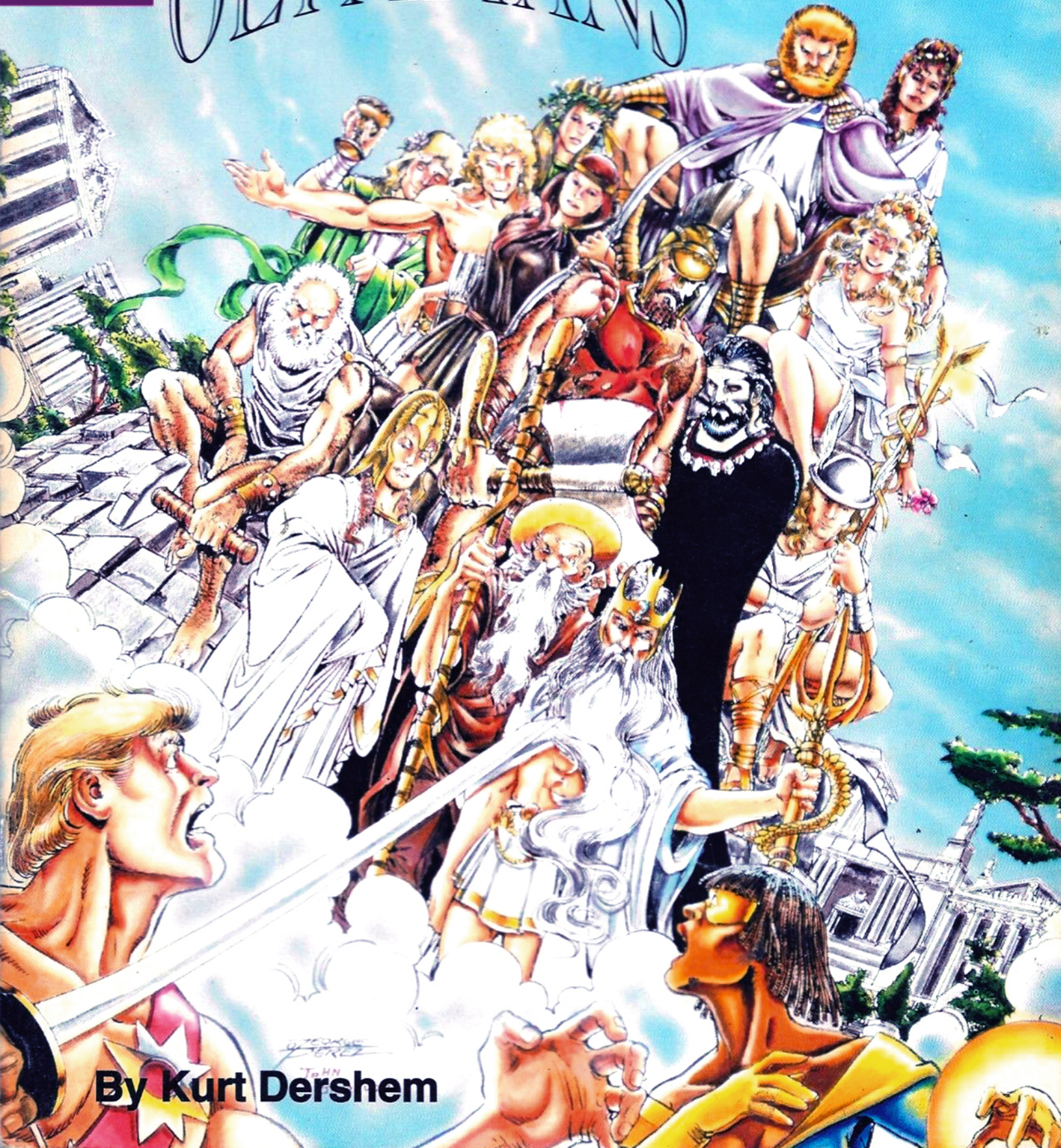


THE OLYMPIANS™



By Kurt Dershem

THE OLYMPIANS™

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DEDICATION

To Mike "Arch-Angel" Fox, Indra "Cloak" Lim, Derek "Shadow-Guy" Steele, Jon "Mapleleaf" Voss, Tom "The Monkey" Marsilje, Jennifer "Jenni" Gustafson, my entire family and Mrs. Sharon Rocker

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INTRODUCTION

What is a myth? The word is derived from the Greek *mythos*, meaning "story" or "words". However, to the ancient Greeks, myths were more than mere stories; they were part of everyday life. Before science and experimentation, men had no way to understand natural phenomena such as thunder and lightning, so they made up myths to explain them. It was easier to say that mighty Zeus hurled his lightning bolts than it was to face the mysteries of the unknown. Zeus could be worshipped and given sacrifices; his wrath could presumably be appeased.

The Greek myths are fascinating works of literature that are still important to us in our world today. The *Iliad* and the *Odyssey* are considered to be two of the greatest stories of all time. By reading the myths we can learn about the society of the ancient Greeks in an interesting and enjoyable way.

WHAT'S INSIDE

Contained within *The Olympians* is a complete history of the Olympian gods, from their extra-dimensional origins to their re-emergence on twentieth century Earth. Also included is a god template and full write-ups (which include Powers, Characteristics, Disadvantages, background, tactics, and current activities) for each major god. Less important gods receive shorter write-ups, and some are merely described.

The Olympians also includes short write-ups of important demigods, and detailed descriptions of significant creatures and locations found in Greek mythology. Finally, this book presents the Game Master with a number of scenario ideas.

HOW TO USE THIS BOOK

Although this organization book is designed to introduce the gods of ancient Greek mythology into a GM's campaign, it can be used in a number of different ways. While the GM can choose to accept the book as it's written, taking it in its entirety, he might merely allow certain aspects, perhaps constraining the gods to Olympus. Another interesting possibility is a campaign with player-controlled gods.

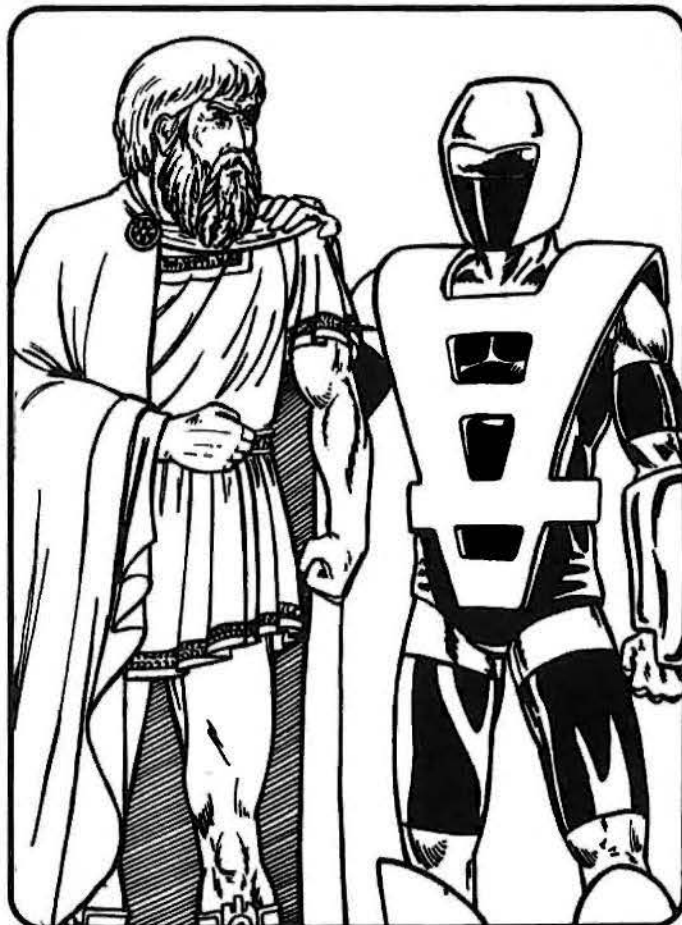
The gods in this book are extremely powerful; any single god is a match for several standard superheroes. This conforms to the treatment of the gods in comic books; any time that the gods are involved in an adventure the stakes are presumably high.

AUTHOR'S NOTES

This book is not meant to be an exact representation of ancient Greek mythology. If the Gamemaster disagrees with something, he should feel free to alter it however he wishes. Also, it must be made clear that, for the purpose of this book, the Olympians did exist. Therefore, they affected the course of history in the world in which they existed, even though they were, rather obviously, unable to do so in the real world. Additionally, I must stress that this product is not intended to be anti-Christian; the Greek "gods" are not actually divine beings. They are simply fictional extra-dimensional life forms gifted with extraordinary abilities.

It is my hope that this book can bring some of the wonder, magic and imagination of the ancient Greek myths to the game of *Champions*. GMs are encouraged to expand and alter the myths contained in this book to make them their own and perhaps, with their players, forge new legends.

Kurt Dershem



HISTORY



This section briefly describes the history of the Greek gods, from their extra-dimensional beginnings to their sudden reappearance on Earth in the late 20th century. It does not, however, include the histories of individual gods; those can be found in the "Background" section of the character write-ups.

IN THE BEGINNING . . .

There once existed a dimension in which time, as humans understand it, had no meaning. It was called Chaos and was, according to no less an authority than John Milton, a "vast immeasurable abyss, Outrageous as a sea, dark, wasteful, wild." This dimension's sole occupant was an incredibly powerful, sentient entity which was composed entirely of energy; it was known as the One. The One lived a peaceful, contemplative existence, completely unaware of the Earth or any other dimensions.

The One's tranquil life came to a sudden and violent end when an explosion of unknown origin erupted within its dimension. The entity, mortally wounded, fled to the Earth's dimension through the rift which had been opened by the explosion. The portal had appeared at the peak of Mount Olympus in ancient Greece, around the year 3000 B.C. In order to survive, the One adapted to the new world and took the form of Gaea, the Earth-Goddess. Gaea created a husband for herself, a being known as Uranus, and with him had many children. The two beings utilized their tremendous powers to reshape the One's shattered dimension and created a city in which their offspring could live: Olympus. They also created Tartarus, a huge, cavernous Underworld, which was designed to house the spirits of the dead.

The Titans, Gaea and Uranus' offspring, were twelve in number, six male and six female. Their father feared that they might someday overthrow him, and banished them to Tartarus. He ruled Olympus for a short while, treating his wife

very badly. Gaea became indignant and asked the Titans to defeat Uranus, promising to free them and provide them with weapons. Only one Titan, Cronus, was brave enough to carry out his mother's wishes. After being released by Gaea from the Underworld, he courageously fought and defeated his father. Cronus then freed his brothers and sisters from their imprisonment and, after marrying the his sister, Rhea, assumed control of Olympus.

THE AGE OF THE TITANS

The Titans had many children (called gods), and ruled tyrannically over them for nearly a thousand years. They imposed strict laws upon their offspring and forced Gaea to create subservient monsters (giants and the one-eyed cyclopes); these monsters helped enforce the laws. One of

the Titans' statutes forbade contact with humans and promised cruel punishment for any god caught on Earth. The Titans feared that the gods might find allies among the humans, thereby gaining enough strength to revolt. Ironically, the cause of the Titans' defeat lay within their own creations.

The leader of the gods, Zeus, persuaded the cyclopes to secretly forge thunderbolts for him. The cyclopes were quick to agree, having grown tired of the harsh treatment they had endured throughout the Titans' oppressive, thousand-year rule. The thunderbolts were deadly weapons and were composed of a magical form of energy discovered by Zeus on his latest clandestine voyage to the Earth. Because of a unique quality in the magic used to fashion the weapons, only Zeus was able to wield them. Using the thunderbolts, Zeus slew his father, banishing Cronus' soul to Tartarus. Zeus forced the other Titans to sur-

render but, confident in the power of his thunderbolts, granted them complete amnesty and allowed them to remain in Olympus.



THE COUNCIL OF ZEUS

Following his triumph over the Titans, Zeus gathered together all of the gods and announced his plans. He told the Olympians (as the gods now called themselves) that each of them would have authority over a different part of the world. They drew lots to determine the order of choosing and, eventually, each received a different portion over which to rule (Poseidon, for example, became the Ruler of the Seas). Zeus declared that Olympus would remain the province of all gods and that he would be their ruler, possessing final authority in all matters.

The Olympians agreed to end the ban on contact with humans and decided to present themselves to the Greeks as gods. Because the One first entered Earth's dimension through a portal atop Mt. Olympus, the gods were bound to the Greek land and its peoples. They lived like Greeks, spoke the Greek language (although they possess the ability to comprehend virtually any language) and followed Greek traditions. To make the Greeks revere them they invented the creation myths, which told how they had fashioned the Earth and everything that lived on it from the swirling void called Chaos.

THE AGE OF THE GODS

When the Greeks first encountered the Olympians they were amazed by the gods' incredible powers and quickly abandoned their old religion, which involved the worship of such natural objects as the sun, the moon, and the elements. Because they were similar to human beings, the gods shared man's basic need to be loved and accepted. Due to their arrogance and the fact that they felt they were greatly superior to humans, however, the gods demanded ardent worship and commanded that huge, elaborate temples be built in their honor in the Greek city-states.

Although the Olympians reveled in their worshippers' adoration, they severely punished those who did not adhere to their commands. The god's influence helped to advance the Greeks' already sophisticated culture and, despite frequent quarrels between the city-states, Greek society flourished. This age of Greek prosperity was the greatest the world had ever known and produced such minds as Homer, Aristotle, Plato, Socrates, Herodotus, Euripides, and Sophocles.

THE RETURN OF THE TITANS

Over the years, the Olympians became complacent in their undisputed rule of Olympus. Thus, they did not notice when the Titans — who had grown dissatisfied under Olympian domination — freed Cronus from Tartarus. Cronus then used his extensive knowledge of magic to trap Zeus before he even knew that Cronus had escaped. The remaining Olympians feared that the Titans might gain strength from Earth (and harm the gods' worshippers). Uniting their powers, the gods sealed the rift between Earth and Olympus. They then concentrated their efforts on defeating the Titans.

The Greeks were perplexed by the gods' sudden departure. Even this seemed less important when the Romans invaded and conquered all the Greek city-states. Although the Romans never actually encountered the Olympians, they did imitate the Greeks and adopted the worship of the absent gods. However, the Romans never had personal interaction with the gods, and this accounts for the Roman view of the gods as more idealized and less human.



THE GREAT WAR

Eventually, Hermes managed to free Zeus, but the Olympians were overpowered by the combined might of the Titans and the giants, and were driven from the city of Olympus. Because the cyclopes had been captured by the Titans, Zeus was unable to use his thunderbolts to defeat his enemies as he had two thousand years earlier. The Olympians retreated to a far corner of their dimension and held a council to decide the best course of action.

At this meeting it was decided that the messenger of the gods, Hermes, would use his magical helm to render himself invisible while the other gods launched a major assault on the Titans' stronghold, Olympus. While the Titans were distracted, Hermes would free the cyclopes and lead them to the relative safety of the Olympians' encampment. The gods would hold the Titans at bay while the cyclopes' forged more of the thunderbolts. The plan worked flawlessly, and the Olympians valiantly defended their encampment while the one-eyed giants completed the construction of the magical thunderbolts.

When the Titans discovered that Zeus had regained his thunderbolts, they tried to flee but found that they could not escape his fury. The King of the Gods slew every Titan but Gaea, who had not participated in the revolt. Zeus was unable to punish the giants, since they had taken refuge deep within a swamp near the entrance to Tartarus. Following the battle, Hades, the god of the underworld, created the monstrous three-headed dog Cerberus to ensure that the Titans would never escape his realm.

THE RETURN TO EARTH

The gods had been significantly weakened by the power loss which resulted from the closing of the portal to Earth. They knew that a new rift would be very difficult to open. Although they were eventually successful in breaching the barrier between dimensions, they were unable to determine the exact point in the timestream at which they would arrive. Consequently, they appeared over two thousand years later than they had intended, in the late twentieth century.

The Olympians found themselves in a world which was dramatically different than the one which they had left. Their religion had died out with the spread of Christianity; the world now believed the Olympians to be nothing more than myths.

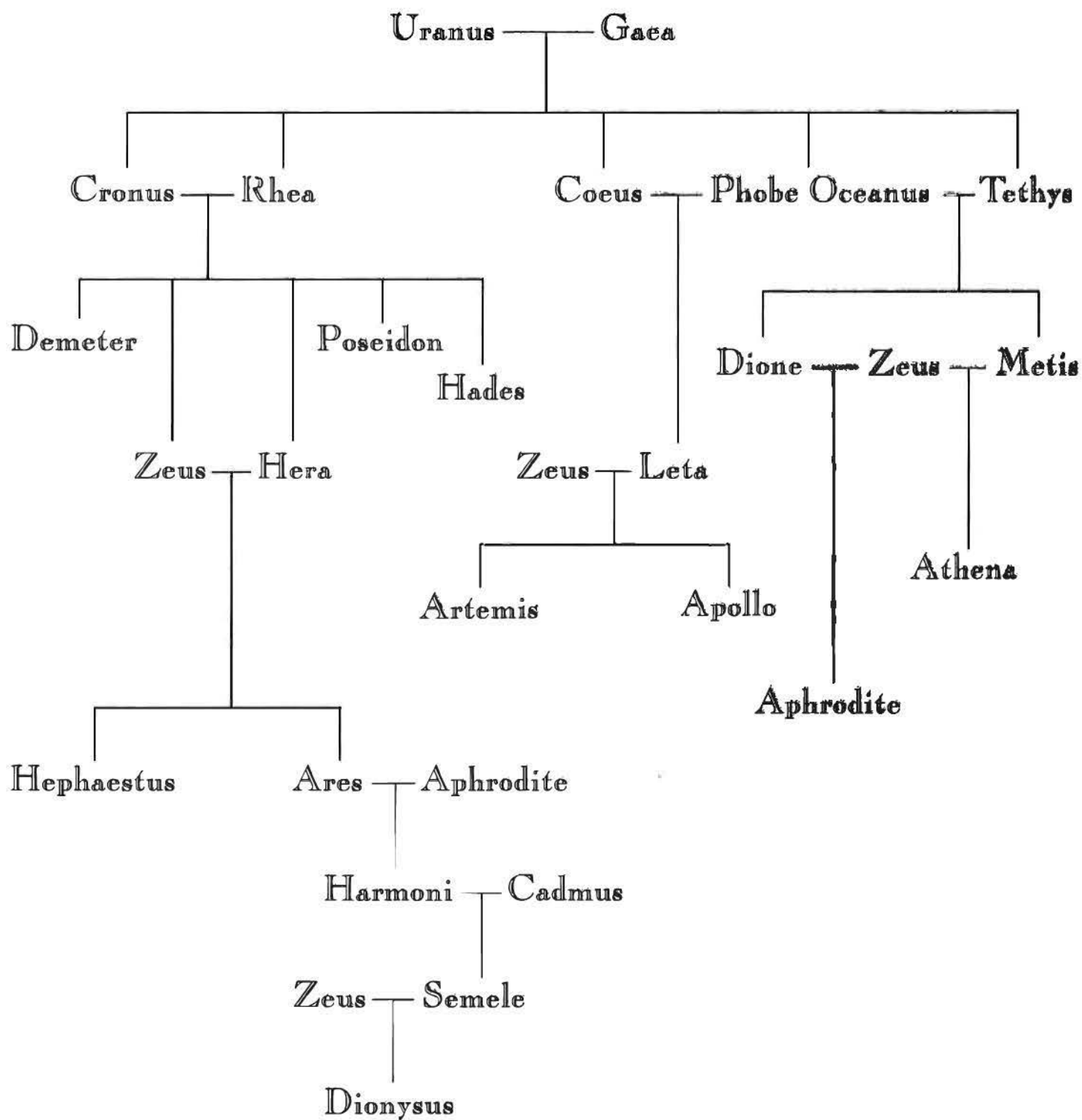
Having expended much of their energy reopening the gate, the Olympians were now much less powerful and were unable to make a second attempt to return to ancient Greece. Faced with no alternatives, they resolved to make the best of their situation.

The gods reacted differently to the return to Earth; their personal thoughts concerning the modern world can be found in the "Current Activities" section of their individual entries. The majority of Earth's population is unaware of the Olympians' existence and, if they have heard of the gods, most believe them to be super-heroes/villains who have assumed ancient Greek aliases.

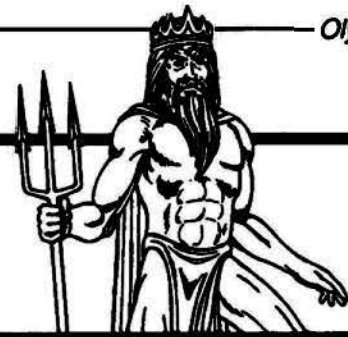


THE OLYMPIAN FAMILY TREE

(PRINCIPAL GODS)



CHARACTERS



GENERAL CHARACTERISTICS

The gods, having once been part of the entity known as the One, are internally composed of energy and have an outer organic shell. While their physical bodies can be destroyed, their energy selves are immortal.

The gods are gifted with a variety of superhuman abilities. First is the ability to transport themselves to and from their home dimension without the use of the Mount Olympus portal. For this power to function, however, the rift between Earth and Olympus must be open (the gods require that the two dimensions be in juxtaposition).

Second, the gods' physical bodies are safe from many of the rigors of the "mortal coil". A god can survive indefinitely without food, water, sleep, or air. Furthermore, he is immune to disease and can quickly recover from all but the most serious wounds. (If a god's body is destroyed, his spirit goes to Tartarus and can be placed within a new body.). The gods' bodies (the organic shells) are denser than those of humans and enable them to perform incredible feats of strength.

Finally, the Olympians have the ability to comprehend virtually any language.

These Powers and several Disadvantages are contained in the Olympian package deal, which is detailed below. All giants hate the gods; the exception are the cyclopes, who, although they are also giants, now serve Hephaestus.

The gods are similar to humans, both physically and emotionally. They are atypically anthropomorphic; they appear to be completely human and don't have the heads of jackals or six arms. They also experience human emotions, like love, hate, greed, joy, anger, or jealousy. As with humans, some gods are good, and work to benefit man, while others are evil, and will let nothing stand in the way of their desires. Most have no particular preference, and can go either way.

Although gods enjoy travelling, which allows them to experience the various delights of the mortal world, their favorite pastime is plotting against one another. They will seek revenge (even on other gods) for even the most insignificant insults. To the gods, such plotting is merely a game, and they are more than willing to use mortal pawns to ensure victory. Because they are immortal, however, the gods sometimes forget about the relative fragility of human life and don't stop to consider that humans may not always want to play their games.

THE OLYMPIAN PACKAGE DEAL

Cost	Powers
11	Extra-dimensional Movement (Earth to Olympus), takes one full phase Extra Time, Only if Earth/Olympus portal is open
45	Shape Shift, any shape, 0 END Cost
13	10 pts Density Increase, Persistent, 0 END Cost, Always On (Characteristic bonuses already added in for all gods)
21	Life Support: doesn't need to breathe, eat, excrete or sleep; immune to disease and aging
40	4 BODY Regeneration
32	Universal Translator, +6 to roll (Greek is native)
Pts	Disadvantages
-15	Unfamiliar with modern world
-10	Thinks he/she is superior to "mere" mortals
-10	Distinctive feature: godly mien (can be concealed by Shape Shift)
-15	Hunted by the giants, 11-
Total Cost: 112 points	

GOD TEMPLATE

THE PLAYER CHARACTER AS A GOD

Because of the tremendous costs of being a god (the package deal alone costs a hefty 112 points), it is unlikely that player characters will be able to be gods in all but the most powerful campaigns. PCs can, however, have backgrounds that relate to the gods. They could, for example, be the distant descendants of Greeks who bore the children of the gods. Although they would not truly be immortal gods, they might possess residual superhuman abilities.

As another option, the PCs could have magical items or powers given to them directly by the newly-emerged gods, or they could be mythical creatures (like centaurs) who have grown tired of their monotonous existences in the dimension of Olympus and set out for Earth.

ZEUS (KING OF THE GODS)					
Val	Char	Cost	150+	Disadvantages	
70	STR	50	10	Enraged when BODY damage taken 14- 11-	
23	DEX	39			
40	CON	60	10	Enraged when orders not obeyed 14- 11-	
20	BODY	20			
20	INT	10	20	Hot-tempered	
30	EGO	40	15	Arrogant	
40	PRE	30	10	Very passionate	
18	COM	4	10	Vindictive	
35	PD	21	10	Reputation: loves women 11-	
35	ED	25	8	Watched by Hera 14-	
6	SPD	27	0	Package Deal Disadvantages	
22	REC	0	817	Immortal Bonus	
80	END	0			
75	STUN	0			
Cost	Powers			END	
45	Elemental Control — Weather Manipulation				
a-177	15d6 Energy Blast (Lightning), Indirect from any location and in any direction, No Range Penalty ½ END Cost				9
	3d6 Flash vs. sight, Linked to Energy Blast, Indirect				5
b-60	40 STR Telekinesis (Wind), affects all parts of target, Area Effect (Any Area): 12 hexes				13
c-45	25" Flight (Wind), x8 Noncombat Move, Usable by 1 Other at the same time				9
d-45	5" radius Darkness (Fog) vs. Sight Group, Personal Immunity, ½ END Cost				3
e-45	Change Environment, Variable, 256 hex radius				9
35	Damage Resistance (35 PD, 35 ED)				
10	10 points Flash Defense				
20	28 points Mental Defense (34 points total)				
162	Olympian Package Deal				
	Equipment				
70	7d6 Ranged Killing Attack, No Range Penalty, 12 Charges, OAF(Thunderbolts)				
17	Missile Reflection back at attacker, +20 to roll, Independent, OAF (Aegis)				
	Skills				
9	Tactics 15-				
3	Acting 19-				
3	Seduction 19-				
7	KS: Weather 16-				
5	KS: Other Deities 14-				
12	+6 with Thunderbolts				
24	+3 with all combat				
OCV: 8; DCV: 8; ECV: 10; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	316	+ 794	= 1110	= 960	+ 150

Background: Zeus is the son of the Titans Cronus and Rhea and led the first revolt against the Titans in 2000 B.C. During that revolt, Zeus used his thunderbolts to destroy several giants, convincing the Titans to surrender. Following the uprising, Zeus assumed the form of an injured cuckoo and landed in the goddess Hera's lap. After assuming his true form and making love to her, he shamed her into marrying him. The two wed in the region of Okeanos and began their long, troubled marriage. Zeus is unable to resist women and has had many extramarital lovers, goddesses and humans alike (much to Hera's displeasure). Once, for example, when Zeus had an affair with a Titaness named Leto, Hera flew into a jealous rage and condemned Leto to give birth to the resultant offspring in a land of complete darkness.

Zeus is usually a good ruler but can, at times, become extremely arrogant and unfair. Once, when Hera felt that Zeus had gone too far, she convinced Poseidon and Apollo that he should be confined to Olympus. The two gods bound Zeus while he slept, tying hundreds of knots to ensure that he was unable to reach his thunderbolts. When he awoke, he was enraged but found that he could not break the magical bonds. While the other Olympians argued about who should become the new ruler of Olympus, a female Titan freed Zeus in order to prevent civil war between the gods. As punishment for her treachery, Hera was hung from the sky by her arms with anvils attached to her legs until she promised that she would never betray her husband again. Apollo and Poseidon were forced to perform hard labor for the human king Laomendon and, for him, built the city of Troy.

Personality: Although Zeus is a wise ruler, he is very arrogant and is quick to anger. He will allow no disobedience and is stern in his punishment of those who break his laws. Although he is by far the most powerful Olympian, he is certainly not omnipotent (a fact which he hates to be reminded of). As mentioned in his background, Zeus is very passionate and is unable to resist feminine charms. His weaknesses of the flesh are, well, legendary.

Current Activities: Although he is concerned about the presence of humans with great powers (superheroes and supervillains), Zeus is unable to prevent the other gods from interacting with the modern world. Zeus usually remains in Olympus, attempting to rule the gods, but occasionally changes his shape and journeys to the Earth to seduce a human woman.

Powers and Tactics: As the God of the Sky, Zeus is able to control the weather. In addition to possessing the ability to cast lightning bolts, he can create a dense fog. He can also use the wind to move objects or allow him to fly. Zeus is incredibly strong and is the only god capable of wielding the deadly thunderbolts, which are forged for him by the one-eyed cyclopes. Zeus also carries the magical Aegis shield, which can reflect virtually any attack back at its source. This shield can be used by anyone who possesses it.

Zeus is a skilled actor and uses this ability when he shapeshifts to seduce women. His current favorite is Mel Gibson, although in the past he has impersonated Sean Connery and Charlton Heston.

In battle against humans, Zeus prefers to strike from afar with his weather powers but will engage in hand-to-hand combat if provoked to anger. When fighting other gods or Titans, he will usually threaten to use his thunderbolts and force his opponents to surrender.

Quote: "I am the mightiest of all. Make trial that you may know. Fasten a rope of gold to heaven and lay hold, every god and goddess. You could not drag down Zeus." (from the *Iliad*)

Modern Amendment to Quote: "Well, perhaps Grond might drag me down, but he had best not try it..."

Appearance: Zeus appears to be a large, muscular, middle-aged man wearing a richly-adorned Greek-style tunic and a regal purple cloak. Both his hair and his rough, bushy beard are flaming red and mirror the burning intensity of his eyes.



HERA (QUEEN OF THE GODS)					
Val	Char	Cost	150+	Disadvantages	
40	STR	20	8	Enraged if she finds Zeus with another woman 11- 11-	
21	DEX	33			
28	CON	36	15	Extremely jealous of Zeus' lovers	
15	BODY	10			
25	INT	15	15	Vindictive, will seek revenge for slightest wrong	
20	EGO	20			
20	PRE	10	10	Proud, haughty	
26	COM	13	10	Reputation: Jealous of Zeus' lovers 11-	
25	PD	17			
28	ED	20	10	2d6 Unluck	
5	SPD	19	50	Package Deal Disadvantages	
15	REC	6	454	Immortal Bonus	
70	END	7			
48	STUN	4			
Cost	Powers			END	
100	Multipower				
10 u	Clairsentience with sight and sound, Precognition, can see into both Earth's and Olympus' dimensions, x128 max. range				
7 u	40" Flight, x8 noncombat movement, linked to Desolid.				8
10 u	16d6 Mind Scan, +10 to attack roll				10
20	+20 to Mind Scan, only against Zeus (-1)				4
5	Mind Link with Zeus				
27	Damage Resistance (25 PD, 28 ED)				
40	Desolidification (affected by magic), not affected by EGO powers, leaves physical body behind, 0 END Cost				
32	Danger Sense 17- against any attack in her general area				
162	Olympian Package Deal				
	Equipment				
50	Images affecting sight, sound and smell, -10 to PER Rolls, 16 hex radius, OAF (Cuckoo Scepter)				5
	Skills				
3	Conversation 15-				
3	High Society 15-				
3	Persuasion 15-				
6	Science: Obstetrics 17-				
8	KS: Zeus 17-				
6	KS: Midwifery 15-				
OCV: 7; DCV: 7; ECV: 7; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	240	+ 482	= 722	= 572	+ 150

Background: Hera, the Goddess of Marriage, wed Zeus soon after the first war against the Titans. She was extremely jealous and possessive of her new husband, and hunted down all of his lovers. Hera usually killed them, whether they knew Zeus' true identity or not (Zeus often shape-shifted into different forms to seduce women). However, Hera did not openly blame Zeus for his affairs, knowing that he could strike her down with a single thunderbolt.

Shortly after her marriage to Zeus, Hera forced Zeus to reveal his true glory to his lover Semele, the Princess of Thebes, thereby killing the woman. Zeus was bound to do so (even though it meant Semele's certain destruction) because he had sworn by the River Styx (any oath made by the River Styx cannot be broken). Several years later, when Hera believed that Zeus was having an affair with a nymph, she journeyed to the forest to discover which nymph it was. Although Hera could find no conclusive evidence, she punished a nymph named Echo by commanding that Echo could only repeat what was said to her, and could never speak first. Because of this

curse, Echo was unable to make her feelings known to Narcissus, a handsome young man with whom she had fallen in love. Due to her jealous and vindictive nature, Hera was disliked by the ancient Greeks.

Personality: Although Hera is extremely jealous of Zeus' lovers, she does love him and is completely faithful herself. She is spiteful and vindictive and will seek vengeance for even the slightest wrong. Hera is a very proud goddess and generally acts in a formal, dignified manner.

Current Activities: Hera has reacted relatively well to the gods' return to Earth and is currently trying to placate her husband. She dwells with Zeus in Olympus and does her best to keep track of her husband's frequent extramarital excursions.

Powers and Tactics: Over the years, Hera has developed many extraordinary methods of spying. These methods include clairsentience, mind scan, and the ability to assume an astral form that can separate from her physical body. Hera is also precognitive and is able to sense danger both in and out of combat. She carries a magical scepter, a gift from Zeus, on top of which rests the exquisitely-fashioned likeness of a cuckoo. With the scepter, Hera can generate convincing three-dimensional illusions.

Hera generally tries to avoid open combat, preferring to strike at her enemies from behind. If she does become involved in a battle, she will usually use her scepter to confuse her opponents while she waits for Zeus to answer her call for help.

Quote: "So, the trollop thinks that she can have an affair with my husband and get away with it..."

Appearance: Hera appears to be a dignified middle-aged woman wearing a long, white robe and numerous ornate pieces of jewelry. She has clear, blue eyes, auburn hair and a milky white complexion. Her lovely features are marred, however, by an ever-present frown.



APHRODITE (GODDESS OF BEAUTY)					
Val	Char	Cost	150+	Disadvantages	
30	STR	10	10	Enraged if someone compares their beauty to Aphrodite's 14- 11-	
27	DEX	51			
25	CON	30			
12	BODY	4	30	1 1/2x effect from physical	
15	INT	5		Killing Attacks	
18	EGO	16	20	Loves to manipulate men	
40	PRE	30	15	Amorous	
50	COM	20	15	Extremely vain	
23	PD	17	15	DNPC (Current human lover)	
27	ED	20		normal, 11-	
6	SPD	23	8	Watched by Hephaestus 11-	
12	REC	6	50	Package Deal Disadvantages	
50	END	0	298	Immortal Bonus	
42	STUN	6			
Cost			Powers		END
25	Damage Resistance (23 PD, 27 ED)				6
15	Mental Defense (21 pts)				
67	15" Flight, Usable By 4 Others at same time				
162	Olympian Package Deal				
	Equipment				
81	15d6 Mind Control, Area Effect (Radius): 15 hexes, Selective Target, Completely Invisible, 0 END Cost, No Range, Only vs. men (-1/2), Target must look at controller (-1/2), IAF (Magical Girdle)				
	Skills				
7	Seduction 19-				
3	High Society 17-				
3	Persuasion 17-				
6	PS: Model 15-				
4	+2 with Mind Control				
OCV: 9; DCV: 9; ECV: 6; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	238	+ 373	= 611	= 461	+ 150

Background: Although Aphrodite is the daughter of Zeus and the goddess Dione, she falsely told the ancient Greeks that she was formed from the foam of the sea in order to enhance her mystique. Hera was jealous of the beautiful young goddess and was able to convince Zeus that Aphrodite would have to be married immediately, to avoid the risk of a war between the gods to gain her hand. Although Poseidon, Apollo and Hermes all presented themselves as suitors, Hera persuaded her husband to force Aphrodite to marry the lame God of the Forge, Hephaestus. The Goddess of Love grudgingly accepted the betrothal only because Hephaestus promised to give her fabulous gems and jewelry. He also gave her a magical girdle, called the Cestus, which allows her to control the minds of men.

Aphrodite was not entirely pleased with her marriage and had many affairs with mortals and gods alike. Once, when Hephaestus discovered that she was having an affair with the War-God Ares, he laid a trap and caught the lovers in the act. Although Hephaestus angrily denounced his marriage, he eventually forgave his wife and took her back. Aphrodite was faithful to her husband for a short while after that but soon returned to her adulterous ways.

Personality: Although she presents a simple, generous and straightforward facade, Aphrodite can be very cunning (especially in her dealings with men). She is incredibly vain and jealous, even by the standards of the gods. Once, when the wife of a king dared to compare her beauty to Aphrodite's, the goddess tricked the king into killing his wife. Aphrodite's unparalleled beauty makes her irresistible to men but causes her to be despised by most women.



Current Activities: Aphrodite loves the modern world (with its disproportionate emphasis on physical beauty) and has assumed a secret identity as a high-paid "super-model" named Ashley Marlowe. Marlowe has accumulated a great deal of wealth and fame and maintains various houses throughout the world. Additionally, she has a line of perfume, called "Infatuation", which outsells even Cher's! Although she occasionally returns to Olympus to visit her husband, Aphrodite can usually be found in the company of her latest human lover.

Powers and Tactics: Aphrodite possesses the power of flight and is able to magically convey this ability to up to four other beings. Her most potent ability, however, lies in the magical girdle forged for her by Hephaestus. The Cestus allows her to control the mind of virtually any man who looks at her in a ninety meter radius.

Although she tries to avoid direct involvement in combat, if she does become involved in a battle she will attempt to use the Cestus to turn her (male) foes against each other.

Quote: "There's nothing I love more than watching men beat each other senseless just to please me. Whoops — there goes another one. Gee, I hope he's not dead..."

Appearance: Aphrodite appears to be an incredibly beautiful young woman with long, golden hair and soft, alabaster skin. Her lithe body is clad in a simple, semi-transparent light blue robe with a sash around her slender waist. She wears an ornate, jewel-encrusted crown, a golden necklace, and various other jewelry.

APOLLO (GOD OF THE SUN)					
Val	Char	Cost	150+	Disadvantages	
50	STR	30	20	2x Effect from Darkness attacks	
29	DEX	57	8	Enraged when Artemis hurt	
33	CON	46		11- 11-	
17	BODY	14	15	Self-Centered, Egocentric	
30	INT	20	15	Loves his sister, Artemis	
17	EGO	14	15	Cannot tell a lie	
25	PRE	15	10	Reputation for truthfulness 11-	
30	COM	10	5	Reputation: will do anything for	
30	PD	20		sister 8-	
32	ED	23	10	DNPC: Current human lover 8-	
7	SPD	31	50	Package Skill Disadvantages	
16	REC	2	599	Immortal Bonus	
70	END	2			
54	STUN	0			
Cost			Powers		END
30	Elemental Control — Solar Powers				
a-30	Change Environment (create light), 128 hex radius, 0 END Cost				
b-30	4d6 AVLD (Flash Defense), Area Effect (Radius): 5 hex radius, Selective Target, No Range				7
c-113	8d6 Flash, Area Effect (Radius): 8 hex radius, Selective Target, ½ END Cost, No Range				9
d-50	30" Flight, x32 Noncombat Movement				6
31	Damage Resistance (30 PD, 32 ED)				
19	Flash Defense (15 pts), Hardened				
40	Clairsentience with Precognition (sight)				4
162	Olympian Package Deal				
	Equipment				
15	4d6 RKA, No Range Penalty, OAF (Bow and Arrows), 16 Charges				
	Skills				
3	Perfect Pitch				
15	Weaponsmith: Common Missile Weapons 17-				
5	Seduction 15-				
8	PS: Musician 17-				
6	PS: Poet 15-				
6	Science: Astronomy 15-				
6	KS: Ancient Art 15-				
6	KS: Astrology 15-				
8	+4 with Bow				
OCV: 10; DCV: 10; ECV: 6; Phases: 2,4,6,7,9,11,12					
Costs:	Char	Powers	Total	Disadv.	Base
	284	+ 613	= 897	= 747	+ 150

Background: Apollo is the son of Zeus and the Titaness Leto; he is the twin brother of Artemis, the Goddess of the Hunt. At the Council of Zeus, he was given several different spheres over which to preside (specifically, the sun, prophecy, music, poetry and archery) because of his many talents and well-rounded character.

Although he is well-liked by nearly all of the gods, Apollo once aroused Zeus' anger when, after Zeus killed Apollo's son (Aesculapius) for restoring a dead man to life, the Sun-God murdered several cyclopes. Zeus was enraged at the loss of some of his thunderbolt forgers and banished Apollo to Tartarus. Both Aesculapius and Apollo were spared, however, when Leto pleaded for her son.

Like his father, Apollo has had many romantic encounters. He has, however, known failure, such as when he was spurned by Cassandra, the Princess of Troy. In retaliation for her refusal, Apollo gave her the ability to tell prophecies that no one would believe.

Personality: Although he seems kind and extremely friendly, Apollo is incredibly self-centered and is unable to see things from others' point of view. He enjoys the company of women, but his only genuine love is reserved for his sister, Artemis. Although he is generally quite friendly, he can, if provoked to anger, become very cruel. Apollo loves beauty, music, and poetry and is a skilled artist in his own right.

Current Activities: Between occasional visits to Olympus to see his sister, Apollo can be found travelling incognito, sampling the music, art, and poetry of the modern world. Although he's had trouble adjusting to modern art, Apollo is a big fan of jazz music.

Powers and Tactics: Apollo is able to generate and control an unknown form of energy which, in many ways, resembles the light of the Earth's sun. He can use this energy to create light over a large area, to fly, to blind his opponents or to cause them physical pain. Apollo also has the power of prophecy and carries a bow, with which he is remarkably adept.

In battle, Apollo usually tries to blind his opponents then strikes at them from a distance with his bow. If angered, he will attempt to engage his opponents in hand-to-hand combat then will surprise them with his AVLD.

Quote: "Modern scientists say that the sun will die in about four and a half billion years. Ha! I'll still be around to deliver the eulogy."

Appearance: Apollo appears to be an extremely handsome young man with thick, blonde hair and delicate features. He moves very gracefully and wears only an exquisitely embroidered white kilt, leaving the rest of his youthful body bare. Atop his head lies a crown of laurel leaves which never wilts, staying eternally green.



ARIES (GOD OF WAR)				
Val	Char	Cost	150+	Disadvantages
65	STR	45	10	Enraged in Combat 11-, 14-
21	DEX	33	10	Enraged when humiliated
38	CON	56		14-, 11-
18	BODY	16	20	Brutal, Merciless
15	INT	5	15	Cowardly, will flee when
10	EGO	0		wounded
30	PRE	20	10	Bully, will pick on those weaker
10	COM	0		than him
34	PD	21	10	Extremely stubborn
32	ED	22	10	Rivalry with Athena
5	SPD	19	5	1d6 Unluck
19	REC	0	50	Package Deal Disadvantages
76	END	0	431	Immortal Bonus
65	STUN	0		

Cost	Powers	END
33	Damage Resistance (34 PD, 32 ED)	
10	Lack of Weakness (10 pts)	
18	+9" Running	
13	Combat Sense 17-	
35	Find Weakness with his weapons 14-	
5	Defense Maneuver	
162	Olympian Package Deal	
	Equipment	
20	2 ½d6 HKA (5d6 with STR), OAF (Broad Sword)	4
25	1 ½d6 HKA, +2 STUN Multiple (3d6), OAF (War Hammer)	5
22	2d6 AP RKA, OAF (Dagger)	3
22	2d6 Penetrating HKA (4d6), OAF (Pole Arm), Linked to:	
3	1" Stretching, 0 END, OAF (Pole Arm)	
20	3d6 RKA, 6 Recoverable Charges, OAF (Javelins)	
10	50% Resistant Dam. Reduction, Physical, OAF (Shield), Act 11-	
	Skills	
13	Dirty Infighting	
	Maneuver	OCV
	Punch	0
	Roundhouse	-2
	Disarm	-1
		DCV
		+2
		+1
		+10 STR
9	Tactics 15-	
16	Weaponsmith 17- (Common Melee and Missile Weapons)	
5	Stealth 15-	
3	Interrogation 15-	
14	Weapon Familiarity: all groups	
16	+2 with all combat	
10	+2 with his weapons	

OCV: 7; DCV: 7; ECV: 3; Phases: 3,5,8,10,12				
Costs:	CharPowers	Total	Disadv.	Base
	237	+ 484	= 721	= 571
				+ 150

Background: Ares is the son of Zeus and Hera. Because of his vicious and warlike manner, he is hated by virtually every god. Some exceptions include his sister, Eris, the Goddess of Discord; his sometimes lover, Aphrodite; and the God of the Underworld, Hades. Ares was also disliked by the Greeks and was worshipped by few. The ancient worshippers preferred Athena, the Goddess of Wisdom and Warfare, because of her affinity for the art of battle. Ares was (and is) simply interested in brutal, mindless slaughter.

Although he is the God of War, Ares has not always been victorious in battle. Once, when the twin giants Otus and Ephialtes (who are together known as the Aloadae) wanted to prove that they were superior to the gods, they captured and imprisoned Ares. The War-God was unable to free himself and had to be rescued by Hermes, the Messenger of the Gods.

Personality: Ares' two great loves are warfare and women. The god is murderously brutal and loves to fight, kill, and maim. He is a bully and, like most bullies, is a coward at heart; if wounded or faced with unfavorable odds, he will not hesitate to flee. Ares hates his rival, the goddess Athena, because she has beaten him twice in battle.

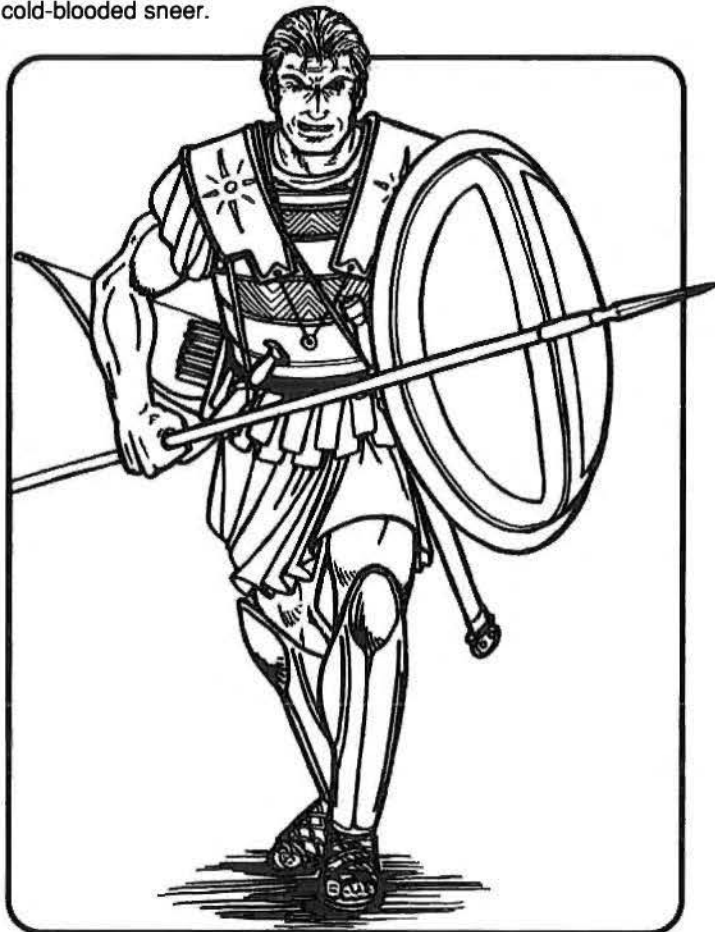
Current Activities: Ares has adjusted very quickly to the realities of modern warfare and revels in its mass slaughter. He currently leads a small band of super-powered mercenaries called the Ravagers, and will lend his services to the highest bidder. Although Ares goes by his real name, neither his clients nor his fellow Ravagers believe that he is actually the ancient Greek God of War.

Powers and Tactics: Ares' main abilities are his enormous strength and his incredible skill in battle. He carries an arsenal of weapons, including a broad sword, a war hammer, a dagger, a pole arm, and javelins. He is skilled in the use of all arms.

In battle, Ares will usually strike from afar with his javelins to weaken his opponents, then will engage them in hand-to-hand combat. He has no compunctions about killing and will even slay innocents without a second thought. As mentioned before, Ares is a coward at heart and will attempt to flee if the tide of battle turns against him.

Quote: "Who needs these guns when cold steel'll work just as well?"

Appearance: Ares appears to be an extremely brutal, well-built warrior carrying a number of different weapons and a shield. He wears light leather armor which has been stained by the blood of many battles. His face is grim and is usually twisted in a vicious, cold-blooded sneer.

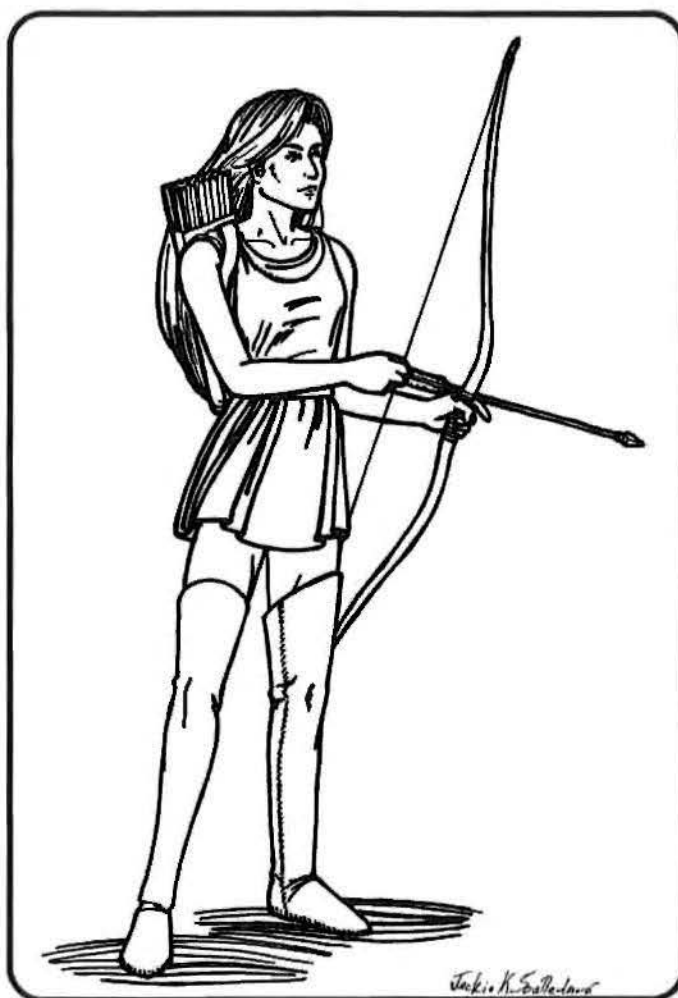


ARTEMIS (GODDESS OF THE HUNT)					
Val	Char	Cost	150+	Disadvantages	
45	STR	25	20	2x Effect from unnatural poison or gas attacks	
29	DEX	57	8	Enraged when flirted with	
28	CON	36	11- 11-		
15	BODY	10	8	Enraged when Apollo hurt	
20	INT	10	11- 11-		
21	EGO	22	15	Spoiled, used to getting what she wants	
15	PRE	5	15	Completely celibate	
26	COM	13	15	Loves her brother, Apollo	
29	PD	20	15	Overconfident	
27	ED	19	15	Will do anything for brother 8-	
7	SPD	31	50	Package Bonus Disadvantages	
17	REC	8	492	Immortal Bonus	
56	END	0			
47	STUN	0			
Cost		Powers			END
53	EC — Forest Powers				1
a-52	4d6 Cumulative Major Transform into forest animals				
b-36	8d6 Entanglement, Invisible Power Effects to vision, Trigger (can be changed each time, depends on type of snare), 0 END Cost, 1 Minute Extra Time, Only in forest (-1)				
c-17	6d6 Mind Control, Area Effect (Radius), x16 Extended Radius: 48 hex radius, 0 END Cost, Only vs. forest animals (-2)				3
28	Damage Resistance (29 PD, 27 ED)				
32	+16" Running (22" Total)				
30	Find Weakness with bow 15-				162
162	Olympian Package Deal				
	Equipment				
37	4d6 RKA, OAF (Bow and Arrows), 0 END Cost				15
15	Skills				
15	Stealth 21-				
15	Shadowing 17-				11
11	Tracking 17-				
6	KS: Sylvan flora/fauna 15-				
8	PS: Hunting 17-				8
8	Terrain Knowledge: forest 17-				
12	+6 OCV with bow				
OCV: 10; DCV: 10; ECV: 7; Phases: 2,4,6,7,9,11,12					
Costs:	Char	Powers	Total	Disadv.	Base
	256	+ 537	= 793	= 643	+ 150

Background: Artemis is the daughter of Zeus and Leto and is the twin sister of Apollo, the God of the Sun. She is, and always has been, loved by all the gods and, accordingly, is given whatever she asked for. From the cyclops Brontes she received a silver bow and a quiver which, magically, is always full of arrows.

Artemis is completely celibate and, in ancient times, demanded chastity from all of her followers. Once, Callisto, one of her companions, was seduced by Zeus. When Artemis discovered the affair, she became extremely angry and turned her former friend into a bear. The goddess would have hunted down and killed Callisto but for the intervention of Zeus. Another time, when the renowned hunter Actaeon saw Artemis bathing in a stream, she turned him into a stag and hunted him down with his own pack of hounds.

Personality: Because Artemis was the favorite of the gods and was given whatever she wanted, she is used to getting her own way and will become angry when her wishes are not fulfilled. She loves to hunt and has no compunctions about killing her prey, whether it is human or animal. Artemis does not believe in romantic love and is completely celibate. She is, however, very fond of her brother and will do virtually anything for him.



Current Activities: Although Artemis currently makes her home in Olympus, she can often be found in her personal "hunting grounds", which is a sub-dimension directly adjacent to Olympus. She patterned this sub-dimension after the forests of Earth, populating it with Terran flora and fauna as well as some species found only in Olympus' dimension. Artemis longs for the simpler times of ancient Greece when she was worshipped as a goddess and given everything she wanted. She finds the modern world difficult and complicated and, accordingly, enters it only rarely... to find worthwhile prey.

Powers and Tactics: Artemis possesses the ability to change human beings into forest animals (bears, foxes, squirrels, etc.). She is also able to control the minds of forest animals in a limited area. While in the forest, Artemis can set snares of various types which can be activated by a variety of triggers. Each snare takes approximately one minute to set. Artemis is a master archer and is even more skilled in the use of the bow than her brother. She is able to determine any weak points in her target's defenses.

Artemis likes to use her bow in battle, striking at her opponents from long distances. If directly threatened, however, she will transform her opponents into forest animals. If she has the opportunity to prepare for a battle ahead of time, Artemis will preset a series of snares and lead her opponents along the booby-trapped path.

Quote: "No, I do *not* come here often," as she reaches for her bow...

Appearance: Artemis appears to be a very beautiful young woman wearing a plain brown hunting tunic and high, leather boots. She is slender and graceful, and has long, auburn hair. She carries her silver bow slung across one shoulder and her magical quiver, which is always full of arrows, across the other.

ATHENA (GODDESS OF WISDOM, WARFARE)					
Val	Char	Cost	150+	Disadvantages	
50	STR	30	15	Secret Identity	
26	DEX	48	8	Enraged if innocents abused	
30	CON	40		11- 11-	
16	BODY	12	20	Honorable	
35	INT	25	15	Hatred of those who act dishonorably	
20	EGO	20		Protective of Innocents	
25	PRE	15	15	Chaste	
34	COM	12	10	Reputation for being honorable	
34	PD	24	10	11-	
34	ED	26		Rivalry with Ares	
6	SPD	24	10	Package Deal Disadvantages	
17	REC	6	50	Immortal Bonus	
60	END	0	412		
51	STUN	0			
Cost			Powers		END
34	Damage Resistance (34 PD, 34 ED)				5
16	Mental Defense (20 pts)				
45	Clairsentience with Retrocognition (sight, sound)				
50	4d6 Strength Aid, Ranged, Area Effect (Radius)				
	Equipment				
37	2d6 HKA, Ranged, No Range Penalties, 0 END Cost, OAF (Spear)				
8	Flash Defense (10 pts), Hardened, OIF (Helm)				
9	10" Knockback Resistance, OAF (Shield), Act 15-				
162	Olympian Package Deal				
	Skills				
20	Martial Arts				
	Maneuver	OCV	DCV	Damage	
	Throw	+0	+1	STR +v/5, falls	
	Hold	-1	-1	+10 STR for hold	
	Strike	+1	+3	STR Strike	
	Dodge	-	+5	vs. attacks	
	Escape	0	0	+15 STR vs. grabs	
	Weapons Element: Spear				
13	Tactics 21-				
6	KS: Ancient battles 15-				
3	Inventor 16-				
5	Astronomy 14-				
5	Geometry 14-				
16	+2 with all Combat				
4	+2 with spear				
OCV: 9; DCV: 9; ECV: 7; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	282	+	433	=	715
				=	565
				+	150

Background: Athena, who is the daughter of Zeus and the Titaness Metis, is a favorite of the King of the Gods. Although she is chaste, she is not as strict as Artemis. When a man named Tiresias saw Athena bathing, she merely blinded him, and compensated for his loss by bestowing upon him the gift of prophecy. Although she is very popular among the male gods (with the exception of Ares), Athena finds the other goddesses boring and is disliked by them.

Athena enjoys deeds of bravery and cunning and will often help those who seek to accomplish such feats. When the young hero Bellerophon prayed to her for aid in his quest to tame the Pegasus, she appeared to him in his sleep and gave him a golden bridle. Athena also helped many other great heroes, including Odysseus, Perseus, and Telemachus.

Personality: Athena is benevolent and merciful; she does not, like her rival Ares, take pleasure from savage battle. She prefers the finer aspects of combat, such as strategy and individual feats of bravery. Athena is very intelligent and has an active interest in the sciences. In ancient times, she was responsible for the invention of the bridle, the flute, astronomy, and geometry. The goddess is also interested in justice and will do everything in her power to ensure that every person is treated fairly.

Current Activities: Athena currently resides in Olympus. She is shocked by modern warfare and, unlike Ares, abhors the mass, indiscriminate slaughter which accompanies it. She has adopted a secret identity and is actively involved (both legally and illegally) in the nuclear disarmament movement. The goddess still aids those who perform feats of valor and may, from time to time, offer help to deserving player characters.

Powers and Tactics: Athena possesses the ability of clairsentience and is able to perceive past events. She is also able to enhance the strength of several people in a limited radius. Athena carries a magical spear which, when thrown, returns unerringly to her. She wears a helm which protects her from flash attacks and carries a shield which is able to absorb the impact of an incoming attack. Athena is a skilled hand-to-hand combatant and is knowledgeable in several areas of science.

Although she prefers to plan battles rather than actually participate in them, Athena is a skilled warrior and a formidable opponent. She makes use of various strategies and often patterns her plans of attack after strategies used in ancient wars. For example, Athena once employed a version of the "Trojan Horse" when she used her shape shifting powers to infiltrate her enemies, and then attacked them from surprise.

Quote: "These modern men do not fight wars — they simply engage in senseless, mindless slaughter! True warfare is an art, based on intelligence and strategy."

Appearance: Athena appears to be an imposing middle-aged woman wearing a long, white robe and a golden helm. She is very beautiful and has an expression which denotes benevolence but, at the same time, is stern and commands respect.



DEMETER (GODDESS OF AGRICULTURE)					
Val	Char	Cost	150+	Disadvantages	
35	STR	15	20	2x BODY from Fire Attacks	
21	DEX	33	20	2x BODY from Cold Attacks	
28	CON	36	5	Enraged if plantlife is purposefully destroyed 8- 11-	
14	BODY	8	15	Loves daughter, depressed when she is away	
15	INT	5		Dislikes killing	
17	EGO	14	15	Dislikes violence, will avoid combat if possible	
15	PRE	5		3d6 from intense heat or cold	
22	COM	6	15	Package Deal Disadvantages	
27	PD	20	20	Immortal Bonus	
25	ED	17			
5	SPD	19	50		
14	REC	6	444		
70	END	7			
41	STUN	0			
Cost			Powers		END
38	Elemental Control (Agricultural Powers)				
a-112	50 STR Telekinesis, Area Effect (Hexes), x4 Area: 30 hexes, ½ END Cost, Only when plant life is present (-½)				9
b-32	4d6 RKA, Area Effect (Radius): 12 hex radius , ½ END Cost, No Range, Only vs. plantlife (-2)				7
c-66	5d6 Entanglement, Area Effect (Hexes): 20 hexes, ½ END Cost, Only when plant life is present				6
d-25	6d6 Healing, Area Effect (Radius): 12 hex radius, Only vs. plants				7
e-42	Change Environment to aid plant growth, 128 hex radius				8
26	Damage Resistance (27 PD, 25 ED)				
32	8", 8 DEF Tunneling, Can close tunnel behind her, Only through the Earth or vegetation (-¼)				4
20	N-Ray Vision, Sees through Earth/plantlife				
162	Olympian Package Deal				
	Skills				
8	Agriculture 17-				
OCV: 7; DCV: 7; ECV: 6; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	191	+	563	=	754 = 604 + 150

Background: Demeter is the daughter of the deposed Titan Cronus and his wife, Rhea. Soon after the Council of Zeus, Hades decided to kidnap a wife because of his disappointment at being named the Ruler of the Underworld. He chose the beautiful daughter of Demeter and Zeus, a young goddess named Kore, and brought her to Tartarus to be his wife. Demeter was devastated by her daughter's disappearance and searched throughout the Earth for Kore, neglecting her duty as the protector of the Greeks' crops. The Sun-God Apollo, fearing that the Greeks would starve, revealed to Demeter the identity of Kore's abductor. After a series of complex negotiations, it was decided that Kore would live with her mother for eight months of the year and in Tartarus for four, during the winter.

Personality: Demeter has a gentle and affectionate nature and has a great deal of respect for all forms of life. She loves her daughter very much and, through Kore's periodic absence and return, knows pain as well as joy. Demeter is a pacifist and will avoid combat whenever possible.



Current Activities: Demeter dislikes journeying to the Earth because of the horrifying effects that modern man has had on the environment (pollution, global warming, etc.). Although she has had very limited involvement with environmental movements such as Greenpeace and the World Wildlife Fund, she usually remains in Olympus' dimension and resides there with her daughter. During the winter, however, when Kore lives in Tartarus, Demeter is despondent. She constantly searches for a way to have her beloved daughter remain with her year-round.

Powers and Tactics: Demeter can control all forms of vegetation. Although she cannot create plantlife, she is able to make it grow very quickly and to unnatural proportions. Accordingly, she is able to utilize her Telekinesis and Entanglement powers even when there is only a very small amount of vegetation present. The goddess can destroy and heal plantlife and may do so inadvertently, depending on her state of mind. Finally, Demeter can both tunnel and see through the Earth and vegetation.

Demeter is a pacifist and tries to avoid involvement in combat. If she does become embroiled in a battle, however, she will attempt to use her powers to incapacitate her attackers then will flee at the earliest opportunity.

Quote: "Mankind has destroyed, in a few hundred years, what took millions of years to perfect. Sometimes I fear for the future of this planet..."

Appearance: Demeter is a beautiful, matronly goddess with delicate features and long, flaxen hair. She wears a simple green robe, a veil, and a crown made from ears of corn.

DIONYSUS (GOD OF WINE)					
Val	Char	Cost	150+	Disadvantages	
40	STR	20	20	2x Effect from fire attacks	
26	DEX	48	15	Loves to be worshipped	
33	CON	46	15	Epicurean attitude, doesn't take anything seriously	
17	BODY	14			
10	INT	0	15	Fear of fire	
15	EGO	10	10	Prankster	
20	PRE	10	50	Package Deal Disadvantages	
18	COM	4	445	Immortal Bonus	
30	PD	24			
30	ED	23			
6	SPD	24			
15	REC	4			
66	END	0			
49	STUN	0			
Cost			Powers		END
75	30 STR Telekinesis, Area Effect (Hexes): 18 hexes, ½ END Cost, Wood or vines must be present (-½)				5
67	4d6 INT Drain, Ranged, -3 levels on Time Chart (regains 5 pts per hour), ½ END, Can only drain down to INT 5 (-½)				4
75	2d6 Transform into anything, Cumulative				7
30	Damage Resistance (30 PD, 30 ED)				
2	Change Environment — Creates Alcohol, OAF (Goblet)				
9	Immunity to alcohol, Usable By 8 Others at Range				
162	Olympian Package Deal				
	Equipment				
9	+4d6 Hand-to-Hand Attack, 0 END Cost, OAF (Thyrsus)				
40	10" Teleportation, x2048 Distance, 2 Floating Locations, 0 END Cost, Only from one plant to another (-1) OAF (Thyrsus)				
	Skills				
7	PS: Wine-making 16-				
7	KS: Fine food and drink 16-				
10	+2 with Ranged Combat				
4	+2 with Thyrsus HA				
OCV: 9; DCV: 9; ECV: 5; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	223	+ 497	= 720	= 570	+ 150

Background: Dionysus is the son of Zeus and Semele, the Princess of Thebes. Dionysus had a human wife, Ariadne, whom he rescued from a barren island on which she had been left by the hero Theseus. Ariadne died soon after her marriage to the Dionysus, however, and he was heartbroken for a time.

Dionysus loves to travel and, on one of his wanderings, taught the Greeks how to change the juice of the grape into wine. Another time, he sailed with a band of pirates that mistook him for a prince and, hoping for a ransom, tried to capture him. They soon found that no bonds could hold him, however, and abandoned their ship when grape vines started growing from the mast. As the pirates entered the water, Dionysus used his powers to change them into dolphins.

Personality: Dionysus believes in the Epicurean philosophy ("Eat, drink, and be merry, for tomorrow you may die") and lives every day joyously, as if it is his last; he rarely stops to consider the consequences of his actions. He loves to travel among humans and is more sympathetic toward them than most other gods because of his parentage and the fact that he was raised among the Greeks. Dionysus is a notorious practical joker, however, and can, at times, be cruel and deceptive.



Current Activities: Dionysus can usually be found wandering the Earth, joyously experiencing the wonders of the modern world. Some of his favorite haunts include New Orleans (during Mardi Gras), New York City (on New Years Eve), and Rio de Janeiro. He is well known among the "hip" crowds in Los Angeles and Chicago. Dionysus makes no effort to hide his true identity and is simply looking for a good time. If he is needed, however, he will return to Olympus to help his fellow gods.

Powers and Tactics: Like Demeter, Dionysus is able to cause vegetation to grow and follow his commands. He, however, needs only wood or vines (dead or alive) to make his powers work, while the Goddess of Agriculture requires living vegetation. Dionysus also possesses the ability to make people intoxicated (the INT Drain) and can transform his opponents into any object he desires. He is immune to the effects of alcohol and can share this immunity with up to eight others.

Dionysus carries the Thyrsus, a magical staff which is entwined with grape vines. The staff adds to his damage in hand-to-hand combat and allows him to teleport himself from one plant to any other (within his range, of course). Dionysus uses the Thyrsus in battle to pummel his opponents after he has intoxicated them. If fighting a group of enemies, he will usually use his Telekinesis and, if losing badly, he will use his staff to escape.

Quote: "Ho ho ho! I've won again! Humans have such weak constitutions; just twenty-six drinks and they're out cold."

Appearance: Dionysus appears to be a handsome youth wearing a short white robe, a green cloak and a crown of ivy. His wavy, sandy-blond hair reaches his shoulders.

HEPHAESTUS (GOD OF THE FORGE)					
Val	Char	Cost	150+	Disadvantages	
75	STR	55	10	2x Effect from Flash Attacks	
18	DEX	24	15	1 1/2x STUN, 2x BODY from	
35	CON	50		Cold Attacks	
18	BODY	16	8	Enraged if he finds Aphrodite	
15	INT	5		with another man 8- 11-	
10	EGO	0	15	Obsessed with his work	
20	PRE	10	15	Loves Aphrodite, extremely	
8	COM	-1		jealous of her other lovers	
34	PD	19	15	Vengeful	
30	ED	21	10	Pretends to be dull-witted	
5	SPD	22	10	Lame, -5" Running	
22	REC	4	10	Reputation being dull-witted 11-	
70	END	0	50	Package Deal Disadvantages	
71	STUN	2	329	Immortal Bonus	
Cost	Powers			END	
40	4d6 NND EB (vs. Intense Heat Safe Environment or the possession of cold powers) Area Effect (4" Radius), No Range			6	
32	Damage Resistance (34 PD, 30 ED)				
30	3/4 Resistant Energy Damage Reduction, Only against Heat-based attacks (-1)				
5	Infrared Vision				
25	Change Environment (Create Heat), 16 hex radius, 0 END Cost, No Range				
3	Life Support: Immunity to Intense Heat				
162	Olympian Package Deal				
	Equipment				
37	Multipower (75 pt Reserve), OAF (Hammer)				
4 u	2 1/2d6 HKA (5d6 with STR), 0 END Cost			7	
4 u	10d6 Physical EB with No Range Penalty				
4 u	Missile Deflection, At any target, +12 to Roll				
2 u	2 1/2d6 Cumulative Transform into metal objects, Only vs. metal			7	
4	+3" Running (4" Total), OIF (Leg Supports)				
	Skills				
22	Weaponsmith 19- (Common/Uncommon Melee Weapons, Common/Uncommon Missile Weapons)				
11	Mechanics 15-				
8	PS: Blacksmith 17-				
8	PS: Armorer 17-				
6	PS: Goldsmith 15-				
4	+2 OCV with hammer				
OCV: 6; DCV: 6; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	227	+ 410	= 637	= 487	+ 150

Background: Hephaestus, the lame God of the Forge, is the son of Zeus and Hera. When he participated in a failed attempt to overthrow Zeus, he was thrown from Mount Olympus and exiled to the island of Lemnos. Hephaestus remained there and set up a forge, where he began to produce wonderful pieces of jewelry. When Hera saw the nymph, Thetis, wearing some of the jewels, the Goddess of Marriage demanded that Thetis reveal the identity of the jewels' creator. After Thetis did so, Hera summoned Hephaestus back to Olympus and convinced Zeus to allow him to marry Aphrodite, the Goddess of Love. Hephaestus quickly established two new forges, one in Olympus and the other on Mount Aetna, in Sicily.

Personality: Hephaestus is completely absorbed in his work and, consequently, pays little attention to his wife. He is kind, hard-working and humble, and is respected by the other gods because of his metalworking abilities. Although he is basically gentle and dislikes violence, he will go to any lengths to avenge wrongs against him. Hephaestus is not stupid, but he feigns dumbness because he feels that, due to his appearance, people expect it of him.

Current Activities: Hephaestus cares little for the modern world and simply wants to continue his work. Hera has successfully (and without his knowledge) sold some of his works for very high prices, and there is much curiosity among art collectors about who this anonymous new craftsman is. Currently, he only uses the forge in the city of Olympus because the other two have long since fallen into a state of disrepair.

Powers and Tactics: Because of his work, Hephaestus is incredibly strong; his strength even exceeds that of Zeus. The God of the Forge possesses the ability to generate intense heat around himself. Hephaestus himself is almost completely immune to heat and heat-based attacks. He carries a mighty hammer which can either be wielded in hand-to-hand combat, as a killing attack, or at range (it can be thrown). Hephaestus has been lame since he was thrown by Zeus from the peak of Mt. Olympus. Accordingly, he often makes use of golden leg supports which enable him to walk.

In battle, Hephaestus will usually engage his opponent in hand-to-hand combat, taking advantage of his great strength. If he is outnumbered and surrounded by his foes, he will make use of his ability to generate scorching heat. When losing, Hephaestus will retreat to a safe distance then will strike at his opponents from afar with his magical hammer.

Quote: "With my hammer and anvil I can make anything you need. What's your pleasure?"

Appearance: Hephaestus appears to be a rather unattractive, middle-aged man with a heavy beard and a thick, muscular frame. He wears a short, sleeveless tunic which is almost always covered by the soot and grime of the forge.



HERMES (MESSENGER OF THE GODS)					
Val	Char	Cost	150+	Disadvantages	
40	STR	20	15	Berserk if bound 14- 14-	
32	DEX	66	10	Mischievous, prankster	
30	CON	40	15	Protective of Innocents	
16	BODY	18	15	Thieving	
20	INT	10	10	Dislikes Killing	
12	EGO	4	5	Reputation for being a thief 8-	
15	PRE	5	50	Package Deal Disadvantages	
20	COM	5	590	Immortal Bonus	
31	PD	23			
30	ED	21			
7	SPD	28			
14	REC	4			
60	END	0			
46	STUN	0			
Cost	Powers			END	
30	Damage Resistance (31 PD, 30 ED)				
40	+20 Running (26" Total)				
3	Speed Reading				
10	360 degree Vision				
15	Missile Deflection 15-				
162	Olympian Package Deal				
	Equipment				
120	40" Flight, x32 Noncombat Speed, 0 END			8	
	Cost, IIF (Winged Sandals)			0	
29	Faster-Than-Light Travel (1 LY per hour), IIF (Sandals)			0	
60	Invisibility to Sight and Hearing Sense Groups, No Fringe, 0 END Cost, IIF (Magical Helmet)			0	
22	6d6 Healing, 0 END Cost, OAF (Caduceus)			0	
	Skills				
15	Navigation 17-				
5	Acrobatics 17-				
5	Sleight of Hand 17-				
5	Lockpicking 17-				
7	Inventor 15-				
7	Persuasion 14-				
4	Astronomy 13-				
7	Gambling 13-				
8	KS: Practical Jokes 17-				
4	PS: Musician 13-				
8	+4 with Move-by				
OCV: 11; DCV: 11; ECV: 4; Phases: 2,4,6,7,9,11,12					
Costs:	Char	Powers	Total	Disadv.	Base
	244	+	566	=	810 = 660 + 150

Background: Hermes, the Messenger of the Gods, is the son of Zeus and the nymph Maia. Once, when Hermes found a herd of cattle, he stole them, unaware that they belonged to Apollo. The God of the Sun had no clue to the thief's identity until he saw young Hermes playing an instrument, the lyre, whose strings were made from cow-gut. Apollo confronted Hermes and the latter confessed, compensating for the theft by giving Apollo the lyre.

Hermes is very helpful and has been known to aid both gods and heroes. Once, for example, when the pair of giants known as the Aloadae imprisoned Ares, Hermes silently came by night and freed the War-God. Some time later, when the hero Odysseus sought to free his crew from the witch Circe, Hermes gave him a magical herb which made the hero immune to Circe's powers. Additionally, he helped Perseus by giving him a magical, unbreakable sword which the hero used to slay Medusa, a monstrous, snake-haired Gorgon.

Personality: Hermes is charming and friendly and, despite his mischievous nature, is well-liked by all the gods. He is very clever and has invented, among other things, the lyre and the Greek alphabet. Although he is not a kleptomaniac, Hermes is somewhat light-fingered and occasionally takes things which don't belong to him. He doesn't do so maliciously; it's simply his nature.

Current Activities: Hermes is fascinated by the twentieth century and is especially interested in modern technology. He serves as the Messenger of the Gods and enjoys playing practical jokes on his fellow Olympians (his latest was a failed attempt to get Cerberus on David Letterman's Stupid Pet Tricks). Hermes can also be found admiring (and sometimes inadvertently "borrowing") hi-tech devices. The United States government was, unfortunately, not very understanding when Hermes stowed away on the maiden flight of the Stealth Bomber. Of course, they officially deny that the incident ever happened.

Powers and Tactics: Hermes' only real abilities are his extraordinary speed and manual dexterity. He does, however, carry several magical devices which impart to him various other abilities. His winged sandals allow him to fly at tremendous speeds; specifically, eight thousand times the speed of light (outside the Earth's atmosphere). His Caduceus, which is a winged staff entwined with two snakes, bestows upon him the ability to heal the wounds of himself or others. Finally, his magical helmet allows him to render himself invisible to virtually all forms of sight and hearing. Hermes possesses many talents, including navigation, acrobatics and several skills which are associated with thievery.

In battle, Hermes will usually turn himself invisible then will decimate his opponents with multiple move-bys. If seriously injured, he will simply use his incredible speed to escape.

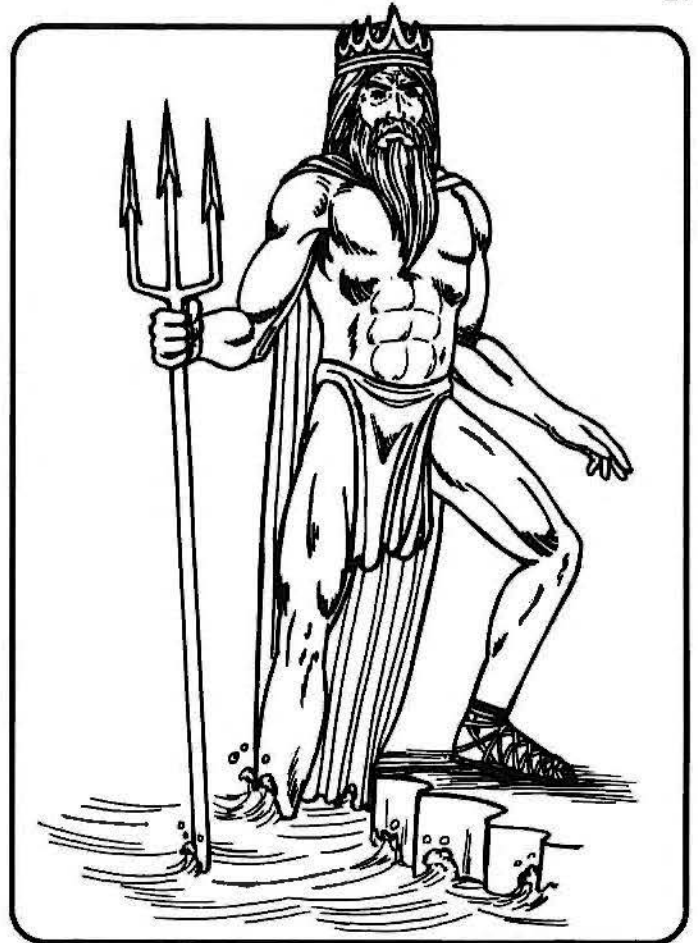
Quote: "(Kaboom!) Ha — I really got you that time! Uh, Zeus, now don't get mad, it was only a joke..."

Appearance: Hermes appears to be a handsome, athletic young man with blond hair and a clean-shaven face. He wears a short kilt, a blue cloak, winged sandals, and a helmet.



POSEIDON (RULER OF THE SEAS)					
Val	Char	Cost	150+	Disadvantages	
65	STR	45	20	2x Effect from heat-based attacks	
23	DEX	39			
40	CON	60	10	Enraged if humiliated 14- 11-	
20	BODY	20	8	Enraged if his authority is questioned 11- 11-	
15	INT	5			
23	EGO	26	10	Jealous of Zeus' power and position	
35	PRE	25			
16	COM	3	15	Megalomania	
34	PD	21	20	Quick-tempered	
33	ED	23	15	Greedy, ambitious	
6	SPD	27	10	Rivalry with Zeus	
19	REC	0	5	1d6 Unluck	
80	END	0	50	Package Deal Disadvantages	
70	STUN	2	673	Immortal Bonus	
Cost	Powers			END	
65	EC — Water Control				
a-35	30 STR Telekinesis, Area Effect (Any), 72 Hexes, Only vs. Water (-1), ½ END Cost				4
b-72	+30" Swimming (32" Total), x32 Noncombat Multiple, Usable By 8 Others at the same time, 0 END Cost				
c-32	8d6 Telepathy, Area Effect (Radius): 64 hex radius, Only vs. sea creatures, ½ END Cost				6
90	12d6 Explosion with Variable Hole in the Middle, Loses 1 DC per 2", No Range				13
33	Damage Resistance (34 PD, 33 ED)				
20	N-Ray Vision, Sees through water				
22	Life Support: May Breathe Underwater, immune to Intense Cold and High Pressure, Usable by 8 Others				
3	Bump of Direction				
162	Olympian Package Deal				
	Equipment				
75	Multipower (150 pt Reserve), OAF (Trident)				
7 u	5d6 RKA, No Range Penalties, 0 END Cost				
7 u	15d6 EB, +5d6 (Only to Spread), 0 END Cost				
2 u	2 ½d6 HKA, 0 END Cost				
	Skills				
15	Navigation 17-				
9	Riding 17-				
8	KS: Oceans 17-				
8	KS: Ocean life 17-				
6	KS: Horses 15-				
16	+2 with all combat				
3	+1 with Trident				
OCV: 8; DCV: 8; ECV: 8; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	296	+	690	=	986
				=	836
				+	150

Background: Poseidon is the son of the Titans Cronus and Rhea and is the brother of both Zeus and Hades. His wife, the goddess Amphitrite, is similar to Hera in that she is very jealous of her husband. Poseidon, whose power is second only to Zeus', is very ambitious and is not content with his dominion over the seas. In ancient times, he sought possession of Athens and challenged its patron goddess, Athena, to single combat to gain it. Zeus intervened, however, and established a council of gods to decide the city-state's fate. The council sided with Athena, since she had given the city a superior gift, an olive tree (Poseidon had given it a well of sea water). Poseidon also tried to infringe on other gods, including Athena, Zeus, Dionysus, and Hera. He was very rarely successful in his attempted conquests.



Personality: Poseidon is aggressive, greedy and prone to rages. He considers himself to be Zeus' equal and has the ultimate goal of succeeding Zeus as the Ruler of the Gods. He is currently unable to realize this goal, however, because he fears his brother's deadly thunderbolts.

Current Activities: Poseidon lives in his undersea palace, which he restored after the gods' two thousand year absence from Earth. He is continually searching for a way to overthrow his brother and assume control of the gods.

Powers and Tactics: Poseidon possesses the ability to generate small Earthquakes (his explosion) and uses this power to great effect. As the Ruler of the Seas, he is able to control great volumes of water and can swim through the ocean with amazing speed. He is also able to impart his water-breathing and swimming abilities upon up to eight other beings who touch him. Poseidon can see clearly in even the deepest waters and possesses an innate sense of direction. He carries a large trident which, in addition to its use in hand-to-hand and ranged combat, can project powerful bolts of energy.

Poseidon is skilled in the art of navigation and possesses a great deal of knowledge about horses. Although he has been credited with the creation of horses, he merely discovered them elsewhere in the world and brought them to the ancient Greeks.

In a land battle, Poseidon will initially generate an Earthquake to disorient his opponents then will attack with his trident, either in hand-to-hand combat or at range. In the sea, he will use his telekinesis to achieve a similar effect then he will use his trident.

Quote: "I am now the Ruler of the Seas. But for my meddlesome brother, I would rule the gods as well!"

Appearance: Poseidon appears to be a majestic, older man with unkempt hair and a long, white beard. He wears only a loincloth, a cloak, and a large, golden crown.

HADES (GOD OF THE UNDER WORLD)					
Val	Char	Cost	150+	Disadvantages	
60	STR	40	10	2x Effect from Flash attacks	
21	DEX	33	10	2x STUN from light-based attacks	
35	CON	50		Berserk if dead spirit leaves Tartarus	
20	BODY	20	20	Tartarus 14- 11-	
15	INT	5		Perpetually gloomy	
28	EGO	36	15	Bitter about his assignment to Tartarus	
40	PRE	30	15	Loves Kore, his wife	
10	COM	0		Disdain for mortals	
34	PD	23	15	3d6 STUN from Flash attacks	
33	ED	24	15	Package Deal Disadvantages	
6	SPD	29	15	Immortal Bonus	
17	REC	0	50		
70	END	0	681		
67	STUN	3			
Cost			Powers		END
75	Elemental Control (Darkness Powers)				
a-75	6" Radius Darkness to Sight, Hearing, Radio, Smell/Taste Sense Groups, 0 END Cost				
b-50	40 STR Telekinesis, Area Effect (Radius), Selective Target, ½ END Cost, 14- Activation				6
c-75	5d6 RKA, Damage Shield, 0 END Cost				
33	Damage Resistance (34 PD, 33 ED)				
40	Clairsentience, x256 Range, Only functions in Tartarus (-½)				
73	Summon spirits of the dead (up to 256 200 pt Characters), Only in Tartarus				11
30	Strength Affect Desolidified				
20	N-Ray Vision, Sees through Darkness				
162	Olympian Package Deal				
	Equipment				
50	Invisibility to Sight and Sound Sense Groups, No Fringe, 0 END Cost, OIF (Helmet)				
	Skills				
8	KS: Ways to die 17-				
8	+4 OCV with Grab				
OCV: 7; DCV: 7; ECV: 9; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	293	+	699	=	992
				=	842
				+	150

Background: Like his brothers Zeus and Poseidon, Hades is the son of Cronus and Rhea. In the Council of Zeus, he was given dominion over Tartarus, the Underworld, a bleak, dark place which houses the spirits of the dead. Hades was embittered at being appointed the Ruler of the Underworld and, in his anger, kidnapped the daughter of Demeter to be his wife. He does not often leave Tartarus, but once, when he did depart, he attempted to seduce a nymph named Minthe. His wife found out and destroyed the beautiful young nymph.

Hades does not allow the spirits of the dead to escape and, to help serve this purpose, he created Cerberus, a giant three-headed dog. When the dead enter his realm, Hades forces them to drink from the river Lethe, which causes them to forget their past lives and become subservient to him. In ancient times, the god often abducted the spirits of those who were near his enemies, simply to spite his foes.

Personality: Hades is eternally gloomy and was so even before he was given the rulership of the underworld. Although he dislikes most of the other Olympians and despises mortals, he does love Kore, whom he calls Persephone. He treats her with great kindness.



Current Activities: Hades currently dwells in the underworld and hardly ever leaves it. Because he very rarely gets new souls these days, he spends most of his time tending to those who died long ago. Like Hephaestus, he cares little for the outside world and prefers to concentrate on his work.

Powers and Tactics: Hades is able to generate and control a mystical darkness which can, in addition to obscuring the five human senses, manipulate objects that lie within it. Hades also has an "aura of death" which does lethal damage to any who touch or are grabbed by him. Hades is able to see through virtually any form of darkness and is constantly aware of everything that occurs in his realm. Because of the power loss that accompanied the reopening of the rift, Hades is currently unable to claim new human souls.

In battle, Hades likes to surround himself with his darkness and use its telekinetic properties to bring his enemies to him. He will then grab his opponents, using his aura to kill them one by one. If he is fighting in his realm, he will often summon the spirits of the dead to aid him.

Quote: "Death must, in the end, come to all mortals. Why delay the inevitable?"

Appearance: Hades appears to be a large, darkly majestic man with swarthy skin, a jet-black beard and flaming red eyes. He always wears black and has a stern, doleful look on his face.

CHARON (FERRYMAN OF THE DEAD)					
Val	Char	Cost	150+	Disadvantages	
40	STR	20	5	1 1/2x Effect from Flash Attacks	
24	DEX	42	15	Brutal, sadistic	
33	CON	46	15	Loyal to Hades	
16	BODY	12	15	Always keeps his word	
10	INT	0	5	1d6 Unluck	
10	EGO	0	50	Package Deal Disadvantages	
15	PRE	5	242	Immortal Bonus	
8	COM	-1			
20	PD	12			
18	ED	9			
6	SPD	26			
14	REC	2			
90	END	12			
60	STUN	12			
Cost			Powers		END
15	1/2 END Cost for STR				
19	Damage Resistance (20 PD, 18 ED)				
10	Mental Defense (12 points)				
5	Infrared Vision				
15	Mental Link to Hades, Any distance or dimension				
162	Olympian Package Deal				
	Equipment				
9	+4d6 HA, 0 END Cost, OAF (Pole)				
6	2" Stretching, 0 END Cost, Linked to HA, OAF (Pole)				
40	1/2 Physical & Energy Resistant Damage Reduction, OIF (Cloak)				
	Skills				
10	+2 with Hand-to-Hand Combat				
8	PS: Boatman 17-				
1	Transport Fam: Boats				
OCV: 8; DCV: 8; ECV: 3; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv.	Base
	197	+	300	=	497
				=	347
				+	150

Background: Charon is responsible for the passage of the spirits of the dead across the river Styx, a wide body of water which lies directly inside the gate to Tartarus. In ancient times he charged a fare of one coin, but he no longer requires payment for his services. If any living beings attempt to cross the river via his ferry, he will attack them immediately. His boat is the only way across the river, since contact with its waters can cause lethal damage.

Personality: Charon is brutal and harbors a fierce hatred of humans. Despite his sadistic nature, he is subservient to Hades and will never break a promise.



Current Activities: Charon cares nothing for the outside world and exists solely to serve his master, Hades. He is somewhat eccentric, a condition which is the result of his living in the Underworld for so many years.

Powers and Tactics: Charon's pole, which meant to propel his boat, can also be used as a weapon. Charon wears a magical cloak which absorbs a good deal of the damage caused by attacks directed against him.

In battle, Charon likes to use his pole to prod his enemies, forcing them into the river Styx.

Quote: "Those who cross the River Styx never return!"

Appearance: Charon is an ugly, balding, grey-bearded old man. He wears a brown shirt and pants, a cloak, and a round hat.

AEOLUS (GOD OF THE WINDS)

STR 40 DEX 32 CON 28 BODY 15 INT 10
 EGO 10 PRE 15 COM 16 PD 28 ED 25
 SPD 7 REC 15 END 60 STUN 45

Powers and Skills: Elemental Control (Winds), slots: a-30" Flight Usable By 4 Others at Range, x4 Noncombat Move, 0 END Cost; b-30 STR Telekinesis, Area Effect (Hexes), Completely Invisible, 1/2 END Cost; c-8d6 EB, Double Knockback, Completely Invisible, 1/2 END Cost; Damage Resistance (28 PD, 25 ED); Olympian Package Deal; +2 with EB

150+ Disadvantages: Enraged if bound 11- 11-; Protects Innocents; Claustrophobia; Package Deal Disadvantages; Immortal Bonus

Background: Aeolus is the son of Hippotas and is married to Cyane. He once tried to help the hero Odysseus by creating wind for the Odysseus' ship, but he made a mistake and the ship blew off course. Aeolus often serves Hera, the Queen of Heaven, and lives on a floating island.

Personality: Aeolus is very friendly and will do his best to help those in need.

Current Activities: Aeolus is fascinated by modern aircraft and often waves when a plane passes his floating island. When not serving his mistress he can usually be found on his island soaring through the Earth's lower atmosphere.

Powers and Tactics: Aeolus possesses the ability to control the winds and can use them to achieve a variety of effects. In battle, he often uses his telekinesis to lift his opponents into the air, then drops them from great heights.

Appearance: Aeolus is youthful and attractive, and has dark brown hair and a beardless face. He wears long, white robes which are constantly in motion, as if blown by a never-ending breeze.

AMPHITRITE (QUEEN OF THE SEA)

STR 30 DEX 23 CON 25 BODY 13 INT 15
 EGO 20 PRE 15 COM 24 PD 25 ED 25
 SPD 5 REC 12 END 50 STUN 40

Powers and Skills: Damage Resistance (25 PD, 25 ED); +18" Swimming; Desolidification, Cannot pass through solid objects, 0 END Cost; N-Ray Vision, Sees through water; Breathes Underwater; Olympian Package Deal; 2d6+1 AP RKA, No Range Penalties, OAF (Trident); +2 with Trident.

150+ Disadvantages: 2x effect from Heat-based Attacks; Vindictive; Jealous of Poseidon's lovers; Dependence on water, 3d6/hour; Package Deal Disadvantages; Immortal Bonus.

Background: Amphitrite is the daughter of Oceanus and Tethys, and is the leader of the Nereids. Long ago, when the god Poseidon saw her dancing, he took her and asked for her hand in marriage. At first, she refused, but she eventually agreed to the marriage and, consequently, became the Queen of the Seas. Amphitrite is like Hera in that she is very jealous of her husband's many lovers.

Personality: Although Amphitrite is basically kind, she can be very cruel to those who wrong her. She has an independent spirit and even maintains her own undersea palace, separate from her husband's.

Current Activities: Amphitrite shares her husband's lust for power and is currently plotting with him to overthrow Zeus.

Powers and Tactics: Amphitrite is able to swim very quickly and, like her husband, carries a magical trident. She is also able to turn herself into water (her Desolidification). In battle, she will generally attack her foes from a safe distance with her trident. If directly threatened, she will assume her aqueous form and escape.

Appearance: Amphitrite is very beautiful and, like the Nereids, has pale blue skin and long, silver hair. She usually wears nothing but a golden, shell-encrusted crown.



EROS (GOD OF LOVE)

STR 30 DEX 35 CON 25 INT 10 EGO 14
 PRE 10 COM 26 PD 25 ED 22 SPD 7
 REC 10 END 50 STUN 42 BODY 13

Powers/Skills: Damage Resistance (25 PD, 22 ED); Multipower (131 point Reserve), OAF (Arrows), slots: u-15d6 Mind Control, Only to make target love or hate another person, Telepathic command, Attack roll based on DEX instead of EGO, 8 Continuing Charges, No Range; u-35d6 Dispel vs. Mind Control, Only works against first slot, 8 Charges, No Range; Range on MP, OAF (Bow); 15" Flight, Wings (not focus but can be interfered with); Invisibility to Sight Group, No Fringe, 0 END Cost; Olympian Package Deal; PS: Matchmaking 11-; +3 with Bow.

150+ Disadvantages: Troublemaker; Fascinated by Love; Hunted by Heracles 8- (Mildly Punish); Package Deal Disads; Immortal Bonus.

Background: Eros is the son of Hermes and Aphrodite. He is notorious for his pranks and has used his arrows on Heracles, Apollo, Zeus, Aphrodite and, of course, mankind.

Personality: Eros is very mischievous and loves to play pranks on both gods and humans. His charming demeanor belies his cruel, childlike nature.

Current Activities: Eros is still up to his old tricks, creating havoc with his magical arrows. One of the most famous examples of his handiwork is the marriage of Billy Joel and Christie Brinkley (so that explains it!).

Powers and Tactics: Eros possesses a bow and a magical quiver which fills up with three types of arrows each day. The first two arrows, Love and Disdain, cause their target to either love or hate any one person selected by Eros. The third type, Dispel, dispels the effects of the other two arrows. One of Eros' favorite tricks is to strike one person with a Love arrow and another, the person that the first target was ordered to love, with a Disdain for the first person. Eros is also able to turn himself invisible and, with his wings, can fly.

Quote: "Senator Jesse Helms and Jane Fonda. Now they would make an interesting couple!"

Appearance: Eros appears to be a handsome, winged teenager wearing a short kilt and sandals.

HECATE (GODDESS OF MAGIC)

STR 35 DEX 26 CON 28 BODY 13 INT 25
 EGO 20 PRE 30 COM 18 PD 20 ED 25
 SPD 6 REC 13 END 70 STUN 45

Powers and Skills: Magic Power Pool (100 points), Only change with bulky spell book; Damage Resistance (20 PD, 25 ED); Olympian Package Deal; Magic Skill 25-; KS: Demons 15-; KS: Magical Artifacts 15-; +2 with Magic Pool.

150+ Disadvantages: 2x effect from Flash Attacks; Selfish, Craves Power; Pessimistic; Hunted by CIRCLE 11-; 2d6 Unluck; Package Deal Disads; Immortal Bonus.

Background: Hecate, the patron goddess of witches, is the daughter of Perses and Asteria and is said to have invented sorcery. She rules the Crossroads, which is located in Olympus' dimension and is the best location for the practice of magic. Hecate is a good friend of Kore, the wife of Hades, and spends a great deal of time with her while Kore resides in Tartarus.

Personality: Although Hecate is not truly evil, she is very selfish and always looks out for her own best interest. She is also rather macabre and has a dark view of the world (one of her favorite pastimes is watching rats drown).

Current Activities: Hecate is currently attempting to recruit a coven of witches and is considering an alliance with the DEMON organization. Her primary goal is the augmentation of her own magical powers.

Powers and Tactics: Hecate is a very powerful sorceress and is able to use her magic to achieve a variety of effects. She is, however, effective in battle only when she has learned combat spells (from her spellbook) ahead of time.

Appearance: Hecate is a striking woman with inky, black hair and pale white skin. She always wears dark clothing; usually a plain, black robe.

NEMESIS (Goddess of Vengeance)

STR 45 DEX 26 CON 33 BODY 15 INT 10
 EGO 17 PRE 35 COM 14 PD 30 ED 30
 SPD 6 REC 18 END 66 STUN 55

Powers/Skills: Damage Resistance (30 PD, 30 ED); Mental Defense (30 points); Desolidification, 0 END Cost; 24" Flight, x8 Noncombat, Wings (Can be interfered with); 18d6 Mind Scan, +10 to Attack Roll, 0 END Cost; Olympian Package Deal; 2d6 HKA (4d6 w/STR), 0 END Cost, OIF (Scythe); 2d6+1 RKA, Area Effect (Cone), +1 STUN Modifier, Double Knockback, 1/2 END Cost, OAF (Scythe); +4 with HKA.

150+ Disadvantages: Seeks justice above all else; Emotionless; Obedient to Zeus; Mute; Reputation; Olympian Package Disadvantages; Immortal Bonus.

Background: Nemesis is the daughter of Nyx, the God of Night. She is the servant of Zeus and is sent to avenge wrongs committed against the King of the Gods. Nemesis also punishes the overindulgent and once, when a king named Croesus became too rich and powerful, she appeared to him and convinced him to attack his neighbor, a king named Cyrus. Both Croesus and his kingdom were devastated by the war.

Personality: Nemesis, who is an emotionless goddess, carries out her tasks with silent, single-minded determination. When not serving Zeus, she searches throughout the world for injustice and, when she finds it, rights it — with no mercy for the offender.

Current Activities: Nemesis has found much to punish in the modern world and is actively engaged in avenging wrongs. She is, in effect, a vigilante.

Powers and Tactics: Nemesis' primary weapon is her magical scythe, which can either be used in hand-to-hand combat or to create devastating, crescent-shaped energy "shockwaves". She also has the ability to fly and a very powerful mind scan.

Quote: "(Slice!)"

Appearance: Nemesis is a frightful, imposing goddess with white hair and dark, emotionless eyes. She wears a blood red robe and has large, black, bat-like wings.

PAN (GOD OF NATURE)

STR 40 DEX 32 CON 30 BODY 14 INT 10
 EGO 17 PRE 20 COM 10 PD 27 ED 23
 SPD 6 REC 17 END 60 STUN 50

Powers/Skills: +4d6 HA, 0 END Cost (Horns); Damage Resistance (27 PD, 23 ED); +15 PD, Only for move-throughs (Horns); +15" Running; +8" Superleap; 4d6 Telepathy, Emotions only, 0 END Cost, Only vs. (non-human) animals; Immunity to alcohol; Olympian Package Deal; 12d6 Mind Control, Only to make people like him, Invisible to Mental Sense Group, Area Effect (Radius), No Range, 0 END Cost, Visible to Sound Group, OAF (Syrinx); PS: Musician 15-; +4 with move-through; +4 with Mind Control.

150+ Disadvantages: Enraged if awoken 11- 11-; Dislikes civilization; Mischievous; Lazy; Distinctive Features; Package Deal Disadvantages; Immortal Bonus.

Background: Pan is the son of Hermes and the nymph Dryope. Although he is liked by the other Olympians (especially Dionysus), worship of him among humans did not spread beyond his home, Arcadia, until after he helped the Athenian forces at the Battle of Marathon.

Personality: Pan, the embodiment of nature, prefers the wilderness and animals to man and civilization. He is known for being lusty and mischievous and, although not particularly intelligent, he is rather cunning and clever. Pan naps frequently and becomes very irritated if awoken.

Current Activities: Pan deeply resents the tremendous growth of cities and civilization over the past two thousand years and can usually be found napping in some undeveloped area.



Powers and Tactics: Pan's main attack is his head-butting move-through, which he performs with great accuracy. He also possesses the syrinx, a set of magical pipes which make listeners well disposed towards the player. Finally, Pan is immune to the effects of alcohol and is able to sense and communicate the emotions of animals.

Quote: "Zzzzzzzzz..."

Appearance: Pan is rather short and, although he is human from the waist up, possesses the body of a goat from the waist down. He has a short beard, a pair of horns on his forehead, and cloven hooves.

SHORT WRITE-UPS

DEIMOS (God of Dread)**PHOBOS (God of Fear)****ERIS (Goddess of Discord)**

These three Olympians are the children of Ares, the God of War, and often accompany him into battle. They were rarely worshipped and are disliked by the other gods. Currently, they are reserve members of the Ravagers and occasionally accompany Ares on his mercenary missions.

HEBE (Goddess of Youth)

Hebe is the daughter of Zeus and Hera and was, in ancient times, married to the hero Heracles. She is the cup-bearer of the gods and often prepares their food and baths.

HESTIA (Goddess of the Home and Hearth)

Hestia is the daughter of the deposed Titan Cronus and his wife, Rhea. Hestia is very shy and reserved and does not like to get involved in disputes between the gods. Although she was courted by both Apollo and Poseidon, she chose to remain a virgin. Hestia is very beautiful and dignified and wears a long robe and a veil. Because she is the Goddess of the Home, she always remains in Olympus and has never seen the modern world.

KORE (Queen of the Underworld)

Kore is, as previously mentioned, the daughter of Demeter and the wife of Hades. She is happy and good-natured during the months that she is with her mother but, when residing in Tartarus, she assumes a much gloomier disposition. Kore possesses the same powers as her mother but to a lesser degree.

NIKE (Goddess of Victory)

Nike is the daughter of the Titan Pallas and Styx and, because of her valiant deeds in the battle against the Titans, was honored by Zeus with her title "the Goddess of Victory". She is a tall, winged, imposing goddess and was worshipped in Athens alongside the patron goddess of that city, Athena. Currently, she resides in Olympus with the Goddess of Wisdom.

TYCHE (Goddess of Fortune)

Tyche, the blind Goddess of Fortune, is the daughter of Zeus and represents the unpredictable nature of chance. She is small and slender and is looked down upon by the other gods.

OTHER GODS

This list of Olympian gods and goddesses is, obviously, incomplete. The GM should feel free to add other deities as he desires.



GREEK HEROES AND DEMIGODS

These are the brave men and women who performed valiant deeds are found throughout Greek mythology. Although most have long since died, several were favored by the gods and brought to Olympus before the rift was first closed (One, Circe, remained on her island and took no part in the battle). These heroes and demigods aided in the battle against the Titans and have reemerged with the gods, two thousand years later.

CIRCE (THE BLACK SORCERESS)					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	10	1 ½x STUN from Physical Killing	
29	DEX	57		Attacks	
18	CON	16	10	Vengeful	
10	BODY	0	10	Revels in use of powers	
25	INT	15	15	Ambitious, power hungry	
20	EGO	20	15	Distinctive Features: magical	
20	PRE	10		aura, concealable, noticed	
18	COM	4	10	Watched by Olympians 8-	
5	PD	3	205	Immortal Bonus	
8	ED	4			
6	SPD	21			
10	REC	8			
36	END	0			
24	STUN	0			
Cost			Powers		END
25	Force Field (25, 25), 10 Charges (Last one turn each), Incantations, Gestures, Full phase extra time, Requires Magic Roll				3
7	10" KB Resistance, Linked to Force Field, 10 Charges (Last one Turn each), Incantations, Gestures, Full phase extra time, Requires Magic Roll				
11	Mental Defense (15 points)				
32	15" Teleportation, x64 Distance, Floating Location, Incantations, Gestures, Requires Magic Roll				
30	Magic Power Pool (20 points)				
6	Life Support: Immune to disease and aging				
	Equipment				
67	Multipower (135 pt Reserve), OAF (Wand)				
7 u	6d6 Major Transform into animals, 0 END Cost				
7 u	30d6 Dispel vs. Transform, 0 END Cost				
	Skills				
11	Magic Skill 18-				
6	KS: Magical artifacts 15-				
8	+4 OCV with Transform				
Costs:	Char	Powers	Total	Disadv.	Base
	158	+ 217	= 375	= 275	+ 100

Background: Circe is the daughter of the witch-god Hecate and, although she is not a true goddess, she has used her magic to make herself immortal. She lives in her castle on the island of Aeaea, near Italy, and occasionally interferes in the affairs of mankind. In ancient times, when the hero Odysseus landed on her island, she transformed his entire party into pigs. Odysseus was aided by the god Hermes, however, and the spell was broken.

Personality: Although Circe is not truly evil, she is very ambitious and will do virtually anything to gain magical power. She is also very vindictive and does not forget wrongs committed against her.

Current Activities: Circe lives at Aeaea (as she has for the past two thousand years) and has only recently learned of the gods' return. Like Hecate, she is searching for a way to increase her magical powers.

Powers and Tactics: Circe is a sorceress of limited ability who has mastered the art of transformation. She directs her metamorphic powers through an ivory wand which she carries at all times. She is also able to generate a powerful protective field around herself and magically transport herself across long distances.



Circe generally avoids direct combat, preferring to strike at her opponents from surprise. If she does become involved in a battle, she will erect her Force Field and make use of her Transformation powers. If faced with overwhelming odds, she will usually teleport to safety.

Quote: "Don't complain. At least I'm giving you your choice of animal!"

Appearance: Circe appears to be a hauntingly beautiful, middle-aged woman with sharp features and long, dark hair. When appearing to mortals, she always wears black.

ATALANTA (HEROINE)

STR 15 DEX 23 CON 18 BDY 10 INT 15
 EGO 10 PRE 10 COM 18 PD 8 ED 5
 SPD 5 REC 8 END 36 STUN 27

Powers/Skills: +5" Running; Life Support: Immune to aging; 3d6 RKA, 20 Charges, OAF (Bow and Arrows); 1d6 HKA (2d6 with STR), 0 END Cost, OAF (Knife); 2d6 Luck; Find Weakness with Bow 11-; Martial Arts: Defensive Strike, Martial Block, Martial Throw, Martial Escape; Tracking 14-; Stealth 14-; Survival 14-; Animal Handler 14-; KS: Bears 12-; Climbing 12-; Persuasion 12-; +4 with Bow.

100+ Disadvantages: Enraged if treated as an inferior by a man 14-, 11-; Die-hard Feminist; Protects Innocents; Experience.

Background: Atalanta is the daughter of a nobleman and a nymph named Clymene. Because her father, Iasus, had wanted a son, he was disappointed when she was born and left her in the wilderness to die. Fortunately, the goddess Artemis sent a bear to care for the infant until Atalanta was found by a group of hunters, who decided to adopt her. Upon reaching adulthood, her most notable achievement was her part in the slaying of the dreaded monster known as the Calydonian Boar.

Personality: In ancient times Atalanta preferred to be alone, objecting to the dominance of ancient Greek men and the submissiveness of Greek women. She has loved only one man, a fellow hunter named Meleager, but he died shortly after the hunt for the boar.

Current Activities: Atalanta was brought to Olympus by Artemis before the closing of the rift and fought bravely against the Titans. She was encouraged by the greater respect afforded to women in the twentieth century and is now an active participant in the feminist movement.

Powers and Tactics: Due to her parentage, Atalanta is extremely long-lived (although not truly immortal) and possesses superhuman Characteristics. She is very adept in the use of the bow and has an extensive knowledge of the martial arts. In battle, the heroine will usually try to incapacitate her foes from afar with her bow.

Appearance: Atalanta is a beautiful young woman with short, brown hair and an athletic frame. When hunting, she wears sandals and a short brown dress.

HERACLES (DEMIGOD)

STR 50 DEX 18 CON 28 BODY 18 INT 10
 EGO 10 PRE 20 COM 14 PD 28 ED 25
 SPD 5 REC 16 END 56 STUN 60

Powers/Skills: Damage Resistance (15 PD, 13 ED); +9" Running; +4" Swimming; 2 BODY Regeneration; Life Support: Immune to Disease and Aging; +4d6 HA, 0 END Cost, OAF (Club); 1/2 Resistant Physical Damage Reduction, Act 12-, OIF (Nemean Lion Skin); Combat Sense; Defense Maneuver; Martial Art: Wrestling; Climbing 21-; Seduction 14-; Tracking 12-; Navigation 12-; +4 with Hand-to-Hand Combat.

100+ Disadvantages: 2x Effect from Images (gullible); Loves to Fight; Overconfident; Chauvinist; Enraged if he loses half his STUN 14- 8-; Hero Bonus.

Background: Heracles is a demigod, half man and half god, the son of Zeus and a human woman named Alcmene. In ancient times Heracles was married to Megara, the Princess of Thebes. He was driven mad, however, by the goddess Hera and, consequently, killed all his children. After recovering his sanity Heracles felt deep regret and went to the Oracle at Delphi, seeking to atone for his sin.

The Oracle told him that he had to become the servant of a king and perform twelve tasks. Heracles agreed to do so and was successful in the completion of the tasks, which included the slaying of the Nemean Lion and the capture of the Erymanthian Boar. Subsequently, the demigod had many other adventures, and he eventually divorced Megara in favor of a new wife, Dianara.

Personality: Heracles is a simple, likable, straightforward man who loves travel and adventure. Although he sometimes drinks to excess and is easily offended, he is very fond of humans (especially females) and will do his best to aid them.

Current Activities: Despite Hera's objections, Heracles was taken by his father to help in the battle against the Titans. Upon his reemergence, he learned of the existence of supervillains and likened them to the ancient monsters which ravaged the countryside. Heracles now fights the villains alongside the superheroes of today; he doesn't bother to conceal his true identity.



Powers and Tactics: Because he is the son of Zeus, Heracles is immortal and immune to all forms of disease. He is superhumanly strong and fast, and possesses amazing recuperative abilities. He wears the skin of the Nemean Lion, which protects him from many forms of attack, and carries a magical club. In battle, he simply rushes his opponents and engages them in melee combat.

Quote: "I've bested the Nemean Lion, the Lernean Hydra, the Erymanthian Boar, the birds of Stymphalus and the Bull of Crete. Do you really think I'm going to having any trouble beating you?"

Appearance: Heracles has a thick, muscular frame with a broad, smiling face and a reddish-brown beard. He wears a short kilt, sandals, and a magical lion skin draped across his back. Heracles is missing a finger on his left hand due to the fight with the lion.

THESEUS (DEMIGOD)

STR 35 DEX 20 CON 28 BODY 14 INT 20
 EGO 12 PRE 18 COM 12 PD 25 ED 23
 SPD 5 REC 13 END 56 STUN 46

Powers/Skills: Damage Resistance (15,13); +5" Running; +3" Swimming; Life Support: Immune to aging and disease; 5d6 HA, 0 END Cost, OAF (Bronze-bound club); Martial Art: Wrestling; Tactics 14-; Navigation 14-; PS: Dancing 12-; PS: Lyre 12-; +2 with Hand-to-Hand Combat; +2 with Club

100+ Disadvantages: Honorable (always keeps word, never takes advantage of a situation); Protects Innocents; Reputation: Honorable; Secret Identity; Hero Bonus

Background: One night, both King Aegeus of Athens and Poseidon, the Lord of the Seas, slept with the young human Princess of Troezen. The next day, Aegeus thrust a sword beneath a huge rock and told the Princess that her son (if one should be born) could come to Athens with the sword and be recognized as that city's Prince. She bore Theseus and, although Poseidon was his true father, the young man retrieved the sword and journeyed to Athens upon reaching manhood. Although the demigoddess Medea tried to have Theseus killed, believing he would cause her downfall (due to a prophecy), Aegeus recognized his son in time.

Theseus was a valiant hero and had many adventures. He slew several monsters, including the Bull of Crete and the fearsome Minotaur, and, upon his father's death, became King. Theseus later conquered Crete, bested the Queen of the Amazons, and journeyed to the foreboding realm of the dead, Tartarus. He was eventually rescued from Tartarus by his friend, Heracles.

Personality: Theseus is very intelligent and only fights to defend himself. He was a good king and treated his subjects fairly.

Current Activities: Theseus was with Heracles when Zeus came to get his son and was brought along to fight in the battle against the Titans. Theseus usually dwells in anonymity in the present-day city of Athens, although he occasionally accompanies Heracles on the latter's adventures.

Powers and Tactics: Theseus is the son of Poseidon and, because of his divine heritage, is immortal and superhumanly strong. Unlike his friend, Heracles, Theseus fights intelligently and does not rush blindly into combat. He often stays back to determine his opponents' weaknesses before engaging them in battle.

Appearance: Theseus walks with an elegant sense of grace which belies his massive strength. He is tall and has brown hair and bright blue eyes. Although he wears colorful, richly-adorned robes when adventuring, the demigod wears normal clothing when in his "secret identity".

Two other heroes were brought to Olympus before the closing of the rift. A description of each can be found below.

BELLEROPHON (Hero)

Bellerophon was born in Corinth, the son of a man named Glaucus. The young man was rather unlucky and, after murdering a man named Bellerus, accidentally killed his own brother. Bellerophon went into exile and was welcomed by King Proetus, whose wife tried to seduce him. Bellerophon refused and, as revenge, the Queen told her husband that the hero had tried to rape her. Bellerophon was sent to King Iobates where he was to be put to death. Like Proetus, however, Iobates did not wish to incur Zeus' wrath by killing a guest. Instead, the king told Bellerophon to complete several dangerous missions. After taming the winged horse Pegasus (with the help of the goddess Athena), the young

hero did as Iobates asked, defeating the monstrous Chimera and the warlike Amazons. After several years, he grew overconfident and decided that he belonged in Olympus, among the gods. He entered the inter-dimensional gate just before it closed, and fought valiantly against the Titans on the side of the gods. Upon reemergence, Bellerophon decided to continue his heroic deeds and now fights evil atop his magical steed, Pegasus. He sometimes battles alongside Blazon, a member of the London Watch (See *Kingdom of Champions*).

**MEDEA (Demigoddess)**

Medea is the daughter of King Aeetes of Colchis and is distantly related to the god Helios. When the god Eros made her fall in love with the hero Jason, she abandoned her father and fled with Jason on his ship, the Argo. After inadvertently causing the death of King Pelias in Iolcos, the two lovers fled to the city of Corinth. There, Medea was crowned Queen since the reigning monarch had just died and Medea's father was a Prince of Corinth. Jason grew restless, however, and eventually decided to divorce his wife in favor of another woman. Medea was enraged and killed the woman, thereafter fleeing to Athens and marrying King Aegeus. Because of a prophecy, she believed that Aegeus' son, Theseus, would cause her downfall. To prevent that from happening, she convinced her husband to murder Theseus (Aegeus was not aware of his son's identity, since he had not seen him since his birth). The king recognized his son in time, however, and, once again, Medea was forced to flee. Because she is a powerful sorceress and a devout priestess of Hecate, Medea was taken by the Goddess of Magic to help in the battle against the Titans.

THE OLYMPIAN BESTIARY



A large number of creatures (whether they are the enemies, servants or allies of the gods) are found in Greek mythology. The most notable are described below.

CERBERUS (GUARDIAN OF TARTARUS)

Val	Char	Cost	150+	Disadvantages
65	STR	10	10	Enraged if tricked 14- 11-
23	DEX	39	20	Completely obedient to Hades
38	CON	56	15	No Manipulation
25	BODY	12	25	Distinctive Features, not
15	INT	5		concealable, extreme reaction
17	EGO	14	10	2d6 Unluck
40	PRE	30		
10	COM	0		
34	PD	30		
33	ED	25		
5	SPD	17		
20	REC	16		
76	END	0		
70	STUN	16		

Cost	Powers	END
67	3d6 HKA (2x3d6 w/STR), 0 END Cost, Reduced Penetration (Claws)	3
34	Damage Resistance (34 PD, 33 ED)	
21	Mental Defense (25 points total)	
10	Lack of Weakness (10 points)	
30	+15" Running	
35	Spatial Awareness, +5 to PER Roll	
60	Growth (45 points): -6 DCV, +6 PER Rolls Against, +4" Reach, -9" KB; 0 END Cost, Persistent, Always On	
20	2 BODY Regeneration	
21	Life Support: Self-contained breathing, doesn't need to eat, excrete, or sleep, immune to disease and aging	
15	Mental Link with Hades, Any distance or dimension	
5	Extra Limb (Tail)	
15	+3 with Hand-to-Hand Combat	
Costs:	Char Powers Total Disadv. Base	
	270 + 333 = 603 = 453 + 150	

Background: Cerberus is a magical creature created by Hades to guard the entrance to the underworld. Although he is usually chained in front of the gate to Tartarus, Hades occasionally releases him to perform certain tasks. Cerberus' primary duty is to prevent living beings from entering his master's realm and deceased spirits from leaving it. His most notable failure occurred in ancient times, when he was bested by the hero Heracles.

Personality: Cerberus is completely devoted to Hades; his only purpose in life is to fulfill his master's every desire.



Current Activities: Cerberus is still vigilantly guarding the Underworld's gate.

Powers and Tactics: Cerberus is incredibly strong and possesses huge claws which, when propelled by his strength, can inflict deadly damage. He also possesses powerful mental defenses, spatial awareness, and the ability to quickly recover from serious wounds. Although he lacks fine manipulation, Cerberus is able to speak and maintains a mental link with his master, Hades.

In battle against multiple opponents, Cerberus likes to make use of the sweep maneuver. Against a single foe, he will usually use either a normal strike or his killing attack (the latter only if Hades wishes him to kill his opponent).

Quote: (growling) "No one gets past me. No one."

Appearance: Cerberus appears to be a huge, three-headed wolf with a serpent's tail. His coarse, tangled fur is dark brown and his tail is covered with green scales.

CYCLOPES (SERVANTS OF HEPHAESTUS)					
Val	Char	Cost	100+	Disadvantages	
45	STR	10	10	2x effect from Images and Mental Illusions (gullible)	
18	DEX	24			
30	CON	40	10	Enraged when tricked 14- 11-	
15	BODY	0	15	Completely loyal to Hephaestus	
8	INT	-2	10	Gullible	
8	EGO	-4	15	Belligerent, like to fight	
20	PRE	10	20	Revert to savagery if left to themselves	
6	COM	-2			
26	PD	22	5	Lack of depth perception	
24	ED	18	60	Immortal Bonus	
4	SPD	12			
12	REC	0			
60	END	0			
44	STUN	4			
Cost			Powers		
25	Damage Resistance (26 PD, 24 ED)				2
18	+9" Running (15" Total)				
3	Mental Awareness				
33	Growth (25 points): 6m tall, -3 DCV, +1 ½" Reach, -2" KB; Persistent, 0 END Cost, Always On				
6	Life Support: Immune to aging and intense heat				
	Equipment				
9	+4d6 HA, 0 END Cost, OAF (Club)				
	Skills				
12	Weaponsmith (Common/Uncommon Melee, Common/Uncommon Missile Weapons) 14-				
5	PS: Blacksmith 14-				
2	+1 with Club				
Costs:	Char	Powers	Total	Disadv.	Base
	132	+	113	=	245
				=	145
				+	100

Current Activities: Although Hephaestus retrieved a number of his cyclopes following the Olympians' return to Earth, many more are scattered throughout remote areas of the Mediterranean world and continue their savage ways.

Powers and Tactics: Cyclopes possess considerable strength and usually wield large, heavy clubs. Because they have only one eye, they lack depth perception and cannot accurately gauge distances. In battle, they will rush their opponents and pummel them with their clubs.

Quote: "Smash puny humans! Smash! Smash! Smash!"

Appearance: Cyclopes are large, hairy, one-eyed giants. They often carry clubs and wear only loincloths made of animal fur.



Background: The cyclopes are a race of giants used by Hephaestus to aid him in his forge. They are the only beings capable of forging Zeus' thunderbolts, the weapons which led to the overthrow of the Titans. The hero Odysseus once had an encounter with a cyclops named Polyphemus, and was trapped in a cave by the monster. To escape, Odysseus blinded Polyphemus and clung to the underbelly of one of the cyclops' sheep when the animal was being let out of the cave to graze. Since he could no longer see, the monster counted the sheep by touch and did not learn of Odysseus' escape until the hero was safely back on board his ship.

Personality: The cyclopes are, by nature, belligerent; they love to fight. When with Hephaestus, they are completely loyal to him and will follow his every command. However, if they are left to themselves for a significant period of time, they will revert to mindless, human-eating savagery.

THE FURIES (PUNISHERS OF THE GODS)

Val	Char	Cost	100+	Disadvantages
18	STR	8	15	Berserk when bound 14- 14-
26	DEX	48	20	Violent, bloodthirsty
23	CON	26	15	Obedient to the gods, will do as they ask
12	BODY	4		Claustrophobia
10	INT	0	15	2d6 STUN from Entanglements
14	EGO	8	10	Distinctive Features, concealable, major reaction
15	PRE	5	15	Immortal Bonus
8	COM	-1		
18	PD	14	250	
18	ED	13		
6	SPD	24		
11	REC	4		
48	END	1		
41	STUN	8		

Cost	Powers	END
48	2 ½d6 HKA (2x1 1/2d6 w/STR), 0 END Cost, Reduced Penetration (Claws)	
18	Damage Resistance (18 PD, 18 ED)	
60	75% Physical, 50 %Energy Damage Reduction	
50	15" Flight, x16 Noncombat Movement (Wings)	3
60	Clairsentience (sight, sound), x128 Range	
10	1 BODY Regeneration	
8	Life Support: Immune to aging, need not eat, excrete or sleep	
	Equipment	
20	8d6 Ego Attack, 4 Charges, No Range, Attack roll based on DEX (-½), OAF (Whip)	
	Skills	
4	+2 with Whip	

Costs:	Char	Powers	Total	Disadv.	Base
	162	+	278	=	440
				=	340
				+	100

Background: The Furies (also known as the Erinyes) are a trio of beings created by the Olympian gods to enact vengeance on humans that transgress against them. The Furies, whose names are Tisiphone, Megaera and Alecto, are sent to punish such crimes as boastful, arrogant pride (hubris) and murder.

Personality: The Furies are very vicious and bloodthirsty and will always do as the gods command. They are the special agents of Zeus, the King of the Gods, and perform services most often for him.

Current Activities: The Furies currently dwell in Olympus, awaiting the gods' commands.

Powers and Tactics: The Furies are clairsentient, and use this power to locate their prey. They have powerful wings and flesh-rending talons, in addition to the ability to quickly heal serious wounds. Their most potent weapons, however, are their devastating ego whips, which allow them to bypass their opponents' physical defenses and strike directly at their minds.

The Furies like to attack from surprise, using their ego whips to quickly stun their opponents. They will then use their talons to slay their enemies, rending them limb from limb.

Appearance: The Furies appear to be ancient, grey-haired hags with huge, black-feathered wings and razor-keen claws.



NEREIDS (SERVANTS OF POSEIDON)					
Val	Char	Cost	100+	Disadvantages	
25	STR	15	20	2x Effect from heat-based attacks	
21	DEX	33			
20	CON	20	10	Loyal to Poseidon, Amphitrite	
12	BODY	4	15	Dependency on water, 3d6 after one minute	
15	INT	5			
18	EGO	16	15	3d6 STUN from intense heat	
10	PRE	0	153	Immortal Bonus	
20	COM	5			
20	PD	15			
18	ED	14			
5	SPD	19			
10	REC	2			
40	END	0			
40	STUN	5			
Cost		Powers			END
90	9d6 EB, Double Knockback, ½ END Cost				4
19	Damage Resistance (20 PD, 18 ED)				
12	+12" Swimming				2
20	N-Ray Vision, Sees through water				
5	Mind Link with Poseidon				
8	Life Support: May breathe underwater, immune to aging				
	Skills				
6	+3 with Water blast				
Costs:					
	Char	Powers	Total	Disadv.	Base
	153	+ 160	= 313	= 213	+ 100

Background: The Nereids are sea nymphs and are the granddaughters of Oceanus, the Titan of the ocean. They are fifty in number and include Thetis, the mother of the hero Achilles. They are led by Amphitrite, the wife of Poseidon, and attend both Amphitrite and her husband in their respective undersea palaces.

Personality: Although loyal to their allies, the Nereids can be very nasty to those they don't like. While most support their master and mistress, there are a few independent renegades who have struck out on their own.

Current Activities: The nymphs are currently aiding Poseidon in his plotting to overthrow Zeus. They have, for example, spied for their master on Zeus and various other gods.



Powers and Tactics: The Nereids are able to breathe underwater but, unlike their Queen, they are only able to survive in the open air for short periods of time. The nymphs are able to see through ocean waters at any depth and can generate magical water blasts which pack great concussive force. All fifty Nereids maintain a mental link with their liege and can contact him at any time. They like to surround their opponents and bombard them from all sides with their water blasts. They often coordinate their attacks.

Appearance: The Nereids appear to be beautiful young women with light blue skin and long, silver hair. They wear little or no clothing.

SPIRIT OF TARTARUS					
Val	Char	Cost	100+	Disadvantages	
35	STR	25	20	Will follow Hades' every command Cannot speak Distinctive Features, concealable, extreme reaction Automaton Bonus	
14	DEX	12			
28	CON	36	10		
10	BODY	0	20		
3	INT	-7			
0	EGO	-0	50		
15	PRE	5			
2	COM	-4			
7	PD	0			
6	ED	0			
4	SPD	26			
1	REC	-24			
50	END	-3			
50	STUN	8			
Cost		Powers			END
60	½ Physical & Energy Resistant Damage Reduction				
21	Life Support: Need not breathe, eat, excrete, or sleep, immune to disease and aging				
10	1 BODY Regeneration				
5	Mind Link with Hades				
15	Does not bleed				
15	Cannot be Stunned				
Costs:	Char	Powers	Total	Disadv.	Base
	74	+	126	=	200
				=	100
					+ 100

Background/Personality: These pitiful creatures are the souls of the dead who have entered Tartarus and drunk from the river Lethe. They have forgotten every aspect of their former lives and are now gibbering, mindless zombies who are completely subservient to Hades. Heracles faced them during his twelfth labor, when he journeyed to Tartarus to rescue Theseus.

Powers and Tactics: Although they are slow, the spirits are quite strong and are surprisingly resilient. Because they are automatons, they have no EGO and are immune to all mental attacks. They have no minds of their own and are in constant mental contact with their master, patiently awaiting his next command.



The strength of the spirits lies in their vast numbers. They simply overwhelm their opponents by surrounding them and attacking at the same time.

Appearance: The spirits of Tartarus are ghastly creatures with sparse shocks of hair and decaying, white flesh. They usually wear tattered, dirty clothing (if anything at all).

OTHER CREATURES

ANTAEUS

This powerful giant hates the Olympian gods. In combat, he grows larger and stronger every turn that he remains in contact with the Earth. He begins at a base level of sixty points of Growth and adds thirty points of Growth at the end of every Turn, up to a maximum of three hundred points. If, however, he is removed from the ground, he will begin to shrink (down to his base size of sixty points) at the same rate. Antaeus also possesses incredible recuperative powers.

ENCELADUS

This giant has the torso of a man, but the abdomen and tail of a snake. He is huge and, like Antaeus, harbors a fierce hatred of the Olympian gods. Both giants were created by Gaea, at the command of the Titans and, accordingly, were enraged when their masters were imprisoned in Tartarus by the gods. They live in a swamp which lies near the gate to the underworld and have made repeated attempts to free the Titans.

HECATONCHEIRES

These three massive, malicious giants (Briareus, Cottus and Gyges, by name) each have a hundred hands. They are incredibly strong and use their many limbs to grab their opponents, crushing them to death.

CENTAURS

These powerful half-man, half-horse creatures usually dwell in forests and, although they are normally friendly toward humans and gods, they can become explosively violent if angered. Although all centaurs living on the Earth have long since perished, many still thrive in the lush forests of Olympus' dimension.

GORGONS

The Gorgons are terrifying creatures who appear to be beautiful women with twisting snakes in the place of hair. They possess the ability to turn mortals into stone and, although they were once three in number, the most famous, Medusa, was slain in ancient times by the hero Perseus. The two remaining sisters, Sthenno and Euryale, have since relocated from Earth to an island in the Olympians' dimension.

HARPIES

These man-hating, winged hags have sharp talons. Although they once roamed the Earth, they are now confined to a mountain range in Olympus' dimension. They are occasionally utilized by female gods for revenge against mortals.

PEGASUS

Pegasus is a noble, winged stallion ridden by the hero Bellepheron. Although there were once many winged horses living throughout Greece and the Mediterranean world, only a few now remain.

SATYRS

Satyr's resemble their god, Pan; they are men from the waist up and goats from the waist down. Like him, they are lusty and mischievous and enjoy taking naps. The satyr's can be found alongside their friends, the centaurs, in the Great Wood.

STYMPHALIAN BIRDS

These savage, flesh-eating birds appear to be bronze-feathered cranes. Their plumage possesses many of the qualities of metal and can be hurled by the birds like razor-sharp daggers during combat. They currently live in the Olympian marshlands; some have even been trained to protect the Giants' Enclave from intruders.



WATER/WOOD NYMPHS

These minor elemental goddesses are very beautiful and have pledged to protect their respective habitats from injury. They are distrustful of humans and will avoid contact with them whenever possible.

GREEK LOCATIONS



THE OLYMPIANS' DIMENSION

This small dimension, which lies directly adjacent to the Earth's, was reshaped by Gaia and Uranus following the destruction of the One. It was patterned after parts of the Greek countryside and includes, as its most prominent feature, the city of Olympus. Some other interesting areas are briefly described below.

The dimension is illuminated by a magical sphere of light which resembles (but is not nearly as large as) the Earth's sun.

- A) Olympus:** Home of the principal Greek gods. (See below for the actual residents.)
- B) Lesser Olympus:** Dwelling place of the minor gods and their servants.
- C) Forest:** Home of the wood nymphs and various other sylvan creatures.
- D) Shining Sea:** The dimension's only major body of water; it is inhabited by water nymphs.
- E) Medusa's Isle:** Home of the Gorgons; named after Medusa, the most famous of their number.
- F) Thebean Islands:** Mostly uninhabited.
- G) Great Wood:** Home of the centaurs and satyrs.
- H) Olympian Plain:** Flat grasslands.
- I) Pyrian Mountain Range:** Inhabited by harpies.
- J) Entrance to Tartarus**
- K) Marshlands:** Nesting place of the Stymphean birds.
- L) Giant's Enclave**

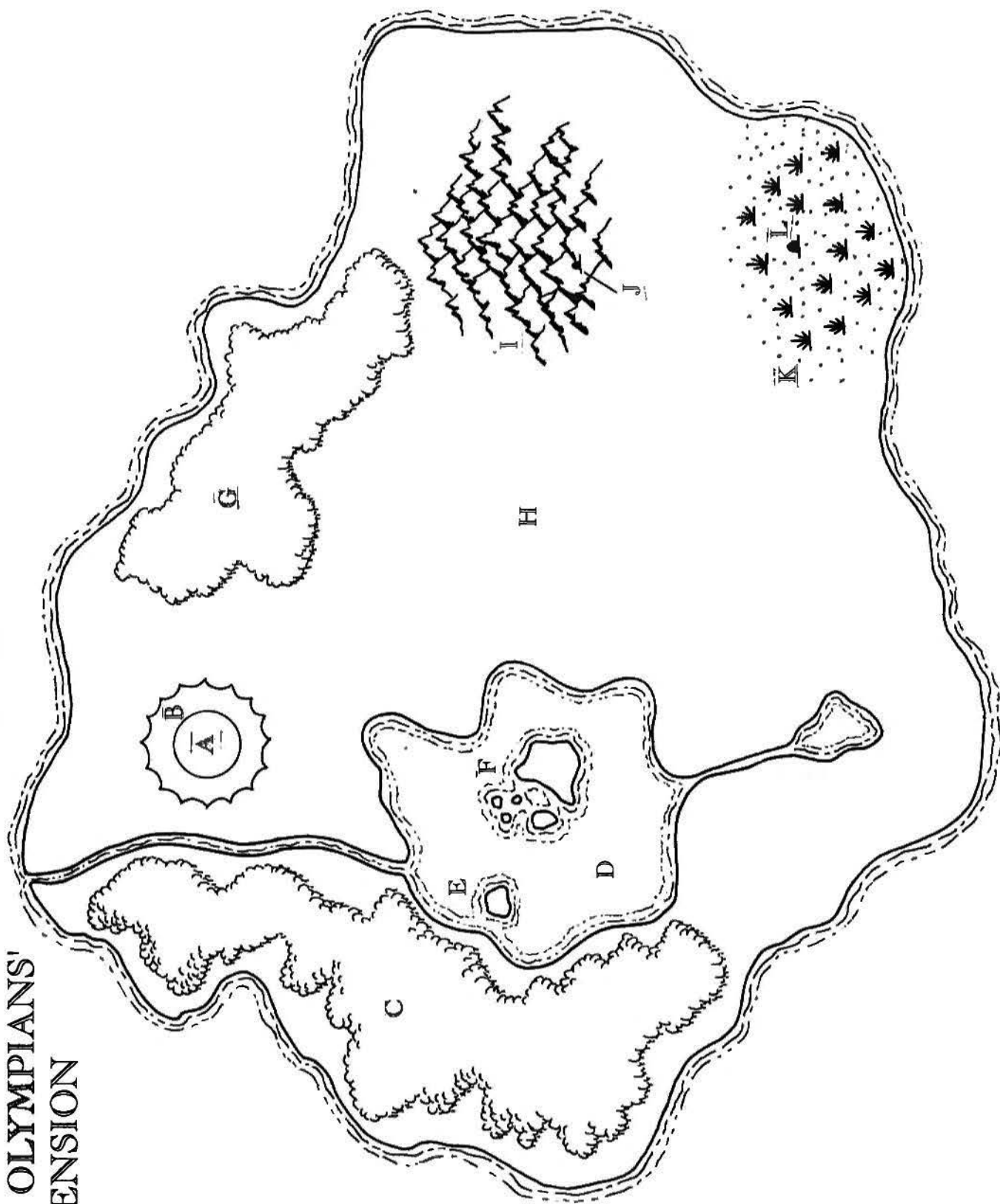
OLYMPUS

Olympus is a magnificent Greek-style city accessible from the outer world through a inter-dimensional portal which lies atop the towering peak of Mount Olympus. It is the home of the Olympian gods and, as the poet Homer wrote, "Never is it swept by the winds nor touched by snow; a purer air surrounds it, a white clarity envelops it and the gods there taste of a happiness which lasts as long as their eternal lives". Zeus rules Olympus from his elaborate palace, which rests on top of a hill in the center of the city. The residences of the other principal gods can be found scattered throughout the city; these and other structures are briefly described below.

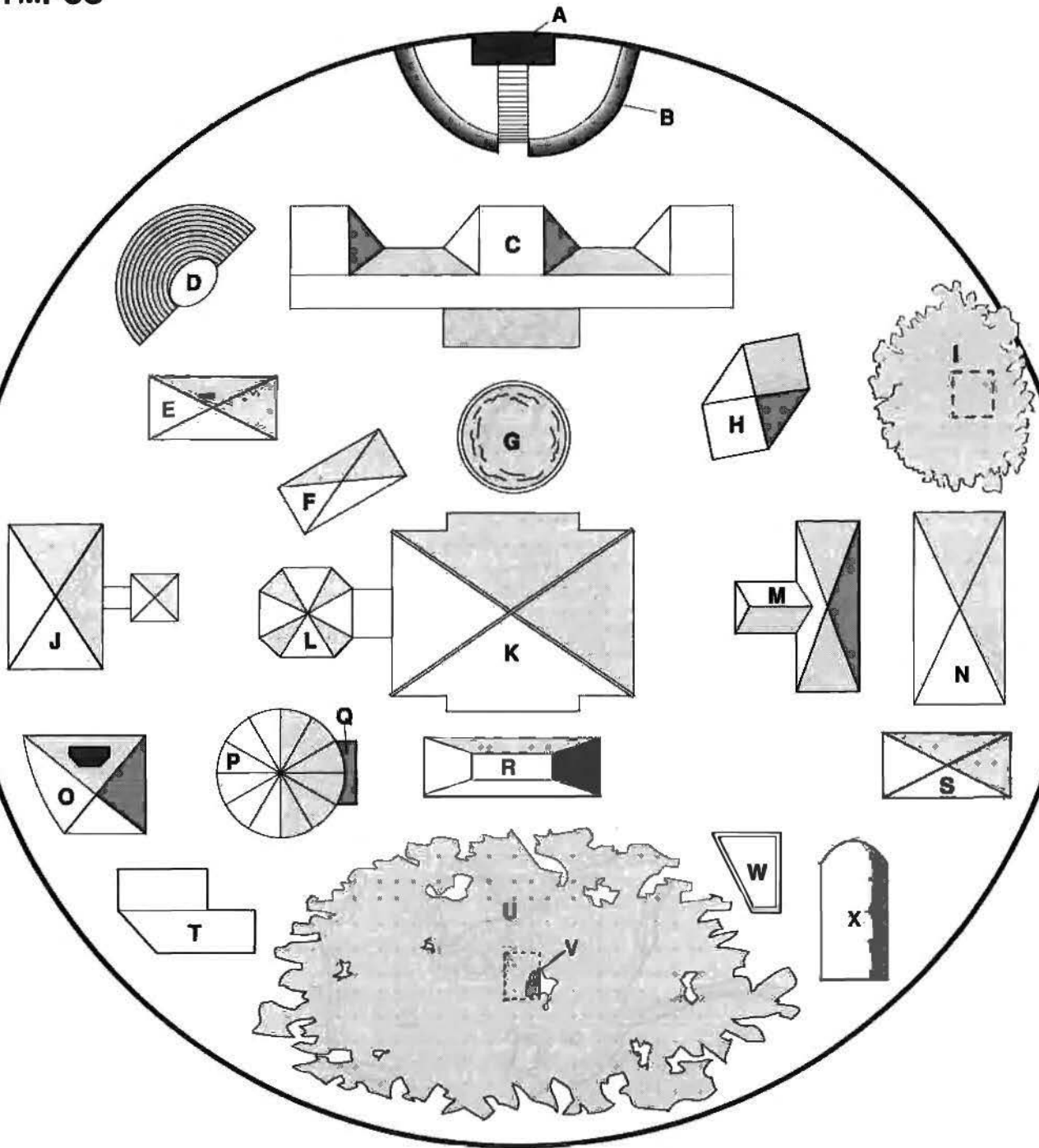
The city is surrounded by a magical protective dome (Force Wall 20,20) which can be open or closed by any of the principal gods.

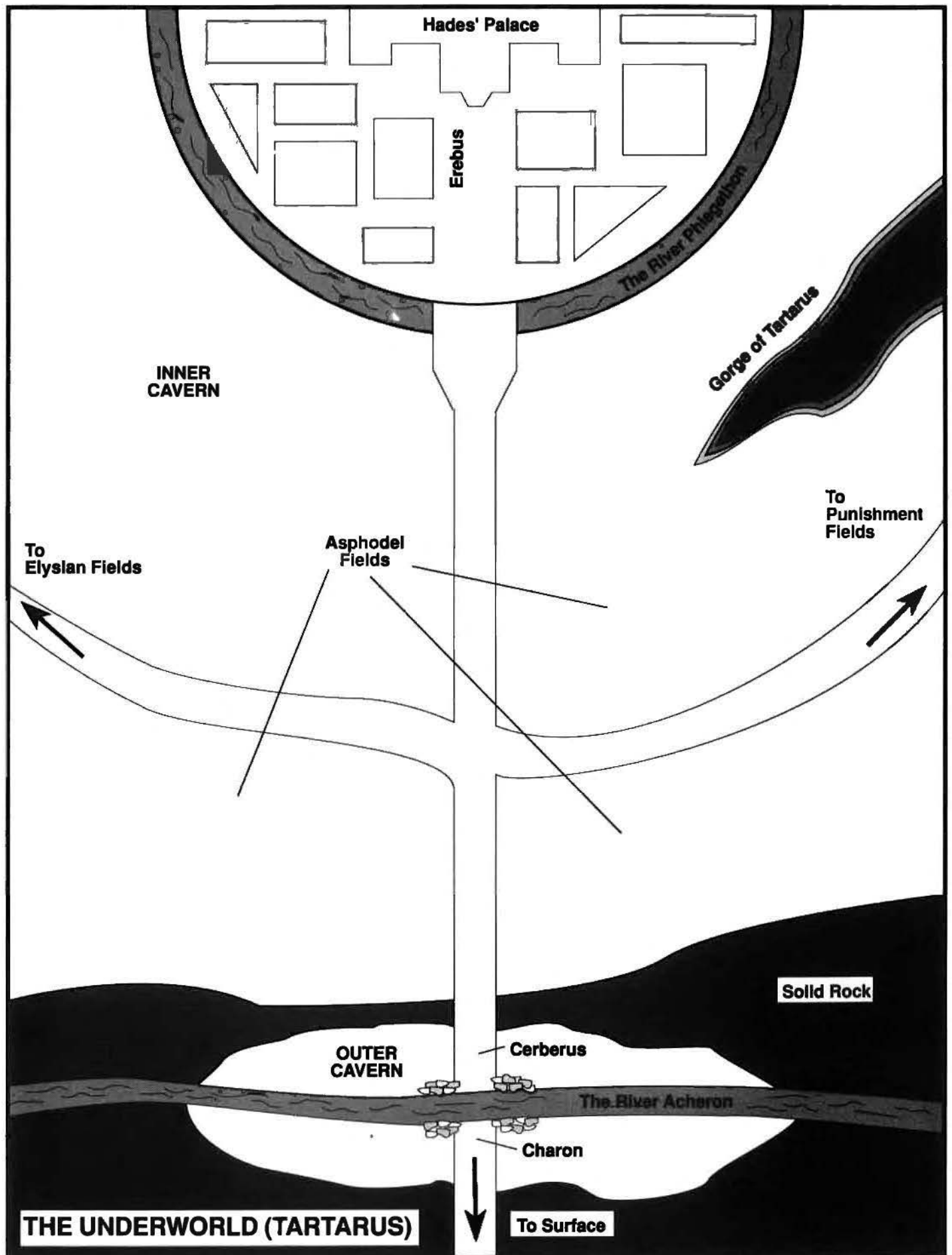
- A) Portal to Earth:** Only immortals can detect the gate, to the human eye the portal appears to be the entrance to a small cave. However, anyone can use the gate if he walks through it.
- B) Earth-wall:** "Cave" walls (to human eye).
- C) Hall of Council:** General meeting place; where the Olympian Twelve dine, celebrate, hold council and pass judgement.
- D) Amphitheater:** Designed for plays and other entertainment.
- E) Dionysus' Dwelling:** Almost completely bare (since Dionysus is almost always travelling).
- F) Guest Hall:** For especially honored guests (others reside in Lesser Olympus); this contains several grandiose rooms with elegant furnishings.
- G) Great Pool:** Large reflective pool; contains exotic fish.
- H) Home of Hestia:** Warm, comfortable dwelling.
- I) Demeter's Sacred Grove:** Contains many varieties of plants and includes a room for Kore.
- J) Hephaestus' Forge and House:** A simple dwelling; the forge contains various blacksmithing tools and includes an underground cavern.
- K) Zeus' Palace:** A magnificent, marble structure; the finest in all of Olympus. It contains fabulous treasures from throughout Greece.
- L) Hera's Wing:** Like Zeus', only less grand.
- M) Athena's Dwelling:** Contains books as well as weapons; includes a stone battleboard with miniature army figurines and a room for Athena's friend, the Goddess of Victory. A few modern wargames can be found on the shelves.
- N) Hall of Knowledge:** Olympian library/archives; contains a great deal of literature from ancient Greece.
- O) Aphrodite's Dwelling:** Made of pink marble; soft and plush inside, smells of perfume.
- P) Arena:** Used for contests and to settle disputes between gods.
- Q) Armory:** Contains an assortment of archaic weaponry.
- R) Hermes' Dwelling:** Overcrowded with various "borrowed" technological wonders; includes a small workshop.
- S) Public Baths**
- T) Hall of Ares:** Contains numerous, blood-stained weapons.
- U) Olympian Woods:** Small but beautiful forest; has walking paths.
- V) Portal to Artemis' Hunting Grounds**
- W) Artemis' Dwelling:** Contains hunting paraphernalia, wall-mounted trophies and various skins.
- X) Hall of Apollo:** Dedicated to the arts; contains paintings, sculptures, murals, etc.

THE OLYMPIANS' DIMENSION



OLYMPUS





THE ORACLE AT DELPHI

The oracle is an ancient temple which lies at the base of Mt. Parnassus, in Greece. Long ago, Apollo killed the Earth-Mother's guard, a giant serpent called Python, and claimed the temple for himself. A human family of Greeks has maintained the oracle despite the gods' two-thousand year absence, with each successive generation providing a new priestess (called the Pythoness). The current Pythoness has learned of the Olympians' return and has assumed her role as a conduit to the gods. She is able to contact her deity, Apollo, and, through him, make mortals' concerns and requests known to the gods. (She doesn't get much business these days, however, since most of the Greeks who know of her believe her to be insane).



THE UNDERWORLD

Tartarus, the Underworld, is a dark and foreboding realm which houses the spirits of the dead. Because Hades only has access to the souls of those who worship the Greek gods, he's getting very few new residents these days. The Underworld is actually a series of caves which are classified as the Inner and Outer Caverns and are accessible to the living through a tunnel which lies in Olympus' dimension.

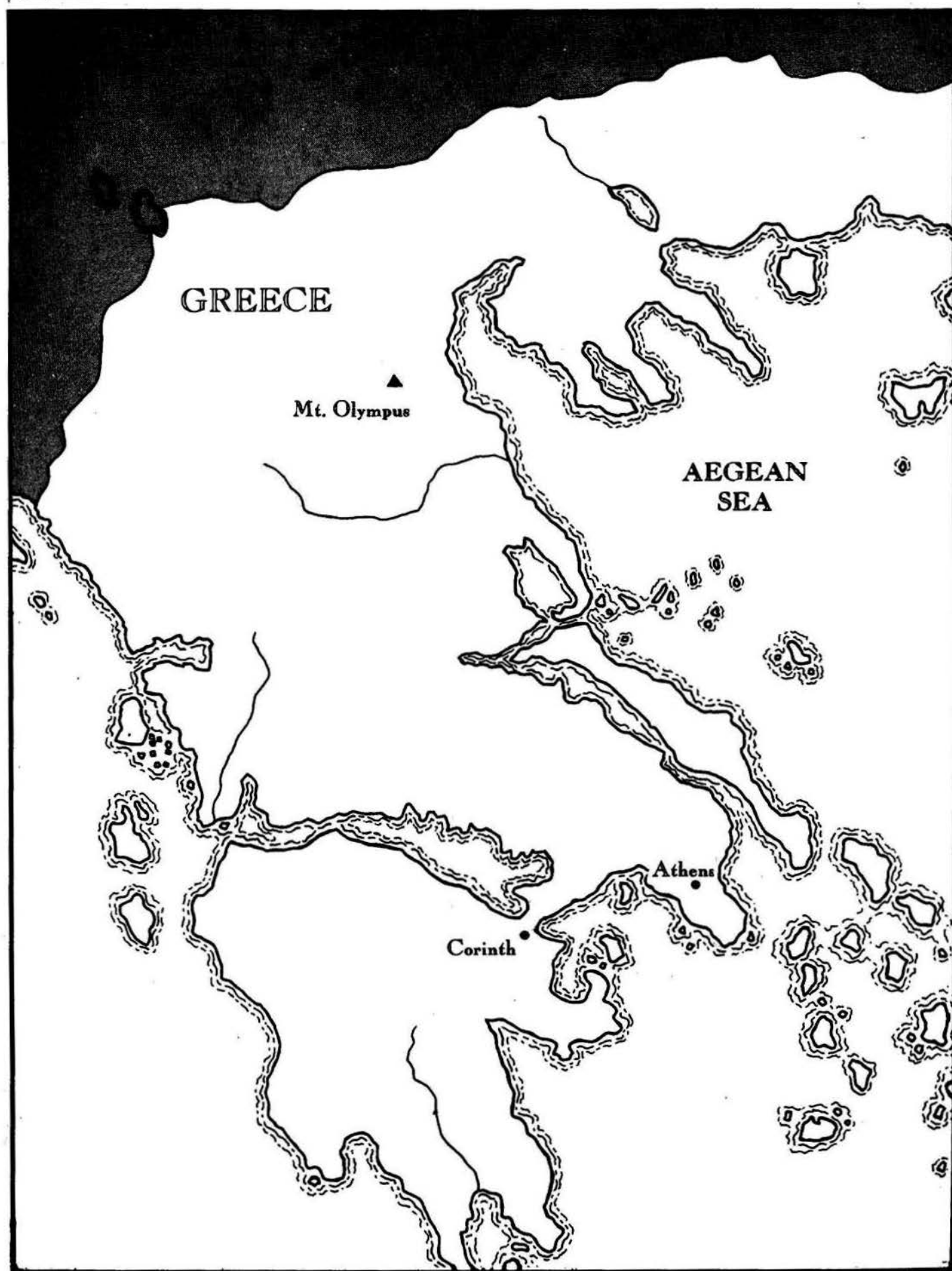
THE OUTER CAVERN

Tartarus' Outer Cavern lies at the end of the aforementioned entrance tunnel. The cavern is split by the river Styx, which can only be crossed with the aid of the ferryman Charon. (Heroes are unable to teleport across it and are prevented from flying by an invisible Hardened Force Wall (20 PD, 20 ED), which Charon's ferry has Personal Immunity to. The waters of the river itself cause 5d6 Killing damage to any mortal who touches it.) Although Charon will not normally provide passage for the living, he may be tricked or forced into doing so.

THE INNER CAVERNS

Directly across the Styx lies the gate to the Inner Caverns, which is guarded by the monstrous three-headed dog Cerberus. The cavern itself is a huge, dismal place which is only dimly lighted by Hades' magic and is eternally shrouded by a thick cloak of fog. There is a path leading from the entrance which eventually splits into three smaller trails. Surrounding the paths are the Asphodel Fields, where the spirits of the dead roam amongst blackened vegetation and bubbling pools of the waters of the three major rivers of Tartarus: the Cocytus, the Lethe and the Styx. Drinking from the Cocytus will cause tremendous grief which can only be dispelled when blood crosses the victim's lips. Partaking of the water of the Lethe causes amnesia which, like the spell of the Cocytus, can only be dispelled with fresh blood. The waters of the River Styx can serve as the ultimate polygraph test, for if someone lies (after swearing by the Styx) he will be completely overcome by apathy for one year. Although the ghosts will ignore the living as long as they remain on the path, the spirits will attack and seek to devour any living flesh that happens to stray from the road.

The western branch of the path leads to the Elysian Fields, a utopian paradise created by the gods to house the spirits of those whom they favor. The eastern trail leads to the Punishment Fields, a horrible place where the enemies of the gods receive eternal punishment for past misdeeds. The northern branch leads to Erebus, a ruined city; in the middle is Hades' palace. Erebus is encircled by the Phlegethon River, which will inflict 5d6 of Killing damage (fire) to any who attempt to cross it without Hades' permission. The city is only sparsely inhabited and, in addition to the palace of Hades, it contains the residences of the gods Nyx, Somnus, Thanatos, Styx, and Hecate. Near Erebus is the Gorge of Tartarus, in which the Titans were imprisoned by the gods.



SCENARIOS



This chapter includes two ready-to-play adventures involving the Olympians and several more scenario ideas. The first scenario, "Power Struggle", is designed to introduce the heroes to the Greek gods.

POWER STRUGGLE

THE SITUATION

The sudden disappearance of Zeus has triggered a violent power struggle within the ranks of the gods, causing much destruction on the Earth. The Olympians have divided themselves into several camps: Apollo and Artemis; Aphrodite and Ares; and Athena and Hermes. Poseidon stands alone. Demeter and Hephaestus, because of their peaceful natures, have decided to stay out of the conflict. The gods are battling each other for the right to rule Olympus as well as Earth.

GETTING THE HEROES INVOLVED

Hera, who fears for her husband and the carnage that will result from a continued battle between the gods, uses her powers to contact the heroes and, after telling them about the Olympians re-emergence, explains the current situation to them. She asks them to find Zeus and offers them a clue: at the place which he was last seen, she found a tattered strip of a gauzy black gown. Although magical interference prevents her from locating him, she has been able to ascertain that he is somewhere on a small Mediterranean isle near Italy. She has asked the other gods to search for him but they refused, wanting his power for themselves. If the heroes ask her why she cannot go looking herself, she tells them that she must remain in Olympus to ensure that things don't get too far out of hand.

THE ADVENTURE

Zeus is being held captive by Circe, the Black Sorceress. Circe has turned him into a sparrow and is attempting to transfer his tremendous magical energies to herself. When the heroes arrive on the island, they find a small, rural fishing community which is nestled between the mountainous region of the island and the sea. If they ask the villagers about the black strip or recent "strange occurrences," they will at first receive only blank stares and slammed doors. If they are persistent, the heroes can find an old man who is willing to speak to them. He speaks English and will tell them of Circe's Keep, a place of great evil which lies hidden in the mountains.



If the heroes decide to search for the keep, they will eventually find an ancient, sinister castle which is concealed within the mountain range. When they enter, they soon discover that Circe has been expecting them and has prepared a rather deadly welcome.

THE WELCOME

Circe has prepared an assemblage of lions and bears to ambush the heroes when they enter the courtyard (for stats, see *Champions* pages 196-197). She hopes that the animals will occupy the heroes while she completes her transferral of Zeus' power. The animals should outnumber the heroes by about two to one; the GM should add three Combat Levels with their main attacks and the Disadvantage "Completely loyal to Circe" (they've been trained well). Once the battle is over, the heroes hear a strange hum emanating from an underground chamber.

THE BATTLE

When the heroes enter the chamber, they find Circe holding a small, ivory birdcage with a sparrow in one hand and a glowing blue orb in the other. The orb begins to glow brilliantly as a beam of energy flows from the sparrow, through the orb and into Circe. The orb emits a 6d6 Flash, Area Effect (Radius), Armor-Piercing. The light finally ebbs and Circe hurls the cage aside, smashing it against one of the walls of the chamber. The bird lays on the floor, motionless, among the remnants of the shattered cage. Before the heroes can act, Circe shrieks, "The power of Zeus is now mine!" and arcs a lightning bolt toward them. Use the Circe's statistics, plus the powers contained in Zeus' Elemental Control. In addition, Circe has gained Zeus' STR, CON, PRE, END, and STUN. Circe will then attempt to use Zeus' powers to defeat the heroes.

If the orb is taken from Circe's hand, Zeus' energy will leave the Black Sorceress and return to the orb. If it is shattered, the energy will return to Zeus (the sparrow) and the god will resume his rightful form. Circe will then disappear, leaving Zeus, who will be disoriented and demand to know who the heroes are. After learning of their actions, Zeus will offer them his thanks and invite them to Olympus.

AFTERMATH

Once in Olympus, Zeus will explain how Circe had caught him by surprise, turned him into a sparrow and used the magical Orb of Power to imprison him and drain his divine powers. He will warn them to beware the Black Sorceress (who has somehow escaped him). Zeus will introduce them to the rest of the gods, who grudgingly stop fighting once they learn of Zeus' return. The heroes are then thanked again and escorted back to Earth.

JOURNEY TO THE UNDERWORLD

THE SITUATION

One of the heroes' DNPCs (or an important NPC) has been kidnapped by Hades, the God of the Underworld. A witness (either a PC or an acquaintance of the NPC) describes the kidnapper as a large, swarthy, Greek-speaking man dressed entirely in black. This man stepped out of some sort of inter-dimensional gate. He grabbed the NPC and then stepped back through the gate. The heroes will most likely suspect that the Olympians are involved; when they journey to Olympus, they will be greeted by Apollo. The Sun-God can recognize the abductor (from the description) as Hades. He will tell the heroes that the NPC has most likely been taken to Tartarus. He also tells them that the living cannot enter the Underworld without magical amulets forged by Hephaestus in ancient times. Upon consulting the God of the Forge, the heroes will learn that the amulets are located atop Mount Aetna, in Sicily, in his long-abandoned forge.

THE FORGE OF HEPHAESTUS

When the heroes arrive at Mount Aetna, they find (after much searching) a hidden tunnel which apparently leads into the heart of the mountain. The tunnel is long and dark and slopes gently downward. As the heroes' approach its end, they see a dim red glow which grows steadily brighter as they near it.

At the end of the tunnel is a huge cavern filled with ancient, unkempt smithy equipment and numerous human bones. The red glow, which came from a large pool of molten lava in the center of the room, illuminates a group of club-wielding cyclopes who attack the heroes immediately (the number of cyclopes should be about equal to the number of heroes). The cyclopes have reverted to complete savagery and attempt to eat any creature that enters their cave. If the heroes lose the battle, the monsters will not eat them immediately but will place them in a hanging metal cage, planning to save their prey until they become hungry (and, inadvertently, giving the heroes an opportunity to escape). The amulets (whose number should be equal to one more than the number of heroes) lie at the rear of the cavern, strewn about haphazardly among various other (non-magical) objects.

WELCOME TO TARTARUS

When the heroes put on the amulets, they are magically transported (along with the extra amulet) to the entrance to Tartarus. The entrance is guarded by Cerberus, the three-headed dog, and he must either be defeated, avoided, or tricked (the latter presents an interesting role-playing opportunity). Once inside, the heroes see Charon, the boatman of the River Acheron, who will ask them of their business in Tartarus. Charon will bar their way unless they show him the amulets, in which case he'll allow them to cross. Once across the river, the heroes see a bleak, desolate, grey land which is enshrouded by swirling mists.

Hades will await the heroes in his palace in Erebus but, after trying to attack, he will realize that his powers have no effect. In frustration, he will order the mindless souls of Tartarus to attack. Wave after wave of souls will appear, each intent on the heroes' destruction (Have ten new souls appear every turn). After 1-3 Turns, each hero should make a Perception roll that and every subsequent phase. When one is successful, he has spotted the NPC. The NPC will fight against the heroes, and must be dragged back to the river.

When the heroes return to the river, Charon will attack them (having been commanded to do so by Hades). If the heroes battle with the ferryman takes more than one Turn, the mindless souls will begin appearing with the same frequency as in the earlier fight. Once across the river, the heroes will discover that the NPC cannot be removed from the underworld unless he is wearing an amulet. Cerberus will not attack them again, since his duty is to keep the living out of Tartarus and the dead in. Once they have left the underworld, the amulets will disintegrate (they can be used only once) and Apollo will appear to lead the heroes back to the Earth.

This adventure can lead to many follow-up scenarios. Why did Hades kidnap the NPC? And will the god try to kidnap him again? The GM should answer these questions based on his own campaign.

SHORT SCENARIOS

POSEIDON HATH NO FURY...

When an oil tanker sinks near Poseidon's undersea palace, the Sea-God sends his nereids to sabotage the owner of the tanker, the Texxon Corporation. The heroes, either hired by Texxon, sent by the government, or acting of their own accord, decide to investigate. They can stake out Poseidon's next probable target and, there, encounter the god himself. The heroes are faced with a moral quandary: Should they uphold the law, and attempt to stop the sabotage, or allow Poseidon to continue (maybe even help him) in support of his ecological position?

THE MOST BEAUTIFUL WOMAN IN THE WORLD

Aphrodite becomes jealous of Veronica Palley, a high-priced model who has been heralded as "the most beautiful woman in the world" (or, at the GM's option, the goddess could be envious of a exceptionally lovely PC or NPC). The Goddess of Love and Beauty sends the Furies to abduct Palley and, "coincidentally", the heroes are in the vicinity when the Furies attack.

If the heroes are successful in preventing Palley's abduction, the model will beg them to protect her and discover the cause of the attack. If they are defeated, the Furies will take Palley to Aphrodite and the heroes, who recognize the Furies from the myths and, accordingly, realize that the Olympians are involved, will be obliged to rescue her. Either way, the heroes will be forced to investigate and will eventually come face-to-face with Aphrodite (who will undoubtedly be protected by Ares, the God of War).

THE HUNT

Artemis, seeking worthwhile prey, abducts the heroes and transports them to her extra-dimensional "hunting grounds". The heroes will have to find a way out while dealing with both Artemis and the creatures that inhabit her woods (including both Earthborn creatures and various Olympian natives, such as giants and centaurs). If the heroes manage to escape the grounds, Artemis will let them go in respect for their prowess and ingenuity.

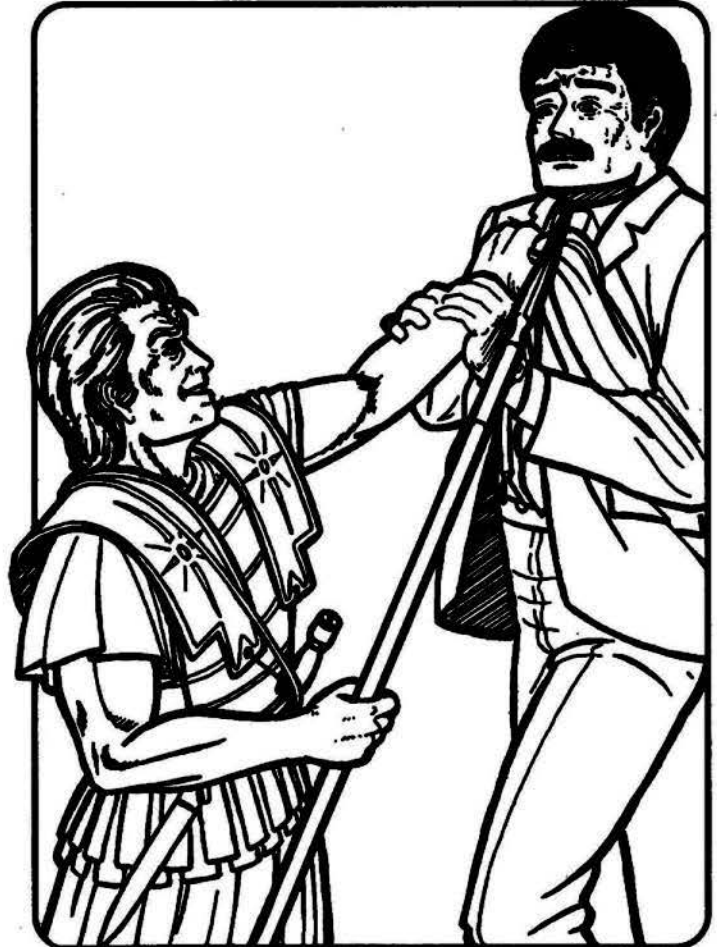
THE GIANTS STRIKE BACK

The Titans, exiled in Tartarus, are able to magically contact the giants (because of Hades' temporary absence while he attends a gathering of the gods in Olympus). Cronus tells the giants to revolt. The Olympians are taken by surprise by the sudden attack. Moreover, the giants are armed with a special magical item given them by Cronus. After a fierce battle, the gods are imprisoned.

Before she is locked up Hera, is able to send a message to the heroes. She warns them that the giants may soon free the Titans and, together, attempt conquer the Earth. The heroes must find the item, an ancient artifact in the shape of a scepter which neutralizes the gods' magic, and free the Olympians before it is too late.

THIS MEANS WAR!

Ares becomes bored and decides to precipitate a war between the United States and the small Central American nation of Chiquador. With his mercenary team (the Ravagers), the War-God deposes the democratically-elected leader of that country, Enrique Gonzales. Ares personally assumes command of the Chiquadorian military.



When the United States government discovers that Gonzales has been ousted and the new, enigmatic leader of Chiquador is stockpiling weaponry, it sends an agent to secretly contact the heroes. The agent asks them to undertake a clandestine mission to topple the new dictator and restore Gonzales to power. If the heroes are not on good terms with the authorities, they can learn of the situation through either other heroes or a government leak. In any case, the heroes are on their own; if they are captured, the government will officially disavow any previous knowledge of their actions.

WHEN GODS PLAY GAMES...

Athena and Ares decide to stage a contest to prove, once and for all, which one of them is superior. They use the heroes as their unknowing pawns and, through deception and trickery, pit them against either a supervillain group or another superhero group (possibly *Strike Force* or the *Champions*).

HEROES ASSEMBLE!

We want to hear from you. Please take a minute to photocopy this page (or tear it out), answer the questions and mail it to us. We're trying to make *Champions*® the best it can be, so we need your feedback. When you speak, we listen.

1. Why did you buy *The Olympians*™? _____

2. What did you like best about *The Olympians*?

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4. How did you hear about *The Olympians*?

5. Which do you prefer, scenarios or sourcebooks? _____

6. Are you willing to pay for better covers? Which ones have been your favorite? _____

7. What other role-playing games do you play? _____

8. What other products would you most like to see from HERO games? _____

9. If you don't mind, please state:

your age: _____ years

your sex: _____ male _____ female

where you bought this book: _____

Thanks! That wasn't so hard for a Hero, was it? Now complete the blank below, photocopy it, and mail it to: HERO Games, c/o ICE, PO Box 1605, Charlottesville, VA 22902.

Name: _____

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HERO System™

The HERO System is the original universal role playing system, and has been extensively revised and improved. The HERO System is intended to be intuitive — that is, all the rules follow from a few simple guidelines. It is generic in that it can be used to play in any role playing setting.

HERO System Rulesbook™

\$20.00

Included in *Champions®* hardcover, the award-winning HERO system lets you role play any time, any place, any technology, and any power level. The unique character design rules allow creation of any character, whether he comes from a movie, a book, or your own imagination. Play fantasy fighters, modern spies, power-armor troopers, or even superheroes — it's all here! This jam-packed 224 page tome includes a complete superhero team provided for instant fun. The revised HERO system is cleaner, better integrated, and more streamlined than ever before.



(package deals), a mass battle system — it's all here! Also provided are conversions for most major Fantasy Role Playing systems to enable players to use other products with their *Fantasy Hero (FH)* characters. Top it all off with new ready-to-run scenario ideas and *FH* becomes a must-buy for any fantasy fan.

Fantasy HERO Companion™

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More, more, more! Hot on the heels of the revised (and desperately awaited) *Fantasy HERO™*, the 144 page *Fantasy HERO Companion* has everything you would want to make your *Fantasy HERO* campaign even better. There are hundreds of more spells, more magic items, more beasts, and more Colleges of Magic. Also included are rules for mass combat and floor plans for fantasy locations. So expand your horizons even further — pick up the *Fantasy HERO Companion*.

Campaign Books

Campaign books are designed to complement the HERO system. Each book deals with a specific genre and provides enough information for complete role playing in that genre. The most successful example of a Campaign Book is *Champions* which has spawned its own sub-series of support materials.

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Ninja Hero is a complete 176 page martial arts Campaign Book for the HERO System. This product contains new optional rules, new weapons, new maneuvers — everything necessary to enhance the existing martial art rules, or to run a complete martial arts campaign. Simulate martial arts movies or your favorite ninja comics. Use the three ready-to-run scenarios instantly!

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Fantasy comes to the HERO system! This full-fledged 256 page campaign book shows you how to run a fantasy campaign using the HERO system. Inside are extensive guidelines for designing fantasy characters, setting up a magic system, simulating fantasy combat, and setting up a fantasy campaign. Dozens of fantasy weapons, hundreds of spells, quick character design templates



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Don't just read comic books, live them! With the easy-to-use character design system, the only limit is your imagination. **Champions** is based on the **Hero System™**, the rules system of all Hero products. Because of this common thread, all **Hero Games™** are compatible. Learn one **Hero Game** and you can easily play them all. **Champions** underwent an extensive revision in 1989, but all previous **Champions** material is still compatible.



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Play your favorite comic book hero, or create your own! The character generation system lets you design your heroes the way you want them. The combat system is easy to learn and play. Also covered are skills, powers, disadvantages, weapons, and guidelines on campaigning. This revised **352 page hardcover** incorporates material from previous products: *Champions I, II, & III*. Cover art by George Perez. *Champions* — live the adventure!

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This 56 page organization book for *Champions* provides an organization of villains usable in adventures or as recurring foes. These 12 villains are depicted in full color in the eight page glossy insert. Match wits with Taurus or lock horns with Aries. Withstand the songs of Capricorn or the arrows of Sagittarius. Explore the living base, *Zodiakos Kyklos*. Can you stop the *Zodiac Conspiracy*?

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"I have become Death, the shatterer of worlds..." With these words, Dr. Destroyer — the greatest and most evil mind ever — announced his return. His most destructive scheme ever is revealed in this new *Champions* adventure. Can your heroes find and defeat Dr. Destroyer in time to prevent a global holocaust?

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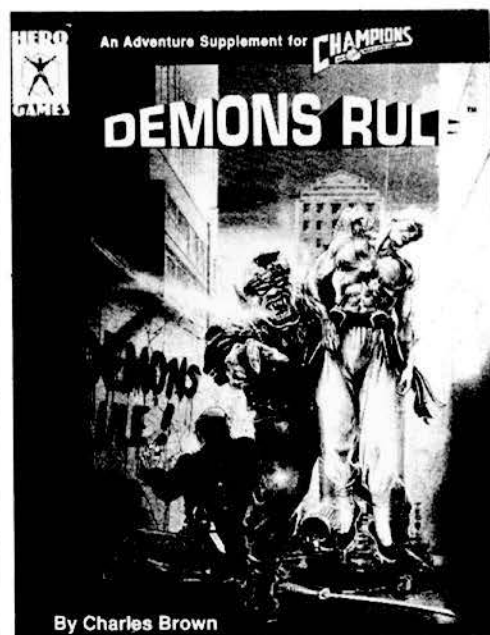
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A 208 page campaign sourcebook for *Champions*® set in Her Majesty's United Kingdom of England, Scotland, Wales, and Northern Ireland. Take your All-American superheroes to Britain and match wits with new dastardly British super villains. New campaign material for adventuring in the U.K. as well as a dozen scenarios complete a major support piece for the top selling *Champions* hardcover. It's time to leave behind the New York skyscrapers, and explore a country where you *think* you speak the language. Welcome to Modern Britain, the *Kingdom of Champions*. Cover Art by Adam Hughes.

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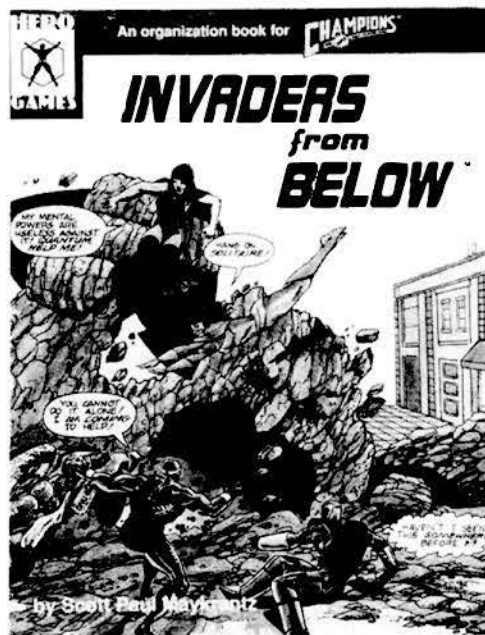
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THE OLYMPIANS™

Remember Zeus, Hera, Athena, Apollo, Poseidon, Dionysus — the Gods of Classical Greece, the ancient deities who inspired men to heroic deeds?

THEY'RE BACK

The second war against the Titans was long and difficult. When the gods had finally won, Zeus decided to re-open the portal to Earth. But instead of ancient Classical Greece, the Greek gods emerged into 20th century Earth.

Some are taking to it better than others. Stunning Aphrodite has joined the ranks of super models, and Hermes is doing PR for an overnight courier. Zeus, however, is unhappy at the changes that have occurred since he left Earth. And in the depths of Tartarus, Cronus and the other Titans plot their revenge.

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