrelated to the main plot, or tightly integrated. In the latter case, a plot thread used to tie the action in these adventures into the main plot is provided at the end of each adventure's description.

# ON FEATHERED WINGS

## Synopsis

**Who:** A powerful and important noble, hoplites, saboteurs, Stymphalian flocks
**Where:** In space and in the wilds of Stymphalos
**What:** At the behest of a powerful and important noble, and as proof of their heroism, the Heroes are given an unusual quest — they must gather the feathers from a flock of dangerous birds without harming the foul fowl.

### Gossip and Rumors:

- The noble in question is famed for his magnanimous nature and flair for the dramatic, but has acquired a number of notable rivals over time who have often gone to great lengths to besmirch his name.
- Stymphalian birds are fond of music, and will lie down tamely and allow their feathers to be plucked if a master musician plays the right song for them.
- Fresh Stymphalian blood can cure all diseases. The Atlanteans knew this and used this blood in their life-lengthening concoctions.

## Act I

### Hook:

The characters are Heroes, and with growing renown comes recognition and a willingness among other powerful individuals to associate themselves with greatness, as well as a desire to test the capabilities of the Heroes. Whether trapped due to boasting and hubris into proving their worth, seeking the approval and alliance of a noble and potential patron, or tasked to atone for some misdeed, they find themselves facing their own heroic Labor.

### Conflict:

The Heroes are asked (or ordered) to travel to Stymphalos and there obtain an equal number of red, black, and white feathers from the man-eating Stymphalian flocks, acquiring 36 feathers of each color, the total of 108 being a number of extreme potency.

As befits Heroes of their stature, the Heroes face several bans in their quest:

- Each feather must be plucked by hand from a living Stymphalian bird.
- No more than a single feather may be plucked from a single bird.
- No bird may be captured or harmed (other than the plucking) in the process.

Sometimes, just reaching a destination can prove a tribulation, and the journey to Stymphalos is no exception. Hearing of the Heroes' highly public quest, a rival of the noble arranges for them to face a little opposition on their journey to the planet. They send a small force of hired hoplites to intercept the Heroes' vessel, posing as an official Stymphalian honor-guard who will escort the Heroes to their lodgings on the planet's surface. If the ruse is not seen through swiftly, the hoplites will actually attack the Heroes as soon as they seem remotely vulnerable, hopefully unarmed and with their guard down.

### Resolution:

If the Heroes are canny enough to see through the ruse of the hired hoplites before they even board the Heroes' vessel, the hoplite ship will swiftly retreat. Otherwise, the Heroes will find themselves unexpectedly attacked, and can only safely make their way to the surface of Stymphalos when the hoplites are overcome.

## Act II

### Conflict:

Camping in the wilds of Stymphalos, the Heroes' quest begins proper, and they must attempt to collect the feathers they need, facing aggressive flocks of Stymphalian birds. The task, of course, is difficult enough, given the vicious, predatory nature of the Stymphalian birds, their vast flocks, and the bans involved, but other complications arise that add more challenge to this already great test of guile and patience.

Unfortunately, hirelings have been sent by an enemy of the noble to sabotage the Heroes' efforts where possible, spooking flocks, attempting to steal any feathers collected thus far, and so on. The small band of saboteurs makes at least two attempts per day to foil the Heroes' actions, and continues to do so until stopped or the Heroes succeed and depart.

### Resolution:

Should the Heroes succeed in their task, they may make their way back to their ship, ready to depart and return to the noble who presented them the challenge.

## Act III

### Conflict:

Should they succeed, the Heroes may return in triumph. The feathers will be woven into a magnificent cloak that will then be ceremonially dedicated to the gods (i.e., burned) at a great feast, earning them and their sponsoring noble much prestige.

However, the Heroes must now conduct themselves successfully at the grand feast held in their honor. Social interaction should abound, with plenty of roleplaying highlighting the social nature of Hellene culture, as well as periodic rolls to have the Heroes avoid making faux pas that would cost them glory and possibly even label them as boors.

## Resolution:

When the feast comes to a climax, and the fine-feathered cloak is unveiled and dedicated (i.e., burned), they can relax and bask in the glory they have earned (or gripe about the fact that all their hard work just went up in smoke and flame).

## Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points**: 10

# GM Information

## NPCs:

Hired Hoplites (treat as Hoplite/Spartan), Hired Saboteurs (treat as Ruffian/Thug/Pirate), Stymphalian Birds, Hellene Nobles (see below).

**Hellene Noble:** INT +2, PER +1, CHA +2
**Hit Points:** 20
**Skills:** Administration +2, Command +2, Deception +4, Deduce Motives +5, Diplomacy +7, Lore (Hellene systems) +2, Lore (Native planet) +3, Etiquette (Hellene) +7, Seduction +6, Speak Language (Hellene, native), Speak Language (Any-Basic).
**Leadership Ability:** Hellenes receives a +2 bonus to command and diplomacy rolls.

## Advice:

The hoplite deception will not be seen through unless the Heroes make a point of noting that they are uspicious, attempting to see if there is anything unusual, or suspicious, or similar. If they openly seem to acacept it at face value, they will have little chance to notice anything odd about the behavior of the hoplites until they actually meet them face-to-face. The number of hoplites should be balanced against the capabilities of the Heroes, though at least one per PC is recommended.

The GM should reward creative thinking and guile on the part of the Heroes in collecting the feathers, with some success, with appropriate rolls where necessary. The saboteurs should ideally foil at least one attempt on the part of the Heroes, however, providing at least a little frustration. Appropriate rolls on the part of the Heroes, or failures on the part of the saboteurs, will alert the Heroes to the presence of their rivals. Again, the number of saboteurs should be based on the abilities of the Heroes.

The festivities in the final Act should be heavily described and played to the hilt, drawing attention to this aspect of Hellene culture. Failures in social rolls should be met with poorly concealed disdain, sniggers, hurried excuses for leaving the PC's company, and so on, depending on their severity.

## Thread:

Some of the revelers at the festivities might very well be members of the Charred Sun Pirates, or others allied with the Atlanteans, keeping a close eye on the Heroes.

# INTO THE LABYRINTH

## Synopsis

**Who:** Space pirates, a Talos machina
**Where:** Space, inside a large labyrinthine planetoid
**What:** While traveling through space, the Heroes find their ship pursued by an aggressive and powerful force of space pirates, and it rapidly becomes clear that they cannot outrun their attackers — they must fight, and then seek cover in a nearby planetoid.

### Gossip and Rumors:

- The area of space through which the Heroes are traveling is said to be somewhat perilous, with vessels disappearing on a semi-regular basis. The actual reason is currently unknown.

## Act I

### Hook:

The Heroes obviously have to travel through space at some point, whether on a quest or at random, whether in their own vessel or aboard a passenger starship. They may even be investigating the mystery behind the disappearances of other ships. Regardless, without warning the Heroes' starship is attacked by a moderately large force of space pirates appearing out of Slipspace, a "warning shot" crippling the Slipspace drive of the Heroes' vessel.

### Conflict:

Given the damage to their ship's Slipspace drive, the Heroes cannot use it as a means of escape until emergency repairs are made. They need cover, and quickly. Fortunately, a moon-sized planetoid nearby provides that possibility.

The pirate leader is quite canny, and only sends forth a few smaller starships initially, demanding that the Heroes' ship prepare to be boarded, promising to destroy the starship should any attempt be made to escape or resist boarding. He's as good as his word, and if the Heroes do fight the boarders or otherwise make things difficult for them, or do attempt to flee, he will instruct all of his ships to attack. In actuality, anyone observing him via a communication screen is able to tell by his body language, voice, and expression that he in all likelihood intends to destroy the Heroes' ship once the boarding action is over anyway.

When the inevitable attack occurs, the Heroes will have their hands full simply keeping their ship intact.

### Resolution:

If the Heroes successfully manage to avoid having their vessel destroyed by the space pirates' overwhelming superiority of numbers, they can race for a nearby planetoid that reveals itself intermittently on the sensors.

## Act II

### Conflict:

As they race towards the planetoid, the Heroes discover that the moon-sized barren rock is actually more space than rock, run throughout with a warren of huge tunnels, offering excellent cover and the possibility of losing their pursuers. It also possesses a high radiation count, one that would effectively blocks sensors, requiring the space pirates to track and target their ship visually.

The Heroes find themselves playing a game of cat-and-mouse with the space pirates inside the planetoid, with Slipspace travel impossible and sensors blocked by radiation. Their vessel's damaged Slipspace drive may be repaired given a short amount of time, but that is time the starship must survive in the planetoid, and the repairs will take twice as long if the ship is moving.

### Resolution:

Unfortunately, for both Heroes and space pirates, the center of the planetoid is actually the base of operations of a large, battered Talos machina (Minos 242), one that reacts violently to incursions and therefore is a threat to Heroes and pursuers alike. A few rounds before the Slipspace drive is finally repaired, the Talos machina based within the planetoid enters the fray, ending the conflict with the pirates and starting a new one.

## Act III

### Conflict:

With the repairs to the Slipspace drive nearly complete, the Heroes now find that they face attacks from the Talos machina (as well as any surviving pirates). The first the Heroes and space pirates know about the machina is when it attacks a pirate ship by barreling out of a side tunnel. The surviving space pirates will, of course, retaliate, creating a three-sided battle within the planetoid.

### Resolution:

The Heroes can finally escape when their Slipspace drive is repaired, racing out of the planetoid with any remaining pirate ships and the Talos following. Upon leaving the planetoid, the Talos will engage the pirate carrier, and the Heroes will find their ship ignored, and escape easily unless they choose to engage the machina. If they wish to fight the Talos machina, they will earn twice as much Glory — if they survive.

### Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

# GM Information

## NPCs:

Space Pirate Boarders (treat as Ruffian/Thug/Pirate), Space Pirate Carrier Starship, Space Pirate Ships, the Heroes' Starship, Talos Machina.

## Advice:

The space pirate captain is extremely canny and ruthless, and should be played as such. He will not fall for simple ruses, challenges to single combat, or other obvious attempts to undermine his authority or plans, and will treat such attempts with mocking scorn. As his crew is all implanted with specific beacons, he will also swiftly realize what is going on if the Heroes somehow manage to silently eliminate the boarders, and try to approach his command starship by pretending to be pirates from his crew returning in a pirate ship. He has no interest in taking prisoners, and considers them an overly risky proposition.

In the unlikely event that the Heroes somehow manage to beat all the odds, take the fight to the space pirates, and drive them into retreat, the space pirates will themselves take cover in the planetoid. It will be obvious to the Heroes, however, that the planetoid would provide the pirates with an ideal base of operations and location for regaining their strength and proving a threat to ships again if not completely eliminated.

The number of pirate ships should be large enough to make it readily apparent to the Heroes that they cannot be tackled in direct space battle. Despite this, during their race to the planetoid, they should not come under fire by more than one-to-three ships per round, giving them a decent chance of surviving with some good shield rolls and evasive maneuvers. The space pirate starship carrier will not pursue the Heroes into the planetoid.

Maneuvering through the various tunnels inside the planetoid will require many Pilot (Starship) Omni Table rolls with the DoD varying depending on the tunnels being raced through, and the maneuvers attempted. Pursuing pirate ships will face the same DoD each time, or crash into the tunnel walls to explode into balls of flame.

Repairing the Slipspace drive takes a full 15 rounds, and an Engineering (Electronic) Omni Table roll with a –3 DoD.

When the Talos enters combat, it attacks the space pirates and Heroes with a ratio of three attacks on the more numerous space pirates for every one it makes on the Heroes' starship.

If the space pirate carrier wins the battle against the Talos, it retreats to Slipspace, badly damaged. Similarly, if the Talos defeats the space pirate carrier, destroying it or forcing it to flee, it returns to the interior of the planetoid to make repairs.

## Thread:

The Space Pirates here could be Charred Sun Pirates, or the Talos Machina could be an ally of Glaucon 858.

# One Hundred Hands

## Synopsis

**Who:** Fishermen, Angry Priests, the Hekatonkheire
**Where:** The ocean planet of Phylake
**What:** Disaster rocks Phylake, as within the span of a few weeks innumerable floating towns are mysteriously destroyed, vast fields of floating debris and dead bodies covering the waves where the towns once were, none left alive.

### Gossip and Rumors:

- A splinter group of fanatical devotees of Hoseidon loudly proclaim that the destruction is a sign of Hoseidon's wrath for some unknown, but clearly terrible transgression.
- Exports of food have been drastically cut because of this destruction, and if these unexplained and brutal assaults continue, the Thaumakia-Pherai-Phylake Alliance could face very real hardship.

## Act I

### Hook:

The Heroes may be visiting Phylake when the attacks occur, prompting curious investigation. They might also be contacted by desperate inhabitants who plead with the renowned Heroes to solve their problems.

### Conflict:

Should locals become aware that the Heroes are there to locate and destroy whatever is responsible for the attacks, the Heroes will find themselves followed, presented with gifts of food, clothing, and general goods, etc., almost to the extent that the grateful locals are more nuisance than aid.

The local priestly fanatics take a different approach, haranguing the Heroes, hurling dire imprecations about Hoseidon's displeasure at them, and generally making the Heroes feel unwelcome, though they will not take violent action (at least, not directly).

Finding information on the attacks is a daunting task given the supposed lack of survivors. Predicting the next potential attack site is possible given a thorough examination of a map displaying the locations of the major floating villages, as the creature is following a spiraling pattern, circling ever outwards and attacking those villages it encounters in its way.

### Resolution:

The Heroes can resolve this Act with a lot of effective roleplaying, remaining calm when routinely impeded by supportive locals and angry priests alike. Should they do so, they are secretly approached by one of the priests.

## Act II

### Conflict:

The Heroes make their way to the village they predict will be struck next — either through their own investigation or intuition, or on the advice of others (either friendly or not). Said journey will most likely be via a waterborne vessel, although wealthy, well-connected, or particularly resourceful Heroes might be able to secure faster transit through the sky.

Either way, while en route, they face a terrible storm, the likes of which Phylake has not seen in living memory, and must struggle to reach their destination.

Against the full fury of a hurricane-like tempest, there is little the Heroes are able to do but try to keep themselves and those with them from death. Aboard a waterborne vessel or open-air skyship, careless or unlucky Heroes may be swept overboard into the tempestuous waves, and heroic efforts may become necessary to save themselves or their compatriots. Airborne vessels might be knocked from the sky, resulting in a similar struggle to avoid drowning once the ship hits the surface. Short of being swamped, any vessel might be damaged and require repair.

### Resolution:

If the Heroes can make their way safely to the village, they find out that their prediction was indeed correct.

## Act III

### Conflict:

The morning following their arrival at the floating village, the village is indeed attacked by a terrible beast, and the Heroes find themselves in combat with a truly powerful creature atop the waves. A multi-limbed squid-like monstrosity called a Hekatonkheire is prowling the shallow seas, attacking and destroying the floating villages with deliberate and methodical intelligence. The creature must be slain, and swiftly, if more lives are not to be lost.

Perils abound, as Heroes may find themselves fighting the creature in its watery domain, dragged beneath the waves or knocked into the frenzied waters. It is there, in direct conflict with the creature itself, that the true nature of what they face becomes clear, for the Hekatonkheire is no stupid monster but an intelligent beast with an upper body resembling a squid but the lower torso of a humanoid.

### Resolution:

The Act ends when the Hekatonkheire is vanquished (or, in a worst-case scenario, the Heroes are all slain).

### Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

# GM Information

## NPCs:

THE HEKATONKHEIRE

From the waist up, this unique creature resembles a gargantuan squid, easily 35 meters in length and 10 tons in weight, but with several times more limbs, and a glistening skin encrusted with patches of horn-like material. However, from the waist down the creature resembles some sort of giant or titan, with two stout legs and feet with long, clawed, prehensile toes. It seems to be actively possessed of a malignant intellect, and will viciously attempt to kill any intelligent beings it encounters, be they Helene, Amazoran, or other.

| | | | |
|---|---|---|---|
| **INT** | -5 | **PER** | +6 |
| **WILL** | +10 | **CHA** | -6 |
| **STR** | +15 | **DEX** | +4 |
| **CON** | +10 | **SPD** | +8 (Swim)/+4 |

**Ability Level**: 12
**Attacks/Damage:** Slam: DR 35; up to six tentacle attacks per round
**Armor:** Tough hide PR 10
**Hit Points:** 150
**Hero Points**: 0

**Special Abilities**

**Deep Sight:** Able to see equally well in the murky depths below

**Glory** 150

## Advice:

This adventure is a classical monster hunt, and should be played as such.

Act I should be replete with roleplaying, and should dramatically highlight the status of the characters as true Heroes, as well as just how much they stand apart from the mass of normal people in the universe.

Act II is the Heroes against the elements atop or over a vast ocean. It should require any appropriately dramatic rolls for the Heroes to keep their vessel from being battered, thrown off course by the storm, or even destroyed.

Act III is the finale of the quest, the conflict with the beast itself. Every effort should be made to make the fight as much about the environment they are fighting in as the creature itself, with parts of the village being shattered and flung about, villagers being attacked or cast into the waves, and drowning an ever-present possibility. Villagers will need rescuing amid the battle, making it difficult for the Heroes to concentrate solely on destroying the beast.

## Thread:

The Hekatonkheire might be a creation of the Atlanteans, either left behind from the last age or a sign of something yet to come.

# Peril of the Lotophagi

## Synopsis

**Who:** The teenage children, friends, and cultist allies of several powerful noble families
**Where:** Panthalassa, and aboard the Sisyphus
**What:** A pleasure ship called the Sisyphus, ferrying the scions of a handful of very important noble families, went missing in Slipspace several days ago. The families task the Heroes with locating and hopefully retrieving their missing children unharmed before they fall prey to Lethe or the other perils of Panthalassa.

### Gossip and Rumors:

- Several noble sons and daughters aboard the *Sisyphus* possess a deserved reputation for being overly decadent wastrels.
- These last six months, they seem to have matured considerably following new friendships made with a few other young nobles of better reputation, much to the delight of their families.
- In light of their new maturity, they announced their plan to travel to a nearby temple moon aboard the *Sisyphus*, and seemingly spent much time with their new friends planning the trip.

## Act I

### Hook:

As known Heroes, the characters are contacted by a representative of several powerful noble families. A meeting is arranged wherein the Heroes are employed to locate the *Sisyphus* and hopefully return the teenage passengers safe and unharmed to their families, earning their gratitude and reward. If the Heroes do not possess their own ship, an appropriate basic starship can be loaned to them by the families for the quest.

If a Hero hails from an appropriate noble family, one or more of the missing teenagers aboard the Sisyphus could be relatives — either close, such as brothers or sisters, or more distant.

### Conflict:

Having located the *Sisyphus* drifting unguided and damaged in the depths of Slipspace, the Heroes must guide their ship through a large field of asteroids and board it. This will involve some careful piloting, since approaching too closely to certain asteroids will stir up flocks of Harpies and other Slipspace vermin, who will swarm not only the Heroes' ship but the *Sisyphus* as well. If the latter occurs, the events of Act II will take on additional urgency.

### Resolution:

When the Heroes successfully navigate their way through the asteroid field and board the *Sisyphus*, they find themselves aboard a badly damaged and swiftly failing ship.

## Act II

### Conflict:

The crew and passengers aboard the *Sisyphus* are members of a nihilist cult, including the noble scions the Heroes are to locate and retrieve, themselves having joined the cult some six months ago. They actively want to give themselves over to Lethe and possible death, and have enacted plans to enjoy the experience fully, overindulging in lôtos — a powerful drug with pleasure-enhancing qualities. They will resist, violently if need be, any attempts to bring them back to normal space and their families.

Complicating things further, the drifting ship has been badly damaged while descending through an asteroid field and is rapidly disintegrating, limiting the amount of time it will remain habitable. Unfortunately, the ailing ship is also partially inhabited by a large clutch of Harpies taking advantage of the unguided vessel's damaged state.

The Heroes must somehow overcome or otherwise restrain the resisting passengers and crew without unduly harming them, but must also protect their charges and themselves from assault by the Harpies. If additional Harpies were stirred up in Act I, the situation will be notably direr.

### Resolution:

When the Heroes have somehow captured the crew and passengers and, if necessary, overcome the harpy threat, they realize the *Sisyphus* is perilously close to collapse.

## Act III

### Conflict:

The Heroes must race against time to transfer their charges to their own vessel before the pleasure ship fails utterly, breaking apart or plummeting into the lowest depths of Slipspace. If the Harpies have not yet made themselves known, the breakup of the ship will eventually stir them up, adding further chaos to the rescue operation.

Once the Heroes manage to get all the cultists aboard, they must make their way safely back through the asteroid field, before returning their charges home. This will be more difficult than was the case flying in, since the *Sisyphus* breakup will alter the movements of the asteroids, sending them spinning and crashing into one another.

### Resolution:

If they succeed and return their charges home safely to their families, the Heroes will be feasted and rewarded as befits their endeavor.

### Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

# GM Information

## NPCs:

Youthful Cultists, the damaged *Sisyphus*, Harpies

**Youthful Cultist:** CHA +1
**Hit Points:** 20
**Skills:** Deception +2, Deduce Motives+1, Diplomacy +2, Etiquette (Hellene)+2, Speak Language (Hellene, native), Speak Language (Any-Basic).
**Equipment:** Dagger (DR 5), pouch of lôtos drug.

## Advice:

Piloting successfully through the asteroid field requires three pilot (starship) Omni Table rolls with a –5 to -7 DoD. Each Mishap inflicts 10 damage to the ship and a reduction of the HUL attribute by 2; each Failure inflicts 5 damage to the ship and a reduction of the HUL attribute by 1; each Partial Success inflicts 5 damage. A Critical Success counts as two of the three required rolls.

If any of the cultists are relatives of the Heroes, this should provide interesting roleplaying opportunities, as they are faced with someone valued or beloved who is seemingly brainwashed and uncaring now as a result of cult influence.

The number of cultists and Harpies should be adjusted to match the capabilities of the Heroes, with there being a minimum of two cultists and one Harpy per PC.

Stunts and multiple actions may be required of the Heroes when fighting the Harpies and protecting their charges from the attacks of the creatures.

The Heroes should be given a limited number of rounds to transfer their charges to their own ship before the *Sisyphus* falls apart, the task made more perilous by falling debris and other hazards within the ship. This should require the odd but appropriate Dexterity roll to dodge debris or leap across gaping holes in the gantries, possible Strength rolls to lift debris that has collapsed and pinned a charge, or is blocking an egress, and so on. It should be likely, if not certain, that some cultists will die during the operation.

## Thread:

The Cultists might have been manipulated by the witch Seleni and her allies, in hopes of harvesting the youths' organs after they tumble into Slipspace. Surviving cultists would be able to describe her.

# WARGAMES

## Synopsis

**Who:** Bellepherite Cultists, Possessed Hoplite Commanders, Duped Hoplite Forces
**Where:** Any appropriate planet, preferably the home planet of one of the characters
**What:** Tensions are at breaking point, as hoplite forces prepare for what seems to be an inevitable civil war. The Heroes must uncover the Bellepherite involvement, destroy the madmen, and somehow convince both sides that they have been utterly played as pawns.

### Gossip and Rumors:

- The commanders of two major hoplite forces on the planet have long been rivals with each other and the ruling council, and resentments have been barely concealed.
- The skirmishes are clearly just the prelude to a military coup.
- The Atlanteans are behind everything; they are literally pulling the strings.

## Act I

### Hook:

The Heroes may be contacted by a planetary council eager to prevent civil war, or by relatives seeking help to prevent the conflict or even aid their side in the growing war effort.

### Conflict:

Regardless of why they are involved, and whether they are investigating or fighting, there is still plenty of potential conflict.

Numerous skirmishes continually break out between large rival groups of hoplites, each blaming the other for aggression and atrocity against their home communities, each vehemently denying the instigation of conflict. The problem is, both sides are truthful: neither one initiated the conflict or attacked the other unprovoked. This makes it difficult for the Heroes to resolve such conflicts directly; they must avoid the conflicts, or become involved — likely by taking a side.

Heroes who are observing the hoplite forces in battle or watching their maneuvers will inevitably be discovered at least once, and attacked as being "scouts and spies of the enemy." Those aiding relatives may find themselves defending the homes and settlements of their relations against attack, while those actively involved in the war effort may well find themselves in battle as defenders or aggressors with equal regularity.

### Resolution:

Eventually, the Heroes will obtain at least one solid piece of evidence pointing to the commanders being truly out of character, or will be given one when they voice aloud their extremely strong suspicions and a desire to uncover more. At first, this evidence only points to a word — Bellepherites. None know (or will admit they know) what it means.

## Act II

### Conflict:

Now deeply involved in uncovering the mysteries of the plot, the characters find themselves embroiled in battle whether willingly or not, whether as mistaken foes or not. In the course of these battles, they should steadily encounter or uncover evidence of the Bellepherites, leading them towards the final showdown.

In fact, the two Bellepherites are aware of the Heroes and their meddling, and are doing what they can to wipe them out indirectly. By doing so, however, they have begun to reveal themselves ever so slightly more, and it will become clear that the commanders on various sides are receiving manipulative and often contradictory evidence and orders from mysterious sources. At this stage, the commanders will likely be unwilling to admit that they have been duped, but some more persuasive Heroes might be able to at least get them to agree to a truce, or an easing of direct aggression, until the matter is sorted out.

At some point, following the chain of orders back to its logical conclusion will lead to a curious break in the chain, and missing messengers and sub-commanders who have all vanished in the vicinity of a strange ruin from a previous age, long forgotten by the planet's inhabitants.

### Resolution:

When the Heroes have ascertained that the commanders are somehow being controlled (perhaps by acquiring hard evidence in the form of a set of orders, or by discerning that some form of brainwashing is happening), and successfully divined the location of the Bellepherites, they can advance to confronting them.

## Act III

### Conflict:

The Bellepherites have set themselves up in an isolated ruin of great severity, but they are not alone or defenseless. They have shielded themselves with a large force of hoplite guards, all duped and brainwashed into believing that they should defend the cultists without thought to their own survival. To reach the Bellepherites, the Heroes will likely face an epic battle amid the ruins and attached tunnels and vaults; convincing the guards that they have been lied to over the course of several years will be difficult, knowing Hellenic pride.

Upon reaching the two Bellepherites, the Heroes will find them in poises of mediation, eyes cast down over maps of the lands around, markers showing the placement of forces, and of battles fought, won, lost, and ongoing. Eerily, they do not even register the approach of the Heroes or fight back if attacked, but surviving hoplite guards will emerge from hidden alcoves to defend their masters. The entire debacle ends when one of the Bellepherites is slain, whether at the hands of one of the Heroes (or, if necessary, accidentally at the hands of one of the hoplites), the other leaps up ecstatically immediately, crying, "I won! I won!" with an exultant and insane cackle. He then throws himself at the Heroes in a suicidal bid to die at their hands, if necessary stabbing himself with one of their weapons.

## Resolution:

When both Bellepherites are dead, the Heroes can present the evidence gathered at the site to the commanders. They will then come to their senses and order their forces to stand down.

## Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

# GM Information

## NPCs:

Bellepherite Cultists (see normal Hellenes), various types of Hoplites (see Hoplite/Spartan, Hoplite/Spartan Elite, and Hoplite/Spartan Hero leader). The Bellpherites all have unique and mind shattering powers. Their abilities are purposely left up to GM discretion. Physically the Bellpherites are normal examples of the race they belong to.

## Advice:

This adventure could follow a number of routes to its destination, but in general, each Act should serve a specific purpose: Act I should serve to establish the backdrop of the adventure, and highlight the growing conflict and its impact on the world, events becoming steadily worse as time passes. Act II should result in the gradual or swift realization of things being somewhat amiss, and of potentially shadowy third parties being involved. Act III should see the Heroes confronting the Bellepherites and putting a final end to their bloody game.

Uncovering the involvement of the Bellepherites should be far from swift or easy, as many of the hoplites involved are simply following orders from duped superiors, and are justifiably angered at what they perceive as the unwarranted aggression and villainy of their rivals. Various means of noticing the control of the Bellepherites are present, however. Questioning those close to the commanders may yield a number of innocent comments along the lines of each commander, “Not really being himself recently,” “Pre-occupied,” or “Cold and distant.”

Dynamism may also provide information as to the mystical control of the commanders, or provide prophetic hints at, “Shadow puppets dancing to the music of Eris.” Should the Heroes witness the commanders in combat, or even fight them, it will be obvious that their martial skill is far inferior to what would be expected, and that their movements and reactions indicate someone with little experience of combat.

If necessary, surveillance of the commanders may result in the Heroes witnessing them meeting in secret with their Bellepherite masters who use the opportunity to re-exert total control over their pawns (as opposed to their normal means of simply reinforcing the existing control via indirect manipulation and falsified orders).

## Thread:

The Bellepherites’ many maps and props contain references to other distant battles, including some that have not yet taken place, some of which involve “Atlntns” and “Blksn.”

# THE NOVA SYNDICATE

## Synopsis

**Who:** King Koronus Apollonius; High Priestess Tyche; Urios, the Kyklopes master of the Syndicate
**Where:** Sikyon, in the Akhaia Sikyon region
**What:** The Heroes travel to the planet of Sikyon to be given high honor and minor titles by King Koronus Apollonius, and to receive the blessings of Aphrosia by Tyche. Or so they think.

### Gossip and Rumors:

- "Hey, aren't you (Hero's name)? I heard that King Apollonius of Sikyon was looking for you. Seems like he's heard about you and your friends' exploits and wants to reward you for it. I wish I could be rewarded by a king sometime."
- Apparently a large criminal organization has taken root in Sikyon, using the region as its base of operations. This is spelling a slow death to Sikyonite trade, as piracy fills the region.

## Act I

### Hook:

In some way, the Heroes will hear that King Apollonius wishes to have an audience with them, to give them further glory for their actions. They know not why.

### Conflict:

When they arrive on Sikyon, they will not be able to get an audience immediately, but will be delayed for several days. During this time, they may spend some time getting a feel for the populace, learning through various means that the residents are living under the shadow of a large criminal organization known as the Nova Syndicate.

Eventually, the Heroes will receive their audience with the king, where they will be given meaningless titles and land ownership over some barren and worthless terrain, as well as a blessing from Tyche, the chief priestess of Aphrosia, who has traveled from her Temple Moon to Sikyon to greet the Heroes herself.

During the ceremony, an assassination attempt is made on King Apollonius' life. He will be quickly taken out by a poisonous dart, and the Heroes must react to the would-be assassins that remain in the auditorium while the gathered flees the site. Depending on how complicated things get, the Heroes might even be implicated.

### Resolution:

The Heroes should ultimately defeat the assassins. They will then be asked to assist Tyche in transporting the king to a shuttle that will then transport him to the Temple Moon of Aphrosia, where he will be treated for the poison. She beseeches the Heroes to find who did this and bring them to justice — by capturing them or, if necessary, killing them outright. Even if others believe they are involved, Tyche is on their side, and her word will be good enough to keep others from harming them directly.

## Act II

### Conflict:

Having witnessed the assassination attempt on the king of Sikyon, the Heroes must now figure out who might have done this. The assassins — even if taken alive — will say nothing on their own, but Dynamism or even torture might be revelatory; failing that, old-fashioned detective work will ultimately leads them to one group in particular: the Nova Syndicate, a group that operates from a large space station in orbit around the planet — a station that has thus far been, by all accounts, hidden from all attempts to locate it. The populace is rather taciturn when discussing the Syndicate with outsiders. They will be derailing and often become angry when questioned further. It is obvious that these people live in fear of the group. With adequate information gathering skills (DoD -8), the Heroes will learn that a Nova Syndicate freighter is docked in the Sikyon spaceport, offering an opportunity to sneak aboard.

### Resolution:

The Heroes can try to force their way on the Syndicate freighter, board it in disguise or simply follow it back to the space station. In the latter case, they must make rolls accordingly, from combat to stealth or simply pilot checks, to make sure the Syndicate pilot does not notice them following the freighter back to its home. If the Heroes have installed a cloaking device on their ship, it will be much easier for them to remain undetected.

## Act III

### Conflict:

In some fashion the Heroes make their way onto the space station and must now find their way to the control center, where they can confront the master of the Syndicate — and all of the trouble — on Sikyon.

The Heroes need to battle their way through many Syndicate thugs and enforcers. The space station's environment is very hostile, from incredibly hot forge rooms where illegal weapons are manufactured, to airlocks that open into deep space with little warning. The space station is very chaotic, and many guards will be attempting to thwart the Heroes, particularly once they have been found out.

The Heroes will ultimately find their way to the control center of the Syndicate space station, where Urios, a Kyklopes, is entertaining a few dignitaries from other criminal organizations within the sector. When the Heroes burst in, he will attempt to ask them the meaning of their audacity. Regardless of the Heroes' answer, he will attack them; the other crime lords will attack first, leaving Urios to take the Heroes on when they've been softened up a bit.

### Resolution:

Urios will not surrender and will fight to the death. However, unless the Heroes make certain he is dead (for example, by cutting off his head — something that many Hellenes would frown upon), then it will ultimately be revealed that his presumed death was merely a ruse. He will, through some means, manage to "return to life" years later, with the Heroes now as his enemies.

The Heroes might also choose to deal with the station itself, either by destroying it, returning it to the control of the King (who survives his ordeal), or some other means. Regardless, if they leave it in any way intact, it will be once again under the control of the Nova Syndicate within a few years.

## Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points**: 10

# GM Information

## NPCS:

URIOS

| | | | |
|---|---|---|---|
| **INT** | +3 | **PER** | +3 |
| **WILL** | +3 | **CHA** | -2 |
| **STR** | +1 | **DEX** | -1 |
| **CON** | +0 | **SPD** | -1 |
| **CR** | +1 | **SPD** | +0 |

**Hit Points:** 20

**Skills:** Administration +10, Appraise +13, Command +16, Computers (personal) +5, Cultural Studies (Kyklopes) +7, Deception +15, Deduce Motive +15, Defensive Martial Arts +7, Diplomacy +8, Disable Mechanism +4, Drive +3, Etiquette +7, Evade +7, Forgery +3, Gamble +5, Intimidate +10, Profession (crime lord, DEX) +17, Search +5, Seduction +4, Sleight of Hand +4, Speak Language (Kyklopes, native), Speak Language (Hellene, native), Stealth +4, Torture +7, Weapon (blades, small) +7, Weapon (pistol) +7

**Empathy:** Urios has the ability to recognize a being's emotional state, and to influence it. This can be done from a picture or a piece of art; Urios can determine a lot by a person's actions, works, or deeds. Deduce Motive +3 (included above).

**Talents:** Cheap Shot, Force of Personality, Social Chameleon, Street Cred

**Equipment:** Doric Chiton and Hitmation of high fashion quality, Diadolos Hand Comp, Torch pistol DR10, Torch dagger DR 5, Energy Shroud Class BPR 6, 750dm

## Advice:

Urios is very conniving, but very proud. He will treat the Heroes like they are lesser than he, regardless of the obvious physical might they display. The citizenry of Sikyon is unnaturally paranoid, seeing shadows where there are none and reacting strongly to idle comments.

## Thread:

The Nova Syndicate is being funded by the Atlanteans, indirectly, and are filtering money and weapons into the enemy war effort via the Charred Sun Pirates. This will be difficult to prove.

# REVERSE TROJAN

## Synopsis

**Who:** Zoran-funded mercenaries
**Where:** A Hellene security station orbiting in an uninhabited system, a nearby mining station
**What:** An orbital mining station is suspected of being subverted by criminals; this has not been the first time. The Heroes are tasked to replace the merchants and crew of a specially outfitted freight ship to get a closer look at the mining operation. While discovering the colony is under the control of criminals, they learn too late that the criminals are mercenaries, likely funded by Zorans, who have been awaiting just such a scouting mission in order to commandeer the transport ship and pose as the posers to slip into Hellene territory and wreak havoc.

### Gossip and Rumors:

- The Astropolis economy is rife with graft and corruption.
- Criminal businesses pay more taxes than the legitimate ones.
- The underworld in this sector is criminal but not seditionist. No crime rings have ever served foreign powers.

## Act I

### Hook:

The Heroes are specially selected by the Astropolis ruler "Polyxeinus" to handle a covert mission, which requires a cool demeanor, the ability to react at a moment's notice, and the instincts to survive without outside support. These are all characteristics the Heroes have demonstrated.

### Conflict:

The Heroes are asked to master the operation of a specially designed freighter — and particularly knowledge of the freighter's defenses — which they will use to infiltrate the mining station. The freighter, named *Corinth Pride*, is actually a military-grade Trireme-class spacecraft disguised as a general commercial vessel. It has powerful engines, additional armor and shielding, and is highly compartmentalized to make breaching more difficult.

The Heroes will also be required to learn how to appear as buyers and what to look for when arriving at the mining station. Odd behavior, excessive weaponry, or other suspicious appearances will blow their cover immediately. However, pulling off the role of merchants is only half the plan. The Heroes must also think of contingencies based on their experience and instincts, and act accordingly as events unfold.

Only minimal time remains for actual practice runs as the scheduled trip must take place on time or raise suspicions. A walk-through of a typical shipment and pirate raid drill is planned, however, and the following relevant details are made available to the Heroes:

- Dock ship in landing bay, disembark, and turn over identification and down payment.
- Crew splits up: mineral experts inspect ore samples in the lab, pilots inspect the station transaction logs in the Command Center, administrators review acceptance documents in a briefing room, security personnel attend the experts as desired.
- All regroup in the buyers' waiting lounge to finalize the deal.
- Prior to departure all hands perform a safety inspection, and pilots conduct a flight path scan.

At this stage of the operation, a team of the Astropolis' finest pilots will act as pirates and attack the station in a generic raid pattern, swarming in simultaneously from several vectors. The Heroes are advised that at this time they can feign helplessness, ram the other ships, or just use the powerful engines to outrun their enemies and escape with the evidence they have gathered.

### Resolution:

When the characters have a plan of action prepared, and have practiced adequately, they are asked to embark on their mission.

## Act II

### Conflict:

The Heroes will be able to make the approach and dock at the station without any trouble. Station personnel seem indifferent and even bored rather than suspicious, and each performs his or her duty perfunctorily. In short, they are cooperative, but not particularly friendly.

The Heroes will, however, find ample evidence of suspicious behavior during the inspection phase, when they are allowed to wander freely and see that few of the workers are actually working: Lax operation, disinterest in details, sloppy or missing documentation.

All seems to go as planned.

It is all an act to lure the Heroes deeper into a trap.

### Resolution:

By the time they have regrouped in the waiting lounge, the *Corinth Pride* has already been hijacked. The remaining station personnel imposters will "disappear" until the Heroes discover the trap.

## Act III

### Conflict:

The trap is sprung while the Heroes are conducting inspections and gathering evidence. Station personnel abscond with the disguised freighter while it is in the loading dock — something no common criminals could accomplish — leaving the Heroes stranded.

When the Heroes become suspicious at the long wait in the lounge and investigate they will quickly realize their ship is gone. Upon looking further, they will find the entire station is stripped of weaponry, that control and communication systems are destroyed, and that the only spacecraft remaining are little known emergency escape pods built into the station's structure as a last measure of safety. However, the only possibility for release of the pods is catastrophic damage to the structural integrity of the station.

As soon as the reality of the situation starts to set in, a group of suspected criminals who remained behind to finish off the Heroes suddenly appear with weapons and attack beasts. The Heroes will have to fight with the gear they are carrying,

supplemented with makeshift weapons and any taken from their enemy. They will immediately notice that the "criminals" are tougher than run-of-the-mill thugs and pirates, and use Zoran weaponry and tactics.

### Resolution:

The Heroes must dispatch their enemies, and then find some way to steer the mining station into the path of an asteroid, or otherwise cause a massive explosion to release the escape pods. If they are uncertain of a course of action, one of the "criminals" on board will do the steering for them, in an attempt to kill everyone on board. At this point, alarms aboard the station will make it clear that the escape pods are the way to go.

## Act IV

### Conflict:

Act IV should come as a surprise. The Heroes are likely aboard the weaponless escape pods, bereft of communication devices (save those that allow communication between pods). The pods are preprogrammed to head for the nearest system via Slipspace, and the Heroes are probably expecting that they will have to report their failure.

When they enter Slipspace, the Heroes learn that the pods are programmed to take a low-lying route — dangerous, but extremely fast. This will afford them an excellent opportunity to witness for themselves what the lowest reaches of Slipspace look like.

After a quick journey, they find their pods ascending and, in the uppermost reaches of Slipspace, they emerge from a cloud to find themselves directly behind the *Corinth Pride*, which is slowing as it prepares for entry into Realspace. The escape pods will not attract attention until they crash into the war-freighter, as the mercenaries will be keeping a low profile for their re-entry into Hellene space, shields and tracking sensors at minimum so as to not attract undue attention. However, the Heroes will not have more than one shot at this — if they fail to board the *Corinth Pride* in Slipspace, they will be unable to do so in normal space due to the lack of breathable air.

Presuming they manage to crash into the freighter and board it, knowledge of the *Corinth Pride's* defenses is no longer a comfort, but the next challenge the Heroes face. Armed only with what weapons and equipment they could carry and the element of surprise, they must infiltrate the freighter, and engage and defeat the mercenaries before they presumably use the captured ship to infiltrate a Hellenic system's defenses and do damage from within.

The Heroes can use a variety of strategies from stealth and deception, such as posing as some of the surviving mercenaries trying to rejoin their crew, to a direct assault by smashing an escape pod or two as distractions and blowing open hatches. However, at this point they will probably be detected, and the mercenaries will be more than happy to engage in a battle to the death.

### Resolution:

If the Heroes prevail, they will find on the person of one of the mercenaries direct evidence revealing that they were betrayed by Polyxeinus from the very beginning. Should they return to the original station, they will discover he is missing. It was all a ruse to get the ship in the hands of the mercenaries.

### Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

## GM Information

### NPCs:

Zoran-hired mercenaries (treat as Hoplites/Spartans), Attack beasts (Spartan Razor Hounds for easier challenge, Khimira for harder), Special Freighter (treat as Atlas Hauler).

### Advice:

The players should be encouraged to have their Heroes gather evidence of corruption from the mining station at the outset and not simply planning a military raid. A full-sized station could have thousands of potential adversaries making a small team approach unlikely to succeed.

The security and defenses of the freighter should be emphasized in detail for two purposes:

- Confidence in leaving the ship unguarded by Heroes so the hijacking goes more smoothly.
- Knowledge of what they are up against when they have to breach the freighter's defenses themselves.

Use subtle "deus ex machina" only as necessary to prevent players from invalidating the basic plot outline, such as jamming communicators

The Heroes should be provided with advice-mechanisms, such as access to ship and station information systems, or handheld gadgets with complete ship manuals or the like.

Use the twist resolution at the end in different ways as suits your campaign.

### Thread:

Not only is there evidence linking Polyxeinus to the Zorans, but there is further evidence that links the entire operation to none other than Bydeles himself.

# MORAL CONUNDRUM

## Synopsis

**Who:** Hipparchus, an elderly Hellene noble of great wealth, ordinary Hellenes, thugs
**Where:** Hellenic space
**What:** Hipparchus suffers from a rare degenerative disease necessitating repeated organ transplants. The ailment prevents him from using synthetic alternatives so he must have "natural" organs for which he pays vast sums. The Heroes are hired to deliver the vital organs, protecting them from delay, damage, or theft. The task takes the Heroes into a seedy underground of questionable morals, all the way to human chop-shops and outright murder in the name of "harvest" for cures.

### Gossip and Rumors:

- Hipparchus made his fortune as a builder of ships and was a Hero pilot in the Second Age war against the Atlanteans.
- The Acropolis's coffers are filled from taxes on Hipparchus's fortunes alone.
- The old man suffers "Vampiric Fever" contracted while hunting Lamia and Harpy in Slipspace.
- Hipparchus is desperately trying to have a child to inherit his fortune, and if he dies without a direct heir his business and the fates of thousands will be plunged into chaos.
- (Act III) The trade in body parts is a lucrative business.
- (Act III) Criminals prey on those who are alone, without a connection to friends, family, or associates.
- (Act III) "Chop-shops" sell to "Chum-runners" who in turn sell to transplantees who may not be ill but merely vain.

## Act I

### Hook:

The primary lure is money; working up a stake (the "target price") to purchase something beyond normal means, such as a Trierach appointment or an enshrining. Sixteen percent of the target price is paid for the first act. If necessary, utilize Gossip and Rumors to tug at heartstrings – Hipparchus deserves and needs these organs.

### Conflict:

The Heroes are tasked by Hipparchus, or one of his agents, to deliver to his hospital bed a full set of organs; heart, lungs, liver, kidneys. One organ will be available at each pick-up unless it is determined to be a scam. In the case of a scam an additional pick-up will have to be arranged.

The providers generally request that if the transplant fails for any reason that the rituals of Kedeia be followed (see Society: Culture: Funeral). If requested, proper release documentation can be provided.

Pick-ups are made at the "backdoor" of medical clinics, justified as a security measure. Every third or fourth transaction is a scam where either the Heroes are waylaid as they depart the deal or are given unusable organs from animals.

### Resolution:

All expenses and 16% of the target price are paid on timely final delivery. Hipparchus thanks the Heroes personally and assures them that their work will enable him to continue his own good work.

## Act II

### Hook:

Thirty-four percent of the target price is paid for the second act, which might occur days, weeks, or even years after the first act, as fits your campaign.

### Conflict:

The Heroes are asked to provide a full set of endocrine glands, five in all (Hypothalamus, Pineal, Pituitary, Thyroid, Parathyroid) to Hipparchus's agent. He is very ill and will die within days if he does not receive the transplants.

The atmosphere of the pick-ups is grimmer. No mention is made of Kedeia rituals. If asked, the reply is, "Do what you like" and "It is no concern of mine." Release documentation is available if pressed but is generally counterfeit. These small clues that something nefarious is going on are small, but if the Heroes are smart they will be able to piece things together. The Heroes will have to ignore the growing irregularities to continue in their task. As before, one gland is available at each pick-up unless determined to be a scam. The Heroes will be getting better at identifying the scams, however, and pick-ups can be skipped if time is short.

Pick-ups are made at the backdoor of morgues, prisons, and colonies for the poor. The odds are 50-50 on scams; tension is higher at the buys.

### Resolution:

All expenses and 34% of the target price are paid on timely final delivery. Hipparchus is seen asleep in his hospital bed, and the Heroes speak with his agent, who does not identify himself other than as an agent of Hipparchus.

## Act III

### Hook:

Fifty percent of the target price is paid for the third act. If necessary, the Heroes might be able to barter this price higher.

### Conflict:

The Heroes must provide "Hipparchus" with a full set of skin, eyes, and spinal cord. The pick-ups are made in ship-to-ship trades and at the back entrance of an asylum for the criminally insane. No effort is made to disguise that the dealings are criminal in nature. Even the true pick-ups are attended by armed thugs. Law enforcement involvement is becoming a concern.

No documentation is available and the dealers will laugh at the thought if mentioned until they draw their weapons, because only law enforcement would be asking for evidence….

Alternately, the Heroes might decide that the piles of drachmas are not enough for the work and end their participation. New gossip and rumors (see above) will lead the Heroes to uncover the asylum as a butcher factory to harvest body parts, obliging them to destroy the chop-shop.

## Resolution:

Hipparchus is in fact legit — he has been rejuvenated if the earlier deliveries were completed. However, he is also completely insane and determined to live forever, and it will be revealed that he is feeding his old organs to Lamia and Harpies that he is raising on his estate. The beasts are quite harmless and docile in captivity, but owning them is illegal and must be reported — if the Heroes can admit to the authorities what they involved themselves in.

## Rewards:

Glory: Glory in proportion to money rejected in the name of honor and/or if the chop-shop is discovered and routed. Glory missed earlier can be restored if the Heroes kill Hipparchus and destroy his twisted zoo.

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

# GM Information

## NPCs:

General medical workers (treat as normal Hellene), Hipparchus and staff (treat as normal Hellene for administrators to Soldier/Mercenary/Security Officer for various bodyguards), Scammers (treat as Ruffian/Thug/Pirate).

HIPPARCHUS

| | | | |
|---|---|---|---|
| **INT** | +2 | **PER** | +1 |
| **WILL** | +2 | **CHA** | +2 |
| **STR** | +0 | **DEX** | +2 |
| **CON** | +0 | **SPD** | +0 |
| **CR** | +3 | **SPD** | +0 |

**Hit Points:** 20

**Skills:** Administration +10, Aerial Combat +15, Animal Handling +7, Brawling +5, Computers (mainframe) +7, Computers (ship systems) +10, Cultural Studies (Hellene) +7, Deception +4, Demolition +3, Disable Mechanism +5, Drive +7, Engineering (electronics) +15, Engineering (mechanical) +20, Etiquette +5, Handicraft (vehicle) +20, Lore (regions) +5, Navigate +5, Perform +3, Pilot (starship) +17, Profession (ship builder, INT) +20, Profession (pilot, DEX) +16, Research +7, Seamanship +4, Speak Language (Hellene, native), Speak Language (Goregon, basic), Weapon (pistol) +5

**Leadership Ability:** Due to their confidence, Hellenes are natural leaders. Hipparchus receives a +2 bonus to all command and diplomacy rolls.

**Tyche:** Being the favored of the gods Hellenes are allowed in a small way to enforce their personal will upon the universe. Hipparchus can force a re-roll of any dice action that affects him directly two times a game session. The roll need not be made by him and may affect rolls made by the GM or the PCs when it pertains to him. The re-roll only affects him and may not manipulate fate for the benefit of others.

**Talents:** Dog Fighter, Jury Rig, Wealthy

**Equipment:** Doric Chiton and Hitmation of high fashion quality, Æther Pistol DR 10, Diadolos Hand Comp, Æther Shield Class A PR 6, 3 doses of Ampelos

## Advice:

Early failures in Act I can be used as learning experiences of what to expect and what to be on the lookout for. Incurred costs should be fairly low.

Random rolls can be made Gygax-style for scam determinations as long as play does not bog down. An alternative is to plan a specific number of "true" and scam encounters and determine the order in which they occur randomly via dice roll or number draw.

## Thread:

Not all of Hipparchus's organs made it into Hipparchus's body; his "agent" was diverting some of them to another source — the name "Seleni" is mentioned.

# A FEINT IN TIME

## Synopsis

**Who:** Helene military commanders, Metic tribes
**Where:** Unconquered space between Hellenic- and Scyllan-controlled sectors
**What:** A major assault is planned by Hellene forces to seize a strategic position in preparation for an inevitable conflict with Scyllan forces. As part of the overall strategy an initial feint is planned to mislead the enemy. The Heroes must organize an array of Metic forces and carry out the feint. It is to be conducted independently without coordination to prevent potential spies from deducing the true plan.

### Gossip and Rumors:

- A group of genius Strategoi is visiting to draw support to raise a new army.
- The Scyllan threat is close, forcing the Ecumenopolis to keep all Lochoi in local garrisons to maintain a strong defense.
- The Strategoi have ties to Metic sectors and are raising a barbarian army.

## Act I

### Hook:

The Heroes are secretly contacted to lead a strategic feint against the Scyllans because of their reputation and their position as outsiders to the Ecumenopolis. Use of outsiders is a counter to potential spies that may be well entrenched and impossible to detect.

### Conflict:

Upon acceptance of the task (few details are provided up front), the Heroes are given planning data to be handed over as their own, without review, when meeting with the military leadership. The Heroes are then immediately whisked off to make a very public arrival to attend a presentation of "their" plan and official request for logistic support.

The feint must be taken as the true, main assault on a neighboring sector under Scyllan influence while the Ecumenopolis forces appear to be held in a purely defensive posture to prevent counterattacks. Convincing appearances as military envoys in both public and private settings is essential to pulling off the ruse. Complicating the situation greatly is the fact that the feint must be carried out in very short order.

The "plan" is to seize control of a key planet, Kuman, to serve as a landing and support base for deeper operations into both Scyllan and unconquered space. Only a few strategic locations on Kuman are currently held by Scyllan forces, while the rest of the planet is controlled by fractious tribes (see NPC notes). Raising a local army by uniting the tribes will allow the Ecumenopolis to remain at full strength and only require logistic support as the Scyllan weapons and equipment will be completely unusable by Metics. A force of ten full Lochos is the target estimate for an effective assault on chosen targets.

The Heroes must look doubters in the eye and proclaim that the plan is sound, and that the Heroes can pull off the operation, uniting the tribes into a cohesive force. Logistic support is promised in stages, dependent on success on the ground.

### Resolution:

The Heroes manage to convince the military brass of the plan's operability and negotiate logistics support. Once the basic agreement is in effect, the Heroes depart without delay for an isolated location on Kuman for meetings with the various tribes.

## Act II

### Conflict:

The Heroes are soon in hostile territory and committed to carrying out the plan, under pressure to succeed. It is however soon apparent that it will be impossible to get all five major tribes to cooperate as a single force. No one Metic group is powerful enough to pull off a convincing attack alone, and an alliance is nigh impossible due to rivalry, grudges, and differing ideologies. The Heroes must determine the best alternative arrangements.

**Targets**

- Naval base (10 Lochoi): The largest Scyllan base, vessels are 75% transports and 25% armed escorts. Troops are used to supplement army forces. Several garrisons and warehouses would be ideal targets for storming and occupation by a Tesseract-sized Hero team as part of the overall operation.
- Army base (8 Lochoi): Centrally located, role is to proportionally respond to any aggression at all other locations. Several fortified garrisons would be ideal targets for storming and occupying.
- Airbase (1 Lochoi): Small facility, as no rivals for air superiority exist. Security force is of army troops on rotation. One garrison and one hangar that would be ideal targets for a Tesseract-sized team.
- Supply depot (1 Pentecoste): Security force consists of army troops on rotation. Several warehouses would be ideal targets.
- Communication base (1 Enomotiae): A collection of transmitters and receivers for off-world communication. Located on a mountain ridge, the tiny base is difficult to approach stealthily. Security forces are army troops on rotation. Only the main building would be a good target for occupying.

**Tribes**

- Thosk pretend to be eager to overrun the Scyllan Army base, which sits in former Thosk territory. While a frontal assault would be glorious it would likely be the end of the Thosk, which is probably why it hasn't happened yet. Any alternative suggestion will have to appear equally or more glorious.
- Krauz are cautious and noncommittal, as they believe in equal responsibility in balance to equal rights. They do not want to act alone.
- Hoj are resistant to join if others have not committed to action.
- Masseb are receptive to cooperation but not interested in excessive risk for their people.
- Tarag are keenly interested in the possibility of a technology exchange and will insist on such in exchange for any cooperation.

### Resolution:

The Heroes persuade, pressure, and cajole some combination of local forces to join in an attack, never revealing to the Metics that the assault is intended as a (possibly suicidal) feint. Large-scale attacks can be planned to cover guerrilla or squad-level attacks on smaller targets as the Heroes see fit.

# Act III

### Conflict:

Only engagement with the enemy remains to complete the mission. The initial assault begins as per the Heroes' planning. Unknown to them, the Scyllan forces are on alert and braced for an attack as rumors of the plan have already leaked out of the Ecumenopolis. Scyllan reinforcements are on the way, making the basic mission a success to a degree.

As soon as the first tribal attack takes place, any tribes who initially resisted will become immediately cooperative and want to join in the fray, although they are still picky about who they join in battle. If any tribal force is successful in defeating any notable Scyllan force, the ranks of the tribes will increase in number (up to 20%).

### Resolution:

The Metic Lochoi — commanded separately, but acting toward one goal — are led into battle. Assaults disrupt, rout, and stand-off Scyllan forces, and a garrison or other building may be taken by the Heroes and defended against at least the first counter-assault wave.

The Heroes will now have to decide when it is best for them to turn over the reins to locals and exit the scene if they managed to plan for it. Assuming they make a good show of it, the Heroes' stand in battle could become a symbol of inspiration for the entire planet. Tribes too small and scattered to previously count pour out of the wilderness and fall upon the Scyllans. New bonds are formed in the fires of battle and the planet is loosely united in the manner of greater Hellene society. A new Hellene ally is born.

If the feint is truly successful, it becomes the actual main attack. The Ecumenopolis follows up with an armada of fleets, some to build up the planet, some to take the fight deep into Scyllan territory. The Heroes become the geniuses at the forefront of a successful battle that will go down in history.

### Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

# GM Information

### NPCs:

Metic tribes (GM choice as to how to treat; varies by tribe), Scyllans.

MAJOR TRIBES, IN ORDER OF SIZE:

- Thosk (3.5 Lochos), a Patriarchal Theocracy lead by a religious council; Strengths are ferocity and zealous loyalty of troops; Weaknesses are technological backwardness, macho pride mixed with religious fanaticism that interferes with discipline; Diametrically opposed to Krauz and Masseb due to religious beliefs.
- Krauz (2.5 Lochos), a Kritarchy led by a panel of judges; Strengths are nimble adaptability and quickness in teamwork at all levels; Weaknesses are overriding idealism and belief in superiority of their equality system over others. Diametrically opposed to Thosk, conflicts with Tarag.
- Hoj (1.5 Lochos), an Oligarchy lead by Premier; Strengths are mounted troops and source of mounts; Weakness is nomadic history influences on long-term planning and discipline. Opposed to Tarag on ideological grounds.
- Masseb (1.5 Lochos), a Matriarchal-Monarchy led by a Queen; Strengths are openness to dialogue and compromise, mastery of various ranged weapons that the macho tribes look upon with some distain; Weakness is diluted "killer-instincts."
- Tarag (1 Lochos), a Technocracy led by a Technologist; Strengths are technologically literate forces and resources; Weaknesses are a smaller population and dependence on gadgetry. Opposed to Hoj on ideological grounds.

### Advice:

Play should advance fast and furious at the beginning to keep a sense of uncertainty for the players, which reflects the nervousness and doubts the Heroes would be experiencing.

Encourage only as much detail as is interesting to the players. If things bog down with planning or action, generalize at will. Large-scale activities can be enacted conceptually in broad strokes and related as a story or news reports.

The Heroes should feel like they are pulling the puppet strings of whole armies while at the same time they engage in face-to-face encounters. Plan for large-scale and small-scale to occur simultaneously. Example: A group of tribal forces assault the north end of the Scyllan naval base (large-scale, general storytelling), while the Heroes storm and occupy a garrison (small-scale, detailed play, dice rolls).

Use a simple way to determine random results of a large-scale assault to add some excitement, such as rolling a die for each Lochos per side and consider 10% losses per point rolled.

### Thread:

Unknowingly, the Heroes' feint is disrupting what would have been the start of a major Zoran offensive. This will earn the ire of Bydeles.

# A GAME OF WINK

## Synopsis

**Who:** Wink, a unique phasma
**Where:** Primarily in Slipspace
**What:** A mysterious shipwreck is trapped in the Panthalassa, partially blocking a minor but vital Slipspace route. The wreck is of unknown origin and simply enormous. Within the hulk is an assortment of adversaries, including a powerful phasma named Wink with a unique ability to possess sentient beings.

### Gossip and Rumors:

- Two freighters were destroyed when they rammed into the hulk on a Slipspace jump, but the collisions didn't even scratch the wreck.
- The giant ship was a freighter of a highly advanced race that is now extinct.
- The shipwreck is haunted / cursed / holds fantastic treasures and exotic technology.

## Act I

### Hook:

The mysterious shipwreck drifts in Slipspace, posing a severe navigation threat to ships in the area. Many and various groups want the hulk removed. The Heroes are available and presumably capable of handling a task of this magnitude.

### Conflict:

The ship is immense — at least a mile long and half as wide — and would take months to fully explore. It is also composed of strange materials and metals never before seen in Hellenic space. As is the case with most such Slipspace wrecks, numerous monsters (Harpies, Lamia, etc.) have taken up residence in various parts of the wreck. Only one resident is native to the ship, however — Wink, a phasma. Wink is not evil per se, but is bent on protecting the secrets of the wreck, which he views (perhaps rightfully) as his property.

When the Heroes board the wreck, the Game of Wink (a.k.a. the Assassin Game) starts. One of the Heroes is selected to be Wink's first victim. No chance is involved in the initial possession; success is automatic.

At will, Wink can take full control of victims or allow for degrees of freedom of action. Maintaining full control makes it too difficult to invoke a new possession; although current multiple possessions can continue. During a possession, some of Wink's special phasma abilities are unusable, such as Panthalassa Freedom and Ghost Form, until the possession is ended. Other abilities are still possible.

Upon possession, an offer is made to each of the possessed: help Wink to possess the entire party — so as to be able to wipe their memories — and he will help them in turn to accomplish their mission (removing the wreck). He will thereafter release the party unharmed.

If the offer is accepted, Wink will temporarily relinquish control and give the possessed a telepathic hint on how to proceed with the exploration (location of a passkey or hidden access controls, secret hatch, etc.).

If any Hero refuses to accept Wink's offer, Wink will not relinquish control, but will rather move to show how he can "easily suicide the Hero." If there is further resistance or if the agreement is breeched in any way Wink will attempt to kill the possessed by walking him into one of many deadly traps onboard. His threats are perhaps overstated — he cannot actually force a Hero to suicide — but are quite frightening, and at the very least Wink can put them in harm's way.

### Resolution:

The Heroes will start the exploration of the confusing maze of dark passages and compartments, replete with traps, lurking creatures, and strange objects. The first-possessed accepts Wink's offer and is working on a plan to cooperate or resist.

## Act II

### Conflict:

The first-possessed must seek a way to subdue another party member as the exploration continues. Subsequent possessions require that the victim is physically overcome and under control of the already-possessed to fall subject to possession. There is no other chance for resistance; however, only one subsequent possession can occur at a time. The same offer to exchange cooperation for their lives and mission completion is given to each subsequently possessed Hero.

The GM should establish this goal with the first player, and encourage him to split the group up in such a way that the first-possessed will have opportunity to waylay the other.

Wink is patient but will see excessive delay and missed opportunities as a passive resistance. Wink can provide hints at any time but will try to minimize involvement and communication.

The task will become easier as more of the Heroes are possessed. Wink prefers a peaceful resolution but will act quickly and decisively to protect the ship's secrets, including trying to kill or at least incapacitate all those possessed who resist.

If the possessed Heroes try to telepathically communicate with Wink they can learn that he was formerly in command of the ship, and that the way to release the ship is to "weigh the Slipanchor" but little else. If asked pointed questions about his origins he will reply, "That isn't important right now. Let's focus on the mission first."

If the Game of Wink goes awry and non-possessed Heroes subdue the possessed, Wink will release and possess another at the first opportunity. Wink only needs one live body to release the ship from the Panthalassa grounding, which is a primary goal of his to protect knowledge of the ship from spreading.

As an absolutely last resort Wink can activate a self-destruct mechanism and blow the wreck into a billion tiny pieces. This method leaves behind too much evidence in Slipspace that could possibly be collected, so Wink prefers burning up the ship in planetary reentry or a similar end.

### Resolution:

Case-A: The surviving party members are all possessed — or — Case-B: the surviving Heroes manage to thwart Wink's game and force a self-destruct.

# Act III

## Conflict:

There is no conflict in Act III Case-A, only a resolution. For Case-B, the Slipanchor is lifted or the self-destruct countdown is initiated and the Heroes must make a run for their own ship, finding their way back from whatever point they reached in the shipwreck before the ship explodes or drifts toward regular space and a fiery reentry death.

## Resolution:

For Case-A, the Heroes awaken to the sight of the great hulk slipping out of Slipspace and taking a deliberate trajectory toward a fatal collision. The Heroes don't recall how they returned to their own ship or how the wreck was freed, but a fine residue of memory lingers for those who were possessed. Some may feel a twinge of connection at odd moments. None of the objects they may have collected remain in their possession, save a small memento allowed by Wink to show that the adventure did in fact happen.

For Case-B the surviving Heroes reach their own ship in time to watch the explosion or fall into regular space from a distance.

In either case, Wink plans to go down with the ship and die with the secrets.

## Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

# GM Information

## NPCs:

Wink (treat as Phasma), various adversaries (random wandering monsters)

## Advice:

A hook should be adapted to fit the Heroes' campaign or other adventures to appear as just another adventure. The spice is in the unexpected. A Hellene shipping magnate military leader, salvage operation hire, a chance happening while on a cruise ship, whatever fits the bill. It is not recommended to use this as a first adventure!

Pick the player who you think will be the most cooperative for the initial possession. This may actually be suited more for a player who likes to stir up trouble on occasion rather than the one who is always fiercely faithful to the party. You should ideally set this situation up with one particular player ahead of time, awarding them extra Glory for keeping the secret from the other players; as such, much of Act I might be played out covertly, one-on-one, before the rest of the action begins.

If playing face to face, passing private notes on slips on paper can be a good way to communicate the situation and Wink's telepathic messages. If this method is used, prepare dummy notes for all the other players to provide cover. It will add to the creepiness if you pass out random messages like,

"Don't show this to anyone else! You smell the aroma of something burning / You feel a chill on the left half of your body. / Notice something out of the corner of your eye. What do you do? Please write your answer on this paper and return to me."

Do not worry if things don't go exactly according to plan. Chaos fits the adventure well. Just keep Wink shifting around and working toward the main goal until you can destroy everything.

Haunted house themes work well with improvised descriptions including maniacal laughter, eerie wails, the sound of chains dragging along the ground, etc.

To facilitate the effort of possessing more Heroes, you should have the group of players split up to discuss their maneuvers, perhaps secluding them in different rooms while they talk in private, or at the very least using secret notes. The success of this scenario rides upon the ability of the GM and players to gradually pull the entire group into a shared secret.

One possibility underlying the entire scenario is that the players will realize what is happening and decide to secretly rebel against Wink (and the GM) by communicating amongst each other in private. If this sort of situation develops, allow it to happen, and when the Heroes spring whatever trap they've devised, have Wink react with rage and trip the self-destruct.

## Thread:

Wink is no ordinary phasma, but is in fact a dead Atlantean named Ouinchious; the ship is an Atlantean ship, and must be destroyed at all costs to cover the evidence.

# ECHOES OF THE DEAD

## Synopsis

**Who:** Priests of Hoseidon, Scyllan manipulators
**What:** A visit to a Temple Moon turns into an encounter with death and devastation when the Heroes find slaughtered priests and parts of the temple destroyed. They soon discover the dead of the temple are rising and inflicting ruination upon anything they meet.
**Where:** Hellenic space, Theta constellation

### Gossip and Rumors:

- The sprawling Hoseidon Moon Temple is among the largest of known space. Only the cemetery world of Dodona clearly holds more departed souls.

## Act I

### Hook:

The Heroes are on a trek to Hoseidon's Temple Moon (see Advice section). They stop at Mykenai, leaving their ship in one of the valleys of the idyllic world, taking a small shuttlecraft on a regular route to Hoseidon's Temple Moon and back.

The Heroes are greeted first with an eerie silence, and then with death when they discover priests and priestesses of Hoseidon killed and parts of the temple destroyed. It is too late to flee as the shuttle has already departed the moon on return to Mykenai for supplies and passengers.

### Conflict:

If the Heroes are Hellenic, they will be compelled to carry out rituals of Kedeia, or at the very least Prothesia, and to inter or bury the dead. Even the most primitive Metic people would not want to leave the dead exposed. A chosen of Hoseidon will be fervent to do more and feel the slaughter is an affront on the sect's honor and glory.

The Heroes can easily find small mausoleums designed for priests and priestesses on the moon. If they decide to inter the bodies, they will find that there is adequate room for the dead. If they attempt to contact the shuttle and get it to turn back or provide some kind of help they will find all communications jammed.

Whether attending the dead or not, it will not be long before the Heroes begin to hear things coming from some of the mausoleums, tombs, caves, and holes. Strange, raspy whispers that reverberate off the stone surfaces. When they investigate, they will find some of the bodies of the priests have become animate and seek to destroy the Heroes. The animated corpses are easy to dispatch individually, but eventually there will be too many of them, forcing the Heroes back towards the great temple of Hoseidon itself. There, they can bar and lock the door and regain their strength.

### Resolution:

The Heroes must defeat some of the animated dead and evade the rest while being driven into the temple proper. They will be able to briefly rest and make plans for what to do next.

Two considerations for rewarding Glory here are properly attending the dead and heroic actions fighting the animated corpses. The former will have increased weight if the Heroes are Hellene and twofold if a chosen of Hoseidon.

## Act II

### Conflict:

The animated dead increase in number outside the main temple where the Heroes have taken refuge. They will have hardly rested when they hear the raspy echoes inside the temple as well. Soon after, zombie priests and priestess appear from within and attack the Heroes from behind. Some stray dead will attack temple egresses instead, to allow in more of their zombie kind. These are not stupid zombies.

For every dead that falls, two more will appear on the scene somewhere in varying distance from the Heroes, whether noticed or not.

After any particularly fierce or dramatic round of fighting the Heroes will have a chance of noticing a small component placed in the skull of one or more of the undead. If extracted, the animator-component will move in the Hero's hand and try to get away. If dropped or thrown, it will sprout eight wire legs and scurry away from the group at high speed. If held tight, an animator-component will sprout a stinger and pierce whatever holds it. If the struggle escalates, it will begin to discharge stored electricity in a desperate attempt to be freed. When out of energy and still in possession of a non-Scyllan, the animator-component will collapse into a useless pile of metal, resistors, and capacitors (see description in Adversaries: Scyllans,).

When freed, an animator-component will seek cover first and then an accessible corpse to burrow into and animate. An animator-component inside a fallen corpse that is too damaged to function will eventually disengage and seek the next useable dead body in the same way.

The Heroes will be driven deeper into the main temple either by battle or of their own accord. whether to retreat to a better strategic position or to chase fleeing animator-components. They will ultimately be "led" to a section of the temple devoted to sacred burial of the dead, where they find a group of Scyllans with a crate of the arachnid-like animator-components.

Confronted by the Heroes, one of the Scyllans powers up a small computer, causing the dead in the area to rise out of their burial grounds and assault the Heroes, covering the Scyllans' retreat.

### Resolution:

The Heroes find their way to the knot of Scyllans, secure the area including the defeat the animated-dead guards and prepare to pursue the fleeing amphibians.

## Act III

### Conflict:

The Heroes know they must find a way to destroy the devices before the entire Temple Moon is lost to the Scyllan-controlled scourge. The Heroes can pursue the Scyllans until finally cornering them in a dank cave niche. While beating the Scyllans into puddles of hot energy plasma is probably tempting, it is ill-advised; the Heroes need knowledge of these animator-components in order to disable them and put the dead to rest. Most importantly, the controlling computer will not function without being attached to a living Scyllan, so if all the Scyllans are killed, the dead will never be laid to rest until all are massacred and defiled. The clever bipedal salamanders will use this to negotiate a deal if their demise is imminent.

TWIST (OPTIONAL):

The Heroes come across a priestess who is injured and unconscious but still alive, the reason the animator-components left her alone. She will be able to suggest an alternate method of dealing with the situation through use of a poison which induces a death-like coma state and would likely dupe an animator-component into attaching itself to the Hero's brain and thus connecting the Hero to the other animated dead and computer control. While painful and dangerous, the method would let the Heroes know of and track down all other animator-components, even if all Scyllans are dead.

If this strategy is enacted the Heroes will learn the reason for the animated dead's raspy whispers. The animator-component unintentionally affects the speech-center portions of the Hellene brain, making the dead uncontrollably utter the commands and communications received. While unable to voice its own words a corpse cannot resist echoing the words of "others," just as in the tales of the mythological Oread named "Echo."

## Resolution:

The Heroes will have to choose between the simple and direct solution of crushing the Scyllans (meaning any number of animator-components will run freely until hunted down), or negotiating a deal with the amphibian enemies and facing the questions of honor and trust. The twist-option may also be selected if available.

## Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

# GM Information

## NPCs:

Animated Dead, Scyllan Manipulators (treat as Scyllans)

ANIMATED DEAD

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +0 |
| **WILL** | +0 | **CHA** | -5 |
| **STR** | +1 | **DEX** | +0 |
| **CON** | +0 | **SPD** | +0 |

**Ability Level**: 7
**Attacks/Damage:** Gnarled broken finger nails and protruding bones DR7
**Armor:** None
**Hit Points:** 20
**Hero Points:** 0

**Special Abilities**

The Athenoian dead will fight until their desiccated bodies are completely destroyed.
**Hadon's Visage:** The hearts of those who look upon the dead are filled with fear and revulsion. To stand their ground and engage the dead heroes must make a WILL roll DoD -3. If the roll is a failure the hero suffers a -6 penalty to their actions while in the dead's presence.
**Weakness:** (-4) Bright light causes the dead minor amounts of pain and discomfort. Light from a flashlight or a torch will cause the beast to make a WIL roll versus a DoD of -2. If they fail the roll they lose an action each round and suffer a multi-action penalty because of the distraction. Against very bright light or natural sunlight the dead increase all difficulties by a +2 and suffer 3 points of damage each round that they are in the presence of the light source. Armor cannot negate any of the damage

**Glory** 10

## Advice:

Ideas for the reasons for the trip to the Temple Moon of Hoseidon include paying tribute for the Heroes' journeys through Slipspace, a pilgrimage for a Hero chosen of Hoseidon, or visits to the graves of friends or family as part of the Kedeia tradition.

It is highly recommended that the trip be presented as only a precursor to an adventure to achieve the most impact possible by not getting players on edge.

Make it personal. Describe the scenes as direct smears of the Heroes' pride, honor, and ancestry. A Hero with a priest / priestess sibling would work well too.

The twist in the adventure could play well to further adventures in Scyllan conflicts, but if preferred as a stand-alone, enforce a time limit on the animator-component life. The "new" Scyllan technology is a prototype and subject to many quirky flaws.

## Thread:

The Scyllans are testing this new technology on the dead, but a prototype is being developed that will work on living Hellenes. Said prototype utilizes Atlantean bio-technology.

# WRATH

## Synopsis

**Who:** Thera the Amazoran; King Voras of Lakonia
**Where:** Lakonia System in Lakedaimonia
**What:** Traveling through Slipspace, the Heroes are attacked by an unknown ship, forcing them to come back into Realspace in the lost system of Lakonia. They must land and repair their Slipspace sails and upon doing so are swept into a conflict between an unknown entity and the people who still reside on the planet.

### Gossip and Rumors:

- A strange ship has appeared in a little-traveled sector of Slipspace. It has been firing indiscriminately on passersby. Whenever the Athenoian navy tried to investigate the matter, they found that area of Slipspace curiously vacant, even of normal Slipspace fauna.
- A woman came through here recently and was inquiring about some Slipspace maps to a weird sector out in the Theta Constellation. She didn't explain why she needed those maps, but there was something strange about her. She had a scar over her left eye going down across her face.

## Act I

### Hook:

The Heroes are brought in media res when a ship fires upon them while in Slipspace as they travel through the Theta Constellation.

### Conflict:

The strange vessel will prevent them from going back the way they came, seeming to almost herd them towards a specific point. If the Heroes slow down or try to work their way around it, it will fire at them with full guns. The characters must either outrun the ship or manage to drive it off with return fire. Making the situation worse is that a Huge Slipspace storm is rolling in behind both ships (intensity 4). The attacking ship will target the heroes Slispace sails in order to disable them.

This vessel is a light capital ship about 100 meters long and fifty meters wide. It is sleek and bristles with weaponry. A lot of the weaponry it carries seems almost archaic, compared to the weapons on the Heroes' vessel. If the Heroes do well enough at driving the vessel off, the ship will retreat into the storm and disappear.

### Resolution:

There are two possible resolutions to this Act.

**Resolution I - T**he Heroes are beaten back by the vessel and forced to come out of Slipspace. Their ship will be damaged by the laser fire from the other vessel and they may need to roll to make sure they do not crash land on the planet. This may cause some complications (see Act II).

**Resolution II -** The Heroes beat back the other ship, only to be caught in the Slipspace storm. They may try to pilot through it, but it seems like the first thing that is damaged are the Slipspace sails and the Slipspace drive, forcing them to return to Shore and come back into Real Space. The Slipspace storm then encircles the system, preventing them from leaving unless they want to try to brave the dangers of the maelstrom again, which appears to be getting worse according to astrogation charts.

## Act II

### Conflict:

The Heroes find that their ship is damaged and needs to be repaired. There are multiple bodies within the system, but the primary one is Lakonia, a lush-looking world in an optimal position around the system's star. Notably orbiting Lakonia are several other victims of the Slipspace sniper, including a large, ominous derelict ship. They all appear unremarkable and no signs of life or atmosphere can be detected.

The Heroes may make a lore check to see what they may know about Lakonia. If a Hero succeeds, he/she will know that Lakonia was once the home world of the Spartans, long abandoned for more inhospitable climes to facilitate the Spartans' knowledge of warfare. Lakonia is known to be an almost-paradise type of planet, and as far as anyone knows, Lakonia is currently uninhabited, despite being habitable.

The Heroes will be forced to land on Lakonia to make repairs on their vessel. They will find themselves in a clearing in the middle of a jungle, with no parts in their immediate vicinity with which to make repairs. Signs of life can be detected on the sensors, meaning that there could be a settlement somewhere on the planet. Heroes that know the history of Lakonia would probably know that there would be small caches of weapons and components somewhere on the surface, probably in the jungle. The Spartans, always prepared for attack, would have hidden them in case of an invasion.

The Heroes can set off through the jungle and try to find a cache of components to repair their ship. If so, they must fight their way through animals and other dangers on the planet. Most notably, Khimira and Spartan Razor Hounds make their home within the jungle. While they travel in numbers that would normally not be a threat, their numbers belie a much larger problem that might exist should they continue through the jungle. This does not need to deter the Heroes; only put them on their guard.

At some point, the Heroes will be surrounded by armed Hellenic Scouts, holding them at gunpoint. They will gruffly question the Heroes to learn their intent. If they are satisfied with the Heroes' answers, they will take them to the only settlement on Lakonia (Lakonia City) and will bring them before their king, who is named Voras.

The palace is very well kept, but not very lavish. It resembles more of a fortress monastery than an actual palace. While being led through the city, the Heroes will take note that while people bear very strong Spartan features, there are mixtures of various bloodlines throughout the populace, from Athenoi to Argosian.

### Resolution:

King Voras is gruff, implying that they might have something to do with strange activities around the city recently. He does not go so far as to outright accuse them. In fact, he knows of a large vessel orbiting the planet, concealed among the wrecks.

## Act III

### Conflict:

King Voras relates a story about the vessel orbiting the planet. Before it came to Lakonia, things were improving; the Lakonians were increasing their knowledge and began terraforming a nearby world to make it safe for Hellene life. However, after the vessel came, people began to act strangely towards one another. Sometime after that, the animal attacks became more and more frequent, and paranoia swept the populace.

In the end, King Voras will openly request the Heroes' aid with the recent events in return for fixing their vessel and giving them new astrogation charts that can lead them away from the system. He asks that they travel up to the "wreck" and deal with whatever is up there. Traveling to the spaceport to catch a shuttle up to the ship, a large group of Razor Hounds and Khimira attack the Heroes and any citizens in the area. The Heroes can stand and fight or try to run for the vessel. If they stay and fight, they will see a figure running off into the woods. They can follow this figure into a clearing that contains a large, antennae-like pole with a computer system attached to it. The figure will be gone. If the Heroes try to manipulate the controls on the computer system, it will cause varying effects on the animals. If the Heroes roll exceptionally well at manipulating the controls, the attacks on the spaceport will stop and the animals will come to form a circle around the pole.

When the Heroes board the shuttle and travel to the capital ship in orbit, they will see that an airlock door has been opened, allowing them to land their shuttle within the vessel. When they disembark and begin moving throughout the ship, they will find that the vessel is curiously unmanned. The only person aboard happens to be at the bridge.

This woman is Thera, an Amazoran, who will explain to the Heroes that she needs their help in exacting vengeance upon the Lakonian populace for the wrongs that were committed to her long ago. She relate to them a story of when she traveled there as a young girl — she was beaten, molested, and abused by a group of Lakonian men and left for dead. She made her way out of the system to find this vessel, given to her mysteriously by an unknown female benefactor, and came back here to destroy everyone on the planet. She was using the animal attacks to harry the citizens and prevent them from investigating the ship while she worked on its weapons systems.

## Resolution:

One option is for the Heroes to agree to help Thera work to get the weapon systems back online. Once the systems are working, she will obliterate the planet's atmosphere, destroying all life on the planet. Once the planet has been dealt with, Thera will state that she can now rest and take her own life, leaving the Heroes alone on the bridge. Soon after, one of the Heroes' enemies appears with his minions, having been piloting the ship that stranded them here in the first place. As this is personalized to a specific Hero, this encounter is up to the Game Master's discretion as to how it plays out. The primary motivation for the Hero's enemy is that the villain was financing Thera's quest, and thus the Heroes just aided him in the destruction of a thorn in his side.

If the Heroes refuse to help Thera, or decide to attack her, she will take out a small device — a replica of the pole down on Lakonia — and use it to summon a trio of Halcyon Falcons to aid her in battle. If the Heroes manage to kill her, with her dying breath she will activate the self-destruct sequence on the vessel, providing the Heroes with a short amount of time to get out of the ship before it crashes onto the planet. If the Heroes abandon the ship, it will strike Lakonia City, killing the king and many of its people, but if they remain aboard for a while they will be able to steer the ship into an uninhabited area and then abandon ship just in the nick of time. Assuming they and the Lakonians survive, the Heroes will be greatly rewarded by the Lakonians.

## Rewards:

**Glory:** 5
**Metousia:** 3
**Experience Points:** 10

# GM Information

## NPCs:

### THERA THE AMAZORAN

| | | | |
|---|---|---|---|
| **INT** | +1 | **PER** | +2 |
| **WILL** | +2 | **CHA** | +2 |
| **STR** | +3 | **DEX** | +2 |
| **CON** | +3 | **SPD** | +2 |

**Ability Level**: +12
**Attacks/Damage:** As per weapon
**Armor:** PR 5
**Hit Points:** 45
**Hero Points:** 8

**Special Abilities**

+1 Initiative, Combat tenacity, Sharp shot (+2 when shooting rifles), Swift footed

**Glory** 50

**Equipment:** Dagger DR 3, Amazoran Lamellar Vest PR 4, Light Leather Belt PR 1, Hoplon Shield, Hoplite Spear DR 7, Magnetic Launch Rifle DR 14, EMP Grenade (1) DR 8

### LAKONIAN BEAST

| | | | |
|---|---|---|---|
| **INT** | +0 | **PER** | +2 |
| **WILL** | +4 | **CHA** | -3 |
| **STR** | +4 | **DEX** | +5 |
| **CON** | +3 | **SPD** | +7 |

**Ability Level**: 3–10
**Attacks/Damage:** Rending Bite DR 7
**Armor:** Tough Hide PR 2
**Hit Points:** 25
**Hero Points**: 0

**Special Abilities**

**Night vision:** The beast may see normally without penalty at night

**Glory** 50

## Advice:

Try to tug on the characters' heartstrings when explaining Thera's story. It was a heinous, brutal crime that should make the Heroes wonder if they would be doing the right thing by bringing her to justice. She is a compelling woman and a chosen of Heuson, and she believes she is justified.

## Thread:

The ship that blasted the Heroes into Lakonian space is in league with the Atlanteans. Thera's benefactor is Lady Azaea, who is using her to wipe out the Lakonians, close relatives of the Spartans.

# EPILOGUE

Iolaus sat motionless beside the hot springs, spear in hand, waiting, waiting. There.

Reflexively, he thrust the spear out and skewered the fish, flipping it over his head double-handed and heaving it onto the jagged rocks, where its thrashing finished it off. Its toothed mouth gaped wide a few more times, and then Hadon took it, wherever it was Hadon took the dead.

"You didn't tell me there were dangerous fish in these springs, Iolaus," said Alcmene. She pushed damp hair behind her ears, pulling her robe about her, shivering slightly as night air washed into the cave.

"If you think the fish are dangerous, you should see the eels."

He thrust the spear into the ground beside him and stretched his arms wide, enjoying the feel of the wind on his chest.

"I feel at home here," he said. "It feels like a beginning, and an end."

Alcmene smiled and walked up behind him, pulling back his hair as if to braid it. He was surprisingly talkative, and she preferred that to his typical dour attitude.

"I wish we could stay here forever."

"You know we cannot," said Alcmene. "We have but a few hours until the ship leaves. Cass..."

"She can wait," he said. "All of it can wait."

Iolaus shrugged her away, annoyed, but she placed a hand back on his shoulder, and he left it there.

"I know," she said. "You have doubts. Fears. So do we all. But your destiny will not be achieved by spearing fish out of a pool. It awaits you out there, in the stars."

"But there are so many," he said. "How will I know which one to follow?"

"Do not follow the stars," she said as she reached down and plucked his spear out of the ground. Had anyone else dared to touch it, he would have slain them instantly. But her touch, he tolerated.

"Follow your spear. Follow your destiny. See where it points?"

She turned it around, up and down, delicately but in an accurate mimicry of a Spartan battle maneuver.

"It points where you point it," he said.

"Exactly," she said, returning it to the earth. "And unless you are doing the pointing, unless you are pursuing your own destiny, see where it points? To Hadon. To death."

He nodded and sighed.

"I do not know what fate awaits you and I out there in the stars," said Alcmene. "I only know that it brought us here, and now it wants us to move on. For remaining in place is death. Passivity is death."

"Neh," said Iolaus. Then he reached out and grabbed his spear, pulled it free and slid it into the holster on his back in one smooth movement. Alcmene smiled and embraced him, then took his hand and began to lead him towards the ship. He hesitated, however, pulled her back.

"Why do I feel so strongly about this place?" he asked.

"Because," she said, "we share a connection, and I feel a connection to this place. Its waters are like a home to me." And this seemed enough, but as they moved on, she let her left hand slip to her stomach, and smiled. Perhaps it was time to tell him.



"The springs remind me of a place I once visited," she said. "On Sparta."

Iolaus stopped in his tracks.

"Sparta?" he asked.

"Yes," she said. "It was where I met your father."

# HELLAS

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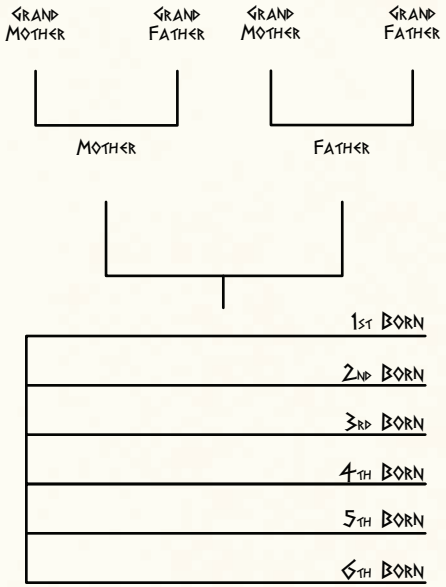
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HELLAS™
WORLDS OF SUN AND STONE

# THE HOUSE OF

THE FAMILY TREE




## AGE

## MONTH OF BIRTH

## YEAR OF BIRTH

## PLANET OF BIRTH

## PARENT'S SOCIAL STATION

## FAMILY STATUS

## SPECIAL GIFT

As a child I inherited a gift that I now hold dear:

## DIVINE MARK

My divinity is self-evident:

## CHILDHOOD ENCOUNTER

As a child something changed my life forever:

## MY DESTINY

It has been made clear what my path to immortality will be:

## MY FATE

I walk a narrow path to my destiny; if I stray my fate is clear:

## THE CALLINGS

In my life I have been many things to many people; I have traveled far and seen much, and I am the sum of these paths:

### MY FIRST PATH:

Total years:

Notes:

### MY SECOND PATH:

Total years:

Notes:

### MY THIRD PATH:

Total years:

Notes:

### MY FOURTH PATH:

Total years:

Notes:

### MY FITH PATH:

Total years:

Notes:

## COMPLETED DEEDS

I gain Glory and my Legend grows:

## METOUSIA: CHANGING OF WORLDS

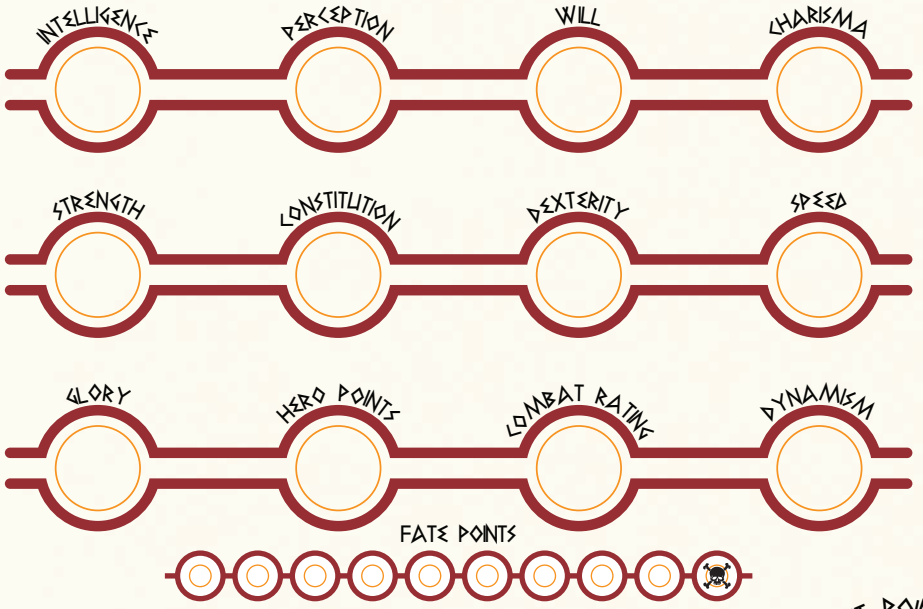
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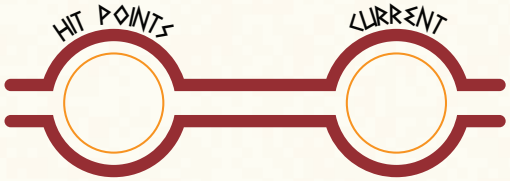
CHARACTER NAME
EPITHET
RACE
PROFESSION
DEITY

# ATTRIBUTES




## TALENTS:

## SPECIAL ABILITIES & DIVINE FAVORS:




## OMNI CHART

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

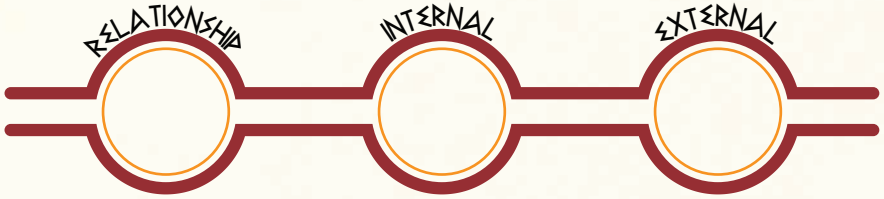
| SKILLS | LEVEL | ATTR | RATING |
|---|---|---|---|
| | | | |

| LANGUAGES | LEVEL | RATING |
|---|---|---|
| | | |



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## DISADVANTAGES:




## DYNAMISM










## AMBITIONS:

1:

2:

3:

SYSTEM

## POSSESSIONS:

:

## NOTES:

| WEAPONS | CLASS | DR | ATTR | ROF | RANGE |
|---|---|---|---|---|---|
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| ARMOR | PR | ATTR |
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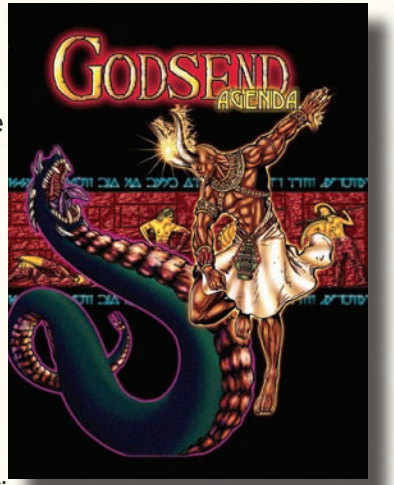
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## GODSEND AGENDA D6

**MSRP**: $35.95
**Product number** KHP003



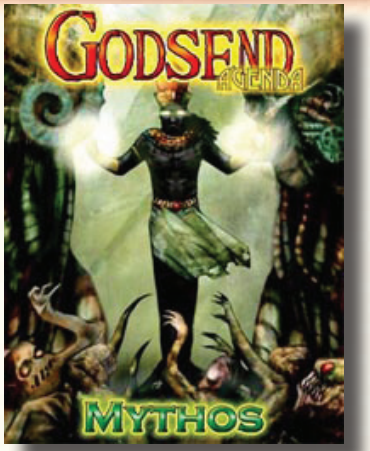

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- Over 200 pages of extensive history and character background set in the world of The GODSEND Agenda.
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- An all-encompassing list of super human abilities and powers to make your character truly extraordinary.
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- A style sheet for life in the year 2010
- Completely compatible with all D6 titles printed to date, making the game world infinitely expandable!

## GODSEND AGENDA: Mythos

**MSRP**: $25.95
**Product number** KHP004

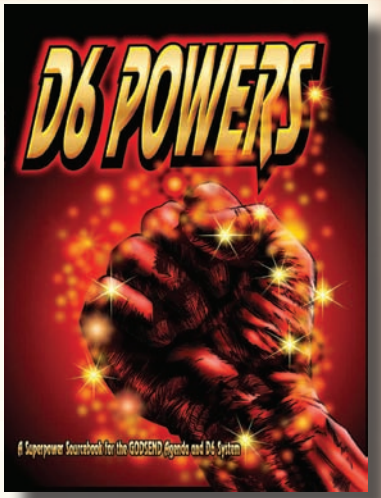



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**Included is:**

- Artifacts of wondrous power used by notable figures in myth Two new organizations: The 5th Sun and the World Serpent
- Introduction and write up of the Norse and Ashanti Pantheon
- Expanded encounter and chase rules
- Renown and Agenda rules to expand your character's role and influence on earth
- Pantheon rules for creating truly godlike super beings and the organization they belong to.
- A full length globetrotting Victorian adventure featuring exciting locations such as England , Africa, and China
- A full length adventure pitting players against outer gods from beyond our realm of reason.
- Several Short adventures set in the world of GODSEND Agenda.
- Over 20 new characters to use in your super heroic adventures

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**MSRP**: $25.95
**Product number** KHP005




D6 POWERS is a D6 compatible sourcebook that allows players to create super hero characters! Learn more about new and revised super powers, expanded special abilities, gadget creation, advantages and disadvantages for use in any D6 game.
Discover a wealth of information on powers (new and updated), so many details that it took a whole book to contain them all.

**Included is:**

- Rules for superhero play with point built characters and a modular powers system that lets you build exactly the character that you want to play.
- Revised and expanded powers for use with GODSEND Agenda and generic "4 color" super hero games.
- Scalable rules for over 100 super powers.
- Expanded Gadget creation rules.
- Expanded super heroic combat maneuvers.
- New advantages and disadvantages
- 13 new templates for use in any D6 game

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