**Chapter One**

**Prelude to Adventure**

**What Is Atlantis?**

ATLANTIS is a sword and sorcery game that takes place thousands of years before our own time, in a place where cosmic terrors were bargained with for arcane power and eldritch lore. ATLANTIS depicts the tales of a time when heroes solved problems through wits and cunning and with a strong sword arm. In antediluvian times, otherworldly gods bestowed miracles with one hand and wrought dread curses with the other. The Player Characters are Heroes, living in a new age, and a new world, where humanity is in its infancy and the elder races cling to life as they gaze into their own twilight. The Heroes will live and triumph. The Heroes suffer and eventually die. Atlantis is the record of how they lived, and the stories they leave behind. That is what’s important.

ATLANTIS is inspired by early fantasy fiction, before things became codified and bogged-down with convoluted world-building. It takes its cue from fiction that was more interested in the deeds of Heroes rather than how the world around them worked. ATLANTIS is not a fantasy novel, but a role-playing game. The world presented in the following pages is here to facilitate new fiction that springs from the collective imagination of those sitting around a table.

**Twelve Revelations**

1.) **WHAT IS ATLANTIS ABOUT?**

This is a game about the fictional, antediluvian pre-history of our own world. A world filled with savage warriors, powerful magic and cosmic horrors. This is a sword-and-sorcery fantasy game in the vein of the old TOR and DAW books. The game owes a lot to R.E. Howard, C.A. Smith, Moorcock, and Lieber.

2.) **WHAT DO THE CHARACTERS DO IN ATLANTIS?**

Atlantis is about the personal journeys of the Player Characters. They each have stories to tell, some of which are secret and self-serving, while others are grandiose and world-shattering. While some protagonists in Atlantis are driven to save the world, most are driven by their own ambitions—a desire for fame, power, and wealth—but all have one thing in common, while some are petty and some are noble, all are driven.

3.) **WHAT IS THE RESOLUTION MECHANIC OF ATLANTIS?**

Atlantis incorporates the Omega System, which uses a D20.

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

The game uses a lifepath system to construct a back story on which the players can build a foundation to tell their stories. All characters in the game are Heroes, and the lifepath helps reinforce this fact with unique, but random, story elements that flesh out the Hero. A lifepath also helps the player to determine his Hero’s ambitions, goals, and personality. Character creation determines how the Hero fits into the game world and the play group.

5.) **HOW DO PLAYERS CONTRIBUTE TO THE ATLANTIS STORY?**

The players and Game Master collaboratively create extraordinary stories as they adventure through the world of ATLANTIS. Using the rules within these pages, players are able to actively add to the story and react to elements the GM throws at them. NO story happens in Atlantis without the focus being centered on the Heroes. Because character creation infuses each character with multiple plot hooks, the players becomes proactive as well as reactive to the Game Master’s plots. The Heroes are the story of Atlantis.

6.) **HOW DOES ATLANTIS’ SETTING REINFORCE WHAT THE GAME IS ABOUT?**

The setting models a fictional antediluvian pre-history of earth with many cultures, races, and

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**Inspirations**

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

**Influential Writers**

Below is a list of the writers that most influence the Atlantis RPG game you’re holding.

- **Clark Ashton Smith:** The writer of four very important sword and sorcery series; Averoigne, Hyperborea, Mars, Poseidonis, Zothique. Smith, along with Howard are the fathers of fantasy that ATLANTIS is trying to emulate.
- **Robert E. Howard:** The creator of Conan, Kull, Solomon Kane, and Bran Mak Morn.
- **Fritz Leiber:** Creator of Fafhrd and the Gray Mouser series.
- **Michael Moorcock:** Creator of Elric and the concept of the Eternal Champion.

**Comic Books:**

- **Warlord:** a sword and sorcery comic book published by DC Comics. Created by Mike Grell and infused with just enough nutty super heroic to make it outstanding.
- **Savage Sword of Conan:** the black and white Marvel Comics magazine that exploded my brain as a kid. I think I learned to read with this magazine.
- **Age of Bronze:** Eric Shanower’s epic retelling of the Trojan War, produced by Image comics.
MOVIES AND TELEVISION:
Conan the Barbarian: the movie adaptation of Robert E. Howard’s classic hero.
Fire and Ice: Who could forget this Frank Frazetta inspired sword and sorcery adventure. This movie packs a lot of high action adventure and very iconic imagery.
Krull: A group of Heroes band together to fight impossible odds.
The Never Ending Story: Wonderful fantasy adventure with many sword and sorcery elements filtered through a child’s story book.
Deathstalker: This 80’s fantasy movie is like watching a car wreck. You know it’s horrible but you just can’t stop watching.
The Sword and the Sorcerer: Who didn’t have a tri-sword in the D&D game after seeing this movie?

MUSIC:
Tyler Bates (300 soundtrack)
Jeff Beal (Rome: The HBO Series soundtrack)
James Horner (Krull, Troy, Braveheart soundtracks)
James Newton Howard (Unbreakable soundtrack)
Basil Poledouris (Conan the Barbarian soundtrack)

ROLEPLAYING GAMES:
Arcanum: The original game that started it all for Atlantis
Talisanta: The most significant and original fantasy role-playing game.
Sorcerer and Sword by Ron Edwards. The concepts in this game will blow your mind. Ron is a genius.
GURPS Atlantis by Steve Jackson Games
Conan by TSR. This game is deceptively fun. Its compact but very well done for a game of its period

creatures. The world is familiar enough to understand, but strange and wondrous enough to feel new, enthralling previous players of Atlantis or Arcanum. The setting is full of strange lands, ancient fallen civilizations, and supernatural wonders that make the world a dangerous, terrifying, and exciting landscape in which to play. Along with character creation, the setting helps to illustrate who and what the players are.

7.) WHAT SHOULD ATLANTIS MAKE THE PLAYERS FEEL WHEN PLAYING?
Players should get a sense of empowerment and accomplishment while playing their Heroes.
Once their adventures are complete, the players should feel that they were the primary (and most important) element in the story. To support this, their characters actually have access to mechanics that allow for permanent change in the game world.

8.) WHAT TYPES OF BEHAVIORS/STYLES OF PLAY DOES ATLANTIS ENCOURAGE?
Player Characters are made in the vein of classic sword-and-sorcery Heroes; there is a tragedy for every triumph. Players are encouraged not only to succeed at their goals, but to bring their disadvantages into play. Renown is the primary source of character improvement, and therefore should serve to make the players proactive rather than reactive. To attain Renown, the Player Characters must accomplish goals or undertake daring exploits that catch the attention of their peers and the common man.

9.) WHERE DOES ATLANTIS TAKE THE PLAYERS THAT OTHER GAMES DON’T?
ATLANTIS is a front-loaded game, where the Heroes are accomplished and competent from the moment play begins. The goal of the game is not to amass power and skill but to use their existing skill to realize their goals and affect change in the world. The game is not interested in the amassing of wealth, but the accumulation of the renown tied to great or infamous deeds.

10.) WHAT DOES ATLANTIS DO TO ENGAGE THE PLAYERS’ ATTENTION; WHY SHOULD THEY CARE?
The Player Characters are the central stars of the game. Nothing of importance happens without the characters’ involvement. It is impressed upon the players that they are the movers and shakers in the game world, and that they have the potential to literally change the course of events as they unfold. There are subsystems that allow the characters to manipulate and change the social well being of an entire country. Furthermore, players are motivated by the promise of Renown and the calling of their own destinies to move their characters forward. Proactive play is rewarded; the penalty for idleness is no Renown-gain and a forgotten life for their character.

11.) WHAT ARE THE PUBLISHING GOALS FOR ATLANTIS?
To produce a finite number of books that further detail and expand the game. The line is envisioned as a three-book set, detailing the world, its creatures, and the Player Heroes.

12.) WHO IS ATLANTIS’ TARGET AUDIENCE?
Goal-driven individuals who favor creative storytelling in a new fantasy world not tied to the Dungeon & Dragons fantasy tropes. ATLANTIS is not made in opposition to D&D or games later derived from it. Instead, it is intended as an alternative play environment (and play style) for those looking for something different. In ATLANTIS, Renown takes the place of gold and the Hero’s deeds take the place of their loot.
ATTRIBUTES

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

INTELLIGENCE (INT)

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

-8: Insect, -7: Most Animals, -5: Social Predator (e.g. Wolf), -3: Dolphin, -2: Simpleton, +0: Average Human, +3: Genius, +5: Polymath

PERCEPTION (PER)

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

-5: Mole, +0: Average Human, +4: Most Herbivores, +6: Fox, +8: Owl

WILL (WIL)

A measure of the individual’s willpower, determination, faith, and wisdom. Will Rating determines how well a character is able to resist temptation, bribery, seduction, torture, coercion, interrogation, or influence.

-3: Human Child, +0: Most Animals, +2: Stubborn or Tenacious Wild Animals, +3: Dedicated Philosopher, +5: Oracle

CHARISMA (CHA)

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

-5: Repellent Boor, -3: Sullen Introvert, +0: Average Human, +3: Natural Diplomat, +5: Inspiring National Leader

STRENGTH (STR)

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

-8: Mouse, -6: Domestic Cat, -4: Eagle, -2: Preadolescent Human, +0: Wolf, +3: Donkey, +5: Lion, +8: Bull

DEXTERITY (DEX)

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

-3: Domestic Cattle, -1: Domestic Sheep, +0: Average Human, +2: Athlete, +4: Gymnast, +7: Squirrel

CONSTITUTION (CON)

A measure of the individual’s endurance, stamina, and durability. Constitution Rating determines how well a character can resist the effects of disease, wounds, poisons, toxins, exposure, hunger, and thirst.

-4: Phthisis (“Consumption”) Sufferer, -2: Indolent Epicurean, +0: Average Human, +2: Athlete, +4: Wild Boar, +5: Champion Marathon Runner, +8: Elephant

SPEED (SPD)

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

-5: Immobile, -4: Tortoise, -2: Mouse, +0: Average Human, +3: Serpent, +5: Champion Sprinter, +7: Fox, +10: Horse, +12: Deer, +14: Hare

COMBAT RATING (CR)

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

MAGIC RATING (MR)

A measure of a character’s natural ability to sense and manipulate the flows of magic in the world. It reflects a combination of mental attributes and physical senses, as well as cultural and psychological factors. Magic Rating serves as a modifier for magic-related skills and powers. The Attribute unlocks the inner power of the Hero to manipulate the universe.
HERO POINTS

**Hero Points**

**Hero Points = 5+ (Charisma Attribute)**

Hero Points represent the cosmic luck that all Heroes have in fiction — that little bit extra that gets him through the harrowing ordeal. There is always something different about a Hero which helps him stand apart from his more mundane counterparts. He is able to climb the mountain no sane person would; he can fight, and best, a lion, barehanded; he can endure an injury that would lay a common man low. This is illustrated by the Hero spending Hero Points.

Your Hero starts the game with a pool of points which can be used to affect the outcome of dice rolls or damage taken. The maximum amount of Hero Points a character may have in her Pool is equal to 5+ her CHA Attribute (minimum of 5 Hero Points). This amount goes up as the Hero gains Renown.

*Example: A newly minted Hero with a CHA +1 would have 6 Hero Points to start.*

**YOUR CHARACTER CAN USE HERO POINTS FOR A VARIETY OF THINGS:**

- Players may spend Hero Points to increase a roll by +2. Hero Points may be spent after the roll is made.
- One Hero Point may be used to negate a mishap or Critical Failure.
- One Hero Point will add +4 to damage inflicted.
- Hero Points may be spent to negate 4 points of damage per point spent. The Hero can spend up to his maximum amount of Hero Points in this way.
  
  *Example: Donobey is fighting a giant Lemurian machine construct on an archipelago in the Elysium Ocean. At his disposal are three Hero Points. The machine shoots a gout of flame at the nimble Hero, hitting him for 30 points of damage! Donobey is in the pursuit of a Diomedean bridle and decides this would be a good time to use his Hero Points to negate the damage. Donobey’s player spends all three Hero Points and negates 12 points of damage.*
- Two points will give the Hero one extra action for one round of combat without any multi-action penalty.
- Two points can be spent to negate the unconsciousness effects of a critical hit.
RENOWN

A Hero’s Renown encompasses his deeds and reputation throughout the Known World. This value represents his deeds, special abilities, attitude, and all the other subtle acts that together represent her stature in the eyes of individuals. Heroes earn Renown as they adventure across the earth.

BELOW IS A BENCHMARK LIST OF WHAT RENOWN IS

<table>
<thead>
<tr>
<th>Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–10</td>
<td>A Hero known in a local town</td>
</tr>
<tr>
<td>21–30</td>
<td>A Hero known in one major city</td>
</tr>
<tr>
<td>31–40</td>
<td>A Hero known in one province or state region</td>
</tr>
<tr>
<td>41–50</td>
<td>A young Hero known on one country</td>
</tr>
<tr>
<td>51–100</td>
<td>A known Hero in one continent</td>
</tr>
<tr>
<td>101–150</td>
<td>A Hero known on several continents</td>
</tr>
<tr>
<td>151–200</td>
<td>A Hero known all over the world</td>
</tr>
<tr>
<td>300+</td>
<td>A Hero whose deeds have become legend. Recognized throughout the world and whose actions have been deified</td>
</tr>
</tbody>
</table>

SOCIAL AFFAIRS

In social situations, Renown adds a bonus of +1 per 50 points of Renown to any social dice roll situation where your name is heard. In some cases it will act as a penalty.

EARNING RENOWN

For Renown rewards of 1–5, it doesn’t matter if the Hero succeeds or fails; all that matters is that he tried. For such acts of heroism the character receives the full reward. For Renown acts of 10–20 the character gets a full reward for success and only half for Failure (in these cases failure usually means death).

<table>
<thead>
<tr>
<th>Situation</th>
<th>Renown Earned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighting naked (without armor) and with abandon</td>
<td>2 points</td>
</tr>
<tr>
<td>Fighting in Hand-to-Hand combat</td>
<td>2 points</td>
</tr>
<tr>
<td>Fighting with Style and Heroics</td>
<td>2 points</td>
</tr>
<tr>
<td>A Very Difficult Skill-level attempt in a time of crisis</td>
<td>2 points</td>
</tr>
<tr>
<td>An Extreme Skill-level attempt in a time of crisis</td>
<td>5 points</td>
</tr>
<tr>
<td>A Beyond Extreme Skill-level attempt in a time of crisis</td>
<td>8 points</td>
</tr>
<tr>
<td>Legendary Skill-level (DoD-20) attempt in a time of crisis</td>
<td>16 points</td>
</tr>
<tr>
<td>Saving a nation from destruction with the help of the group</td>
<td>25 points</td>
</tr>
<tr>
<td>Slaying a great villain or creature</td>
<td>50% of Renown</td>
</tr>
<tr>
<td>Falling in love and winning a paramour’s affection</td>
<td>10 points</td>
</tr>
</tbody>
</table>

When multiple Renown awards are applicable they stack, yielding a larger award.

NOTE: That Skill attempts assume that no Hero Points are being used to augment the roll. In cases where Hero Points are used, lower the Renown award by one level.

Deeds that are a collaborative effort of an entire group are tallied and divided evenly among the group.
## Tyyawdi

### Thasheshi Human Burglar

#### Disadvantages
- Many Ex-Lovers
- OOO Always Blurts says the Obvious
- OOO Wanted in Several Countries

<table>
<thead>
<tr>
<th>INT</th>
<th>PER</th>
<th>WIL</th>
<th>CHA</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>SPD</th>
<th>CR</th>
<th>MR</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+4</td>
<td>+0</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Hero Points</th>
<th>Hit Points</th>
<th>Wealth Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>21</td>
<td>+1</td>
</tr>
</tbody>
</table>

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

#### Talents
- Great Escape

#### Gear
- Lightweight half suit of armor
- Dagger
- Gladius Sword
- Thieves tools
- Horse
- Traveler's Gear

<table>
<thead>
<tr>
<th>Weapon</th>
<th>WR</th>
<th>DoD</th>
<th>Acc</th>
<th>DR</th>
<th>WT</th>
<th>STR</th>
<th>RoF</th>
<th>AMMO</th>
<th>Rng</th>
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</thead>
<tbody>
<tr>
<td>Dagger</td>
<td></td>
<td></td>
<td>+2</td>
<td>6*</td>
<td>.9kg</td>
<td>+0</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Gladius</td>
<td></td>
<td></td>
<td></td>
<td>8*</td>
<td>1.8kg</td>
<td>+0</td>
<td>-</td>
<td>-</td>
<td>-</td>
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</table>

<table>
<thead>
<tr>
<th>Armor</th>
<th>Shield</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light Half Suit PR2</td>
<td>N/A</td>
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</tbody>
</table>

### Human Racial Abilities

#### Zeal
Tyyawdi may add +2 to one roll per adventure

#### Tyche
Tyyawdi can force a re-roll of any dice action that affects them directly, 1 time a game session. The roll need not be made by the Hero and may affect rolls made by the GM or other players when it pertains to the character. The re-roll must affect the Hero and may not manipulate fate for the benefit of others.

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

**Nubian Human Soldier**

**Disadvantages**
Sworn Enemy of Any Devil O
Will Never Back Down OO
Loves to carouse OO

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

<table>
<thead>
<tr>
<th>Hero Points</th>
<th>Hit Points</th>
<th>Wealth Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>21</td>
<td>+1</td>
</tr>
</tbody>
</table>

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

**Talents**
Advanced Militia Training

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

<table>
<thead>
<tr>
<th>Spear</th>
<th>WR DoD</th>
<th>+0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acc</td>
<td>DR</td>
<td>WT</td>
</tr>
<tr>
<td>-</td>
<td>12‡</td>
<td>2.7</td>
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</table>

<table>
<thead>
<tr>
<th>Pinga</th>
<th>WR DoD</th>
<th>-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acc</td>
<td>DR</td>
<td>WT</td>
</tr>
<tr>
<td>-</td>
<td>8Ω</td>
<td>1</td>
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</table>

<table>
<thead>
<tr>
<th>Bow, Short (2H)</th>
<th>WR DoD</th>
<th>-2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acc</td>
<td>DR</td>
<td>WT</td>
</tr>
<tr>
<td>+1</td>
<td>8‡</td>
<td>2.7</td>
</tr>
</tbody>
</table>

**Armor**
Medium Half Suit PR5

**Shield**
Medium Shield, +1 defense, +2 Parry

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**Human Racial Abilities**

**Zeal**
Donoby may add +2 to one roll per adventure

**Tyche**
Donoby can force a re-roll of any dice action that affects them directly, 1 time a game session. The roll need not be made by the Hero and may affect rolls made by the GM or other players when it pertains to the character. The re-roll must affect the Hero and may not manipulate fate for the benefit of others.

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

ATLANTEAN HUMAN SAINT

DISADVANTAGES
Defers to Atlantean Wisdom O
Must do what is right O
Old and weak O

<table>
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<tr>
<th>INT</th>
<th>PER</th>
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<th>CR</th>
<th>MR</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>+2</td>
<td>+3</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
</tr>
</tbody>
</table>

Hero Points 7
Hit Points 20
Wealth Rating +1

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

Talents
Dominion Access, Righteous Words

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

Quarterstaff
Acc 5
DR -
WT 1.8
STR +0
RoF -
AMMO -
Rng -

Armor
Light Half Suit PR2
Shield N/a

HUMAN RACIAL ABILITIES
ZEAL
Agathon may add +6 to one roll per adventure
TYCHE
Agathon can force a re-roll of any dice action that affects them directly, 3 times a game session. The roll need not be made by the Hero and may affect rolls made by the GM or other players when it pertains to the character. The re-roll must affect the Hero and may not manipulate fate for the benefit of others.

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

NAME: OBATALA
DOMINIONS:
1- Sun
2- Law
3- Love

PRECEPTS:
Help those in need. All with souls are connected and brothers
Uphold the law of the land, even for those you deem unjust. Obatala is the final arbiter.
The truth is purity. Impurity of body, mind, and soul are a sin
Prostrate yourself before the rising and setting sun
Never touch blood, as it is unclean and bury any dead within a day of death.

MINOR ABILITIES AS A FOLLOWER OF OBATALA
Always know the time of day. The Hero may always see as if the sun was over his head and no darkness, normal or otherwise, may prevent this (except for the Moon Dominion, which may be overcome with a test of PER versus a DoD equal to the opposing person’s WIL).

Agathon may do two of the following abilities one per day (player chooses at the start of day)

- **Boost:** The Hero can use the energy of the sun to enhance an attribute or ability (chosen when the power is granted). The Hero may enhance the ability by a number of points equal to 3. The Hero affects allies in a radius around him equal to 15km. The benefit last for 6minuts. Those so imbued glow, radiating a golden aura.

- **Healing:** The healing rays of the sun may heal everyone within a radius of 30m. Everyone within the glowing radius heals 4Hit Points, while undead or demons suffer the same amount as damage. This favor may be used once per request.

- **Flash Attack:** The Hero may emit a burst of energy that blinds all his foes, causing them a penalty, equal to -3, to all sight based actions for3 rounds. The attack may be resisted with a PER+ Evade roll, versus a DoD -12. The Hero may use this power 7 times. Undead suffer double the effect.

- **Luck:** Those with love in their hearts gain 5 of dice rerolls. The benefit affects 30 people. This favor may be used once per request.

- **Full Heart:** A Hero may put love in another’s heart, quelling the rage and making it more difficult to do harm. Those trying to do harm in anyway (physical or emotional) will suffer a penalty equal 5x the hero’s CHA (minimum of -5) and may not use Hero Points at all. The Hero can affect a number of people equal to her CHA10. This favor may be used once per request.

- **Detect Guilt:** Know the guilt of 20 people by looking into their eyes. The Hero knows what the person has done and why they performed the transgression. A Hero may use this ability 4 times per request.
# Caerwyn

<table>
<thead>
<tr>
<th><strong>Lemurian Scholar</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Disadvantages</strong></td>
</tr>
<tr>
<td>Enemy Lemurian Scholar O</td>
</tr>
<tr>
<td>Must know the truth O O</td>
</tr>
<tr>
<td>Bad temper O O</td>
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<table>
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<tr>
<th>INT</th>
<th>PER</th>
<th>WIL</th>
<th>CHA</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>SPD</th>
<th>CR</th>
<th>MR</th>
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<tbody>
<tr>
<td>+5</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+3</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>-2</td>
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- **Hero Points**: 7
- **Hit Points**: 21
- **Wealth Rating**: +1

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

<table>
<thead>
<tr>
<th><strong>Talents</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemical Scientist</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Gear</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Several tomes of scholarly work, Ancient trinkets or collectables (worth +4 Treasure), Dagger, Horse, and Traveler's Gear</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Dagger</strong></th>
<th><strong>WR DoD</strong></th>
<th>+0</th>
</tr>
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<td>Acc</td>
<td>DR</td>
<td>WT</td>
</tr>
<tr>
<td>+2</td>
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<th><strong>The Lawgiver (Gas Pistol)</strong></th>
<th><strong>WR DoD</strong></th>
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</tr>
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<tbody>
<tr>
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<td>DR</td>
<td>WT</td>
</tr>
<tr>
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<td>9</td>
<td>3kg</td>
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<tr>
<th><strong>Armor</strong></th>
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</tr>
</thead>
<tbody>
<tr>
<td><strong>Shield</strong></td>
<td>N/a</td>
</tr>
</tbody>
</table>

---

**LEMURIAN RACIAL ABILITIES**

**PRIMORDIAL MIGHT**

The Hero can perform great feats of strength. This allows the Hero to make a roll involving Strength with a bonus +5. The Hero may perform a number of such feats once per game.

**MASTERS OF THE NATURAL WORLD**

The Lemurians are in complete balance with the natural world. They do not have a supernatural advantage, but an exact understanding of how the natural world works and the harmony between earth, air, fire, and water. To this end, when in a natural setting, Lemurians have an advantage and excel at their chosen vocation. When in a forest area Caerwyn's INT is +10. Caerwyn must meditate for one round to gain this bonus and the bonus last for one scene.

**LOGIC OF THE LAWGIVER**

Precepts handed down from the Lawgiver are ingrained into the thinking of every Lemurian. The laws of science and the natural world allow the Lemurian to use his prodigious intellect to overcome any type of problem. May add +10 to one roll per game.

**ELIXIRS ON HAND**

**Panacea (2 doses)**

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

**POSIONS ON HAND**

**Ruwa liqueur (1 vial)**

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

The effects last for 4 rounds.

**Powders on Hand**

**Muhraq (2 doses)**

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

**ANTILLAN TRITON SORcerer**

**DISADVANTAGES**

- Wijica, a highborn Atlantean noble
- Too inquisitive
- Horrible belly scar

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

**Hero Points** | **Hit Points** | **Wealth Rating**
---|---|---
5 | 20 | +1

**Skills**

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

**Gear**

- Lightweight half suit of armor, Dagger, Noble quality robes (two sets), Horse, and Traveler’s Gear
- The Gift, Fast Cast

**Dagger**

<table>
<thead>
<tr>
<th>Acc</th>
<th>DR</th>
<th>WT</th>
<th>STR</th>
<th>RoF</th>
<th>AMMO</th>
<th>Rng</th>
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<tr>
<td>+2</td>
<td>6</td>
<td>.9kg</td>
<td>+0</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Armor**

- Light Half Suit PR5

**Shield**

- Medium Shield, +1 defense, +2 Parry

**TRITON RACIAL ABILITIES**

**SILVER ALLERGY**

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

**AQUATIC**

- Thalmia may move at +9 in water and breathe freely in water.
- Thalmia may only survive outside of water for 1 hour before suffocating. To counter this all Tritons are given a small water bladder apparatus that fits to their neck. The device must be refilled every 4 hours to work properly and with it a Triton may stay out of water indefinitely.

**BEAST LANGUAGE**

- Tritons have the ability to communicate with aquatic life to a limited degree. Thalmia has a +3 to Animal Handling Skill rolls involving sea life.

**NIGHT VISION**

- The Hero has the ability to amplify existing ambient light allowing him to see. Normal penalties for darkness are halved and Thalmia receives a +3 bonus to Perception rolls. In pitch darkness the Hero is as blind as anyone else.

**SAMPLE SPELLS**

- Thalmia may cast 5 spell before taking a -1 penalty for Fatigue. Each subsequent spell will give her a penalty of a an additional -1 (tracked on the fatigue chart)

**ATTACK SPELLS**

- **Ice Shards (Casting DoD-10)**
  An attack on a single opponent for 10DR. range 20m

- **Sea Tick Sting (Casting DoD-19)**
  Attacks a single target for DR10 for 3 rounds

- **Thunder Blossom (Casting DoD-17)**
  Attacks an area for 8 DR. affect everyone in a 3m radius

**MANIPULATE SPELL**

- **Strength of Grom**
  Adds +5 to the targets STR. Last for 1 minute
  Casting DoD-15

- **Skin Shifting (Casting DoD-10)**
  The targets skin shifts on his body changing his appearance, lasting for 5 minutes.

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

**SHIELD SPELLS**

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

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

ADVANCED MILITIA TRAINING

Benefit: The Hero may double his STR (minimum of +2) when determining armor penalties because of weight. This talent does not make the Hero stronger; just able to wear heavier armor with fewer penalties.

ALCHEMICAL SCIENTIST

Benefit: The Hero has the knowledge and the ability to create the four basic substances; Bhūmi, Pavan, Jala, and Iosis. The Hero also possesses a basic workshop and Athanor allowing him to study and make alchemical concoctions.

DOMINION ACCESS

Benefit: The Hero may pray and ask for favor from their pantheon of gods. See the chapter on Gods.

FAST CAST

Benefit: The Hero can work a spell and attack with it in the same round without suffering multiple action penalties.

GREAT ESCAPE

Benefit: The Hero may add triple his INT or PER (minimum of +3 and player chooses Attribute) to any roll involving escape. The Hero may do this a number of times per game equal to his DEX (minimum of once).

RIGHTEOUS WORDS

Benefit: The Hero and those of his group gain a bonus to anyone ONE action equal to double the Hero’s CHA (minimum of +2). The bonus will stay in effect until the task is completed or the Hero stops speaking. The bonus only applies to the first action taken by a character in a round. The Hero may use this ability a number of times a day equal to his WIL (minimum of once).

THE GIFT

Benefit: The mage may cast spells beyond level 5 of difficulty.
CHAPTER TWO
GAME SYSTEM
**Core Rules**

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

**The Results Table**

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

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

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

**Results Table Key**

<table>
<thead>
<tr>
<th>Result</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>0 or less</td>
<td>Critical Failure</td>
</tr>
<tr>
<td>1-5</td>
<td>Failure</td>
</tr>
<tr>
<td>6-10</td>
<td>Partial Success</td>
</tr>
<tr>
<td>11-19</td>
<td>Success</td>
</tr>
<tr>
<td>20 or more</td>
<td>Critical Success</td>
</tr>
</tbody>
</table>

Not only does the attempted action fail, but it fails miserably. There may be additional negative consequences, such as accidental damage to the character attempting the action, the opposite outcome of the intended effect, etc. It is the GM’s job to determine the actual results of any Critical Failure, based on the circumstances surrounding the attempted action.

The action fails to achieve the intended result. There is no further negative impact.

The action is only moderately successful, achieving part but not all of the intended effect (such as half-damage from an attack or partial effect from Magic).

The action achieves the intended result.

The action is even more successful than intended, achieving the player’s stated intent and also yielding additional benefits of some sort (an attack causes a Critical Wound that disables the opponent, there is an increased effect from Magic, etc.). It is the GM’s job to determine the actual results and extent of any Critical Success.

**Results Table Modifiers**

Results Table die rolls may be subject to bonuses or penalties for any of the following modifiers:

- Attributes
- Skill Ratings
- Intent
- Degree of Difficulty
- Opposing Attributes or Skills
- Multiple Actions
- Non-unskilled Proficiency Penalty

**Rounding Numbers**

Sometimes a number will have to be divided because of a Partial Success or some other reason. When rounding numbers, always round up to the next whole number.
Attributes And Attribute Rolls

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

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

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

Skill Rating

Skill Rating = Skill Level + Attribute

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

A skill's Level can be improved over time through training (see Improving Skills, in this section). Skill Rating is the combination of a character's training (Skill Level) and natural ability (a related Attribute). Each skill has an Attribute that acts as its modifier; for example, the modifier for the skill "Sleight of Hand" is Dexterity. To determine your overall Skill Rating, add the level of the skill plus its Attribute modifier. Whenever a skill is used for a Results Table die roll, always use its Skill Rating.

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

Intent

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

It is very important to try and determine what skill will be used, and what the desired outcome of the skill use will be. Embellishing details and explanations are welcome and considered very important when trying to "sell" the action to the GM. Intent in game-play is essential, as it helps the GM set modifiers for the roll, and helps when interpreting the roll on the result table. A Hero whose intent was to put out a fire using Sleight of Hand may only put out half the fire with a Partial Success.

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

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

If the player informs the Game Master beforehand of the character's Intent, the GM will be better prepared to interpret the outcome according to the Results Table. Intent is also important in helping the GM establish an action's Degree of Difficulty.
DEGREE OF DIFFICULTY (DoD)

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

Example: A Hero has a +3 to his roll but has a DoD -4 (penalty). He would have a net penalty of -1 to his roll.
A Hero has a +3 to his roll and a DoD +2 (bonus). He would have a net bonus of +5.

OPOPPED ACTIONS

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

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

The watchman has a Perception of +3 and an Investigate/Search skill of +3 for a total of +6. Dayn’s Stealth Skill Rating is +9. Dayn’s player rolls a D20 and adds +9 Versus a DoD of -6 (the watchman’s Perception + skill) as a penalty.

MULTIPLE ACTIONS

Every character is allowed to take one action per round, but may take more if the player desires. If a player chooses to take more than one action per round, they suffer a penalty. For each action already performed during the round, characters suffer a cumulative -5 Results Table penalty. Extra actions can be performed during a character’s turn, or later in the round as responses to the actions of other characters. The GM decides what constitutes an “action” and what doesn’t. Simple things like quickly looking around a room or dropping an item probably aren’t actions that would add to the multiple action penalty. If an action requires a roll, it always adds to the multiple action penalty; some actions that do not require die rolls (activating certain abilities, for example) may add to the penalty as well.

More complex procedures, like drawing a weapon or exiting a vehicle probably would count as extra actions. In some cases, the GM may ask the player to make a Skill or Attribute roll to determine the success of ordinary tasks performed as part of a multiple action sequence (a DEX roll to quickly throw off a bulky cloak and still make an attack, for example).

Example: Ahera the serving wench wants to throw her empty mug at a rude male across the bar, then stand up and punch him in the face. First, Ahera’s player makes an attack roll to hit with the mug. This is a normal attack roll since it is Ahera’s first action during the round. Next, Ahera’s player rolls to see if she punches the male. This attack roll suffers a -5 penalty (in addition to any other modifiers) since Ahera has already acted once during this round. If Ahera wanted to then take a third action, her player would roll for this with a penalty of -10.

Note that a result of Critical Failure on any Multiple Action die roll prevents any additional action from being taken in that round.

Example: If Ahera’s first die roll results in a Critical Failure, she does not get to attempt the second action.

COOPERATIVE EFFORTS

If two or more characters both have ranks in a given skill, they may be able to work cooperatively to achieve a shared goal. More often than not, this will give the character some benefit as long as they are near the same level of competency (+/- 5) and working toward a common goal, but always keep in mind the old adage: “Too many cooks spoil the stew.” When two characters work together using the same skill, allow the player with the higher skill rank to make the Results Table roll, but award a bonus to that roll equal to 1/3 of the relevant skill ranks of the characters assisting.

Jerry decides that his character, Donobey, has had enough of this skulking and hiding, and plans on attacking. He just has to get his warrior down to the assassins first. He stands up at the table, lifting one hand high, and loudly announces that Donobey is going to grab his spear, cast aside his shield, take a running sprint across the upstairs room so that he can leap from the balcony, clear the street, and spear at least the first one before the other has time to react. Renee, a bit aghast, asks Jerry to clarify that his intent is to Charge one of the assassins and then attack. Yes, Jerry says. A charge attack, on foot, by leaping off of a balcony from the other side of the street. Right, Renee says. Let’s do this.

Renee says that Jerry needs to roll for the Charge with Speed + Athletics and then, as a second action, he’ll be attacking the Assassin who will only be using a passive defense since the attack is unexpected.
**OTHER MODIFIERS**

Combat, Magic, and some of the more complicated skills have additional rules and modifiers that the Game Master and players should know about. For more information see the corresponding chapters in this book.

---

**TIME IN THE GAME**

One Round = 6 seconds

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

---

**ABILITIES RELATED TO ATTRIBUTES**

**REACTION ROLLS**

Reaction Roll = CHA Attribute + applicable Skill

The first impression that a character makes on any new acquaintance is determined by making a Reaction roll on the Results Table. Normally, a Reaction roll is based on the sum of a character’s CHA + Skill (Influence) and modified by Renown. Failure indicates an unfavorable or even hostile reaction; success indicates acceptance (or at least ambivalence), while Critical Success will always yield the most favorable response possible under the prevailing circumstances. At the Game Master’s discretion, Reaction rolls can be employed for encounters of almost any sort. In some situations, skills such as Etiquette or Diplomacy can be used in lieu of Reaction rolls, depending on the nature of the individuals being encountered, their native culture, and other factors.

---

**PERCEPTION CHECKS**

Perception Checks = PER Attribute

When a Hero is called upon to see something interesting or important, he makes a perception check using his PER Attribute with a DoD determined by the GM. Sample DoD modifiers are listed below.

<table>
<thead>
<tr>
<th>Situation</th>
<th>DoD Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poor light, twilight</td>
<td>-2</td>
</tr>
<tr>
<td>Moonlit night</td>
<td>-4</td>
</tr>
<tr>
<td>Complete darkness</td>
<td>-10</td>
</tr>
</tbody>
</table>

---

**RESISTANCE ROLLS**

**Physical Resistance = CON**

Mental Resistance = WIL

Physical resistance rolls are used to defend against the effects of poison, disease or other ailments that might affect a Hero physically. The Hero uses his CON Attribute with a DoD equal to the strength of the poison or disease. If successful, the Hero suffers no ill effects; on a partial the Hero suffers half the normal DR of the poison or the listed partial effect of the disease, if any. All other physical resistance rolls follow the same procedure.

**Examples:**

- A Hero ingests a Strength 7 poison. The Hero must make a CON roll DoD-7 or suffer the DR of the toxic concoction.
- A Hero is traveling through a particularly dangerous jungle and is bitten by an insect that carries a virulent disease. The strength of the malady is 4. The Hero must make a CON roll with a DoD-4.

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

---

Jerry decides that he’s going to spend some Hero Points. Since Donobey’s Renown is currently a 90, Jerry can only spend a max of 4 Hero Points per roll. However, he wants to not only succeed, but also do as much damage as he can. Jerry decides to spend 2 Hero points on the Charge and then 2 more on the attack. Donobey’s Athletics Rating (SPD + Athletics) is a +8. With the addition of 2 Hero Points, Jerry has a +12 to the roll. Renee says that the DoD for the leap across the street is going to be at a -10. Jerry easily makes the roll. Donobey sprouts across the room and launches himself into the air. The assassins are watching the door to the inn, so this attack will be against one of the Assassin’s passive defense (his Dex + Evade, a +10). It is also Jerry’s second action for the turn, so there is an additional -5 to the roll. Jerry’s Weapon Rating (CR + Weapon: Melee) is a +16, so he decides he’s going to spend 2 Hero Points on the attack roll. Renee has Jerry roll his Weapon Rating, modified by a -15 for the opponent’s passive defense. Jerry is also spending Hero Points to modify the roll as well. That will mean that he’s rolling d20+5 to hit. He gets a 17 on his die which means a total of 22! A Critical Success! Donobey brings the spear crashing down along with all of his weight into the assassin’s shoulder.

Jerry is already going to be doing his normal damage (DR10 + STR) and some additional damage from the Charge (Donobey’s SPD+1). However, he also wants to...
**MOVEMENT**

**Movement = 30m (for Humans with SPD+0) per round**

Individuals and creatures can move up to 15 meters in one round’s time, twice this if sprinting, triple this if running, or quadruple this if moving at an all-out pace.

Movement beyond the standard 15m move requires a SPD roll with a DoD modifier equal to the amount moved and the terrain moved over. Failure means the Hero stumbles, loses his footing, or cannot move for some reason. A partial means he only moves half. A Critical Success means the Hero moves twice the intended distance.

A SPD Rating of -6 indicates an immobile creature or object. The Speed table should cover any possible living creature, as well as ground, naval, and flying vehicles.

**Jumping**

A character’s total leaping distance (vertically and horizontally) from a standing position equals one-quarter of his Move in meters (rounded up). Increasing the rate traveled increases the difficulty as with all movement.

**Climbing**

A Hero can climb a distance equal to half his normal movement rate in a round. Increasing the rate traveled increases the difficulty, as with all movement.

**Swimming**

A Hero can swim a distance equal to half his normal movement rate in a round. Increasing the rate traveled increases the difficulty, as with all movement.

**SPEED TABLE**

<table>
<thead>
<tr>
<th>SPD</th>
<th>M/rd</th>
<th>KPH</th>
</tr>
</thead>
<tbody>
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<td>.07</td>
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<td>.25</td>
<td>.15</td>
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<tr>
<td>10</td>
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</tr>
</tbody>
</table>

**DETERMINING DEGREE OF DIFFICULTY (DoD)**

Setting the Degree of Difficulty (DoD) for a given action is another important GM job. For many actions, the rulebook provides guidelines for selecting difficulty numbers. In combat, for example, the DoD to hit a foe is equal to the Evade Skill Rating of the defender. Not all actions are so cut-and-dried, however.

As a tool for the harried GM, a sliding scale of Difficulty numbers is provided below. Remember that DoD is always based on how hard it is for an average “novice” (0-rating) practitioner to accomplish the action.

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>No chance of failure</td>
<td>No need to roll</td>
</tr>
<tr>
<td>Any fool could do it</td>
<td>+10</td>
</tr>
<tr>
<td>Very Easy</td>
<td>+7</td>
</tr>
<tr>
<td>Easy</td>
<td>+5</td>
</tr>
<tr>
<td>Simple</td>
<td>+3</td>
</tr>
<tr>
<td>Routine</td>
<td>+0</td>
</tr>
<tr>
<td>Tricky</td>
<td>-3 to -6</td>
</tr>
<tr>
<td>Difficult</td>
<td>-7 to -10</td>
</tr>
<tr>
<td>Very Difficult</td>
<td>-11 to -15</td>
</tr>
<tr>
<td>Extreme</td>
<td>-16 to -20</td>
</tr>
<tr>
<td>Beyond Extreme</td>
<td>-21 or more</td>
</tr>
</tbody>
</table>

For any given action, no matter how unusual, ask yourself: “Would this be Difficult for the average-skilled practitioner? Very Difficult? Routine?” When you have your answer, you have your Degree of Difficulty and you’re ready to roll. Or not to roll, as the case may be.

The attack succeeds as Donobey had planned! Renee rewards Donobey with an additional 5 Renown on the spot. Caerwyn gives up a great bellowing cheer while Thalmia shakes her head at Donobey’s antics. The Lemurian’s roar does serve to notify all of the assassins that they have become the hunted. Renee tells everyone that the element of surprise is lost and an Initiative roll is in order. Dice begin to roll.

While Caerwyn and Thalmia speed their way down to street level, Donobey is stuck in an alleyway with a surprised assassin from the Dogs of Jhunn. Renee says that his opponent, shocked by the sudden attack, is lashing out with abandon, poison already dripping from his blade. Jerry says that his Intent in the next round is to put Donobey’s back to a wall and keep the assassin at bay with his spear; in effect, parrying to keep the assassin away.

*The Assassin has a*
There's no need to call for a Results Table roll for each and every action. Sometimes simply knowing the character's trait rating is enough to judge the outcome of an action.

Example: Dayn is wandering through an open market while visiting the city. Dayn's companion, Saul, is somewhere in the sea of humanity, frantically searching for Dayn. Frustrated, Saul stands on a cart and begins yelling and waving his arms, “Dayn! OVER HERE!” The GM decides that Dayn is quite a distance away, and is entranced by collection of pottery. Still, there is no need to roll in this case. With his +6 Perception, Dayn is one of the most observant beings on the continent. He hears Saul's vulgar hooting and begins moving in the opposite direction.

Only during stressful or unusual situations is a roll required to accomplish an ordinarily simple task. Just be consistent about what does and does not require a die roll in your game.

**Combat**

Combat can be a very deadly affair. Although drawing your sword or bow should be considered a last resort when more sensible means of settling a dispute fail, there will inevitably be those instances where it is necessary. When this occurs, a familiarity with this section will greatly increase your character's chance of survival.

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

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

**Combat Rating (CR): The Hero’s Attribute**

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

**Combat Rounds And Turns**

During combat, time is measured in rounds. A round is roughly six seconds long: enough time for combatants to draw weapons and exchange attacks or move up to the maximum allowable distance based on their movement. During a combat round, each character is given a chance to act. A single character’s action within a round is called a turn, as in: “it’s Dayn’s turn to attack.” Once all characters involved in the combat have taken their turn, the round is over.

**Damage & Protection**

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

**Damage Rating (DR)**

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

Example: A long sword with a DR of 8 will do eight HP damage in the hands of an average human.

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

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

Remember that damage totals for most ranged weapons, such as bows, are not modified by the user’s STR, although many hand-thrown weapons like javelins are. Details are provided in the Equipment chapter.

The roll on the Results Table indicates how much of the total DR a weapon does on a given attack, as follows:
Critical Failure: Critical Failure means no damage and possibly a terrible mishap!
Failure: No Damage (sword DR8 + STR+2 = DR10. Failure means no damage)
Partial Success: Half the total DR (sword DR8 + STR+2 = DR10. Partial Success means 5 points of damage)
Full Success: Full Damage Rating (sword DR8 + STR+2 = DR10. Success means 10 points of damage)
Critical Success: Full DR + Critical Wound (sword DR8 + STR+2 = DR10. Critical Success means 10 points of damage. Target must make a CON roll DoD-10 as per Critical Wound rules)

A complete list of Damage Ratings for weapons can be found in the Equipment chapter.

**Miscellaneous Damage Ratings**

<table>
<thead>
<tr>
<th>Damage Type</th>
<th>DR Formula</th>
</tr>
</thead>
<tbody>
<tr>
<td>Body Slam</td>
<td>DR3 + STR</td>
</tr>
<tr>
<td>Choke</td>
<td>DR2 + STR per round</td>
</tr>
<tr>
<td>Kick</td>
<td>DR2 + STR</td>
</tr>
<tr>
<td>Punch</td>
<td>DR1 + STR</td>
</tr>
<tr>
<td>Head Butt</td>
<td>DR1 + STR</td>
</tr>
<tr>
<td>Shield Bash</td>
<td>DR3 + STR</td>
</tr>
<tr>
<td>Burning</td>
<td>DR4 per round</td>
</tr>
<tr>
<td>Drowning</td>
<td>DR2 per round</td>
</tr>
<tr>
<td>Falling</td>
<td>DR2 per 1 meter drop. (max of 60 DR)</td>
</tr>
<tr>
<td>Thirst</td>
<td>DR2 per day</td>
</tr>
<tr>
<td>Hunger</td>
<td>DR1 per day</td>
</tr>
<tr>
<td>Exposure</td>
<td>up to DR10 per hour</td>
</tr>
</tbody>
</table>

**PROTECTION RATING (PR)**

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

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

**SHIELDS**

Handheld shields provide additional protection by making the bearer harder to hit. Shields increase the DoD to hit the user in combat (-1 modifier for light or medium shields, -2 modifier for heavy) and also provide a bonus when used to parry. Specific penalties to DoD and bonuses to Parry are covered under the equipment chapter.

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

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

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

**COMBAT IN DETAIL**

1. **COMBATANTS ROLL FOR INITIATIVE**

At the beginning of any combat situation, each combatant makes a SPD Attribute roll. This is called rolling for Initiative. This roll is not judged on the Results Table but is simply the sum of the D20 roll + the Hero’s SPD and Instinct skill, if applicable.

The character with the highest Initiative total is allowed to act first. The combatant with the next highest total goes next, and so on until all the combatants have taken their turns. In the case...
of a tie those involved acts simultaneously.

Have the combatants roll for Initiative each round of combat, to establish who goes first, second, and so on. Then have all opponents proceed in turn for the remainder of the round.

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

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

2. PLAYER/GM STATES INTENT

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

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

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

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

The winner of the Initiative roll can choose to declare Intent first or wait until other combatants have done so, in order to anticipate their opponents’ moves and act accordingly. Either way, the individual who has the Initiative rolls first.

3. GM DETERMINES BONUSES OR PENALTIES

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

Apply a bonus based on the Combat Skill Rating that corresponds with the player’s/GM’s Intent. To save time during the game, it’s a good idea to have players figure their characters’ modified Combat Skill Ratings in advance and record these numbers on their Character Sheets.

Apply a modifier based on the Degree of Difficulty. If the Combat tactic is being opposed by another individual or creature, the Degree of Difficulty is always based on the defender’s abilities.

Decide which ability is most appropriate, based on the following considerations:

► The DoD to hit an opponent in combat is usually equal to the target’s DEX + Evade skill.

Example: Dayn has a Melee Weapon Skill Rating of +10. His opponent has an Evade Skill Rating of +6. Dayn has a DoD+4.

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

Example: Dayn has a Melee Weapon Skill Rating of +10. His opponent has a Parry skill of +12. The Hero has a DoD-2.

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

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

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

4. PLAYER/GM ROLLS TO ATTEMPT THE ACTION

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

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

5. GM JUDGES RESULT

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

<table>
<thead>
<tr>
<th>Result</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Critical Failure</td>
<td>The attack fails due to a mishap of some sort; the attacker stumbles and falls, hits an ally, hits an unintended target, breaks the weapon being used, etc. (GM’s ruling)</td>
</tr>
<tr>
<td>Failure</td>
<td>The attack misses the intended target.</td>
</tr>
<tr>
<td>Partial Success</td>
<td>The attacker scores a glancing blow that only does half the attack form’s total Damage Rating (rounded-up to the nearest whole number).</td>
</tr>
<tr>
<td>Full Success</td>
<td>The attack does its full Damage Rating.</td>
</tr>
<tr>
<td>Critical Success</td>
<td>The attack does full Damage Rating. The victim suffers a Critical Wound, and must make CON roll with a DoD equal to the damage taken. Partial Success means the victim suffers a penalty of -5 on all further actions until healed of the Critical Wound. Failure or Critical Failure means the victim is incapacitated until healed. See the section on Combat for more information of Critical Wounds.</td>
</tr>
</tbody>
</table>

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

**Character Life and Death**

**Hit Points (HP)**

This is a measure of how much injury a character can sustain before dying. This total is modified one time only for beginning characters by adding or subtracting a number of points equal to the individual’s Constitution Rating. Thereafter, Hit Points only increase with a raise in the Constitution Attribute. Hit Points are not used as an Attribute Modifier or to make Results Table rolls.

**Stun**

A Hero who is stunned loses an action that round. He may still act that round, but has a multi-action penalty as if he has already performed an action.

**Death & Dying**

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

<table>
<thead>
<tr>
<th>Result</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Critical Failure</td>
<td>Things are looking grim. The victim is fading fast and will need to make another CON roll every minute at a cumulative penalty of -1 per minute. A result of Failure or worse on any of these subsequent CON rolls results in death. A result of Partial Success or better, and the victim gets to live for another minute. At best, the victim will suffer a permanent injury of some kind (as per a result of Partial Success). The need for the CON roll can be negated if someone with the Heal or Medicine skill stabilizes the Hero with a roll versus a DoD equal to the number of Hit Points below zero. This roll will not restore Hit Points; only stop the need for further rolls. The victim will recover, but will suffer some sort of permanent injury. Possibilities include disfiguring scars, a 1-point reduction of one of the victim’s Attributes, amnesia, or some other disability appropriate to the circumstances surrounding the victim’s “near-death experience” (GM’s ruling). The victim will recover completely, with or without medical attention, and suffer no permanent damage. These rules should be reserved only for PCs or important NPCs. Any other individual reduced to 0 HP or less can simply be considered dead at once.</td>
</tr>
<tr>
<td>Failure</td>
<td>The character is dead.</td>
</tr>
<tr>
<td>Partial Success</td>
<td></td>
</tr>
<tr>
<td>Full or Critical Success</td>
<td></td>
</tr>
</tbody>
</table>
Something Foul in Potos

SYNOPSIS
Who: The slaver of Potos
Where: A small port town off the coast of Gondwanna called Potos
What: The captain of the ship the Heroes are sailing on requests that the Heroes go find certain crew members that haven’t reported for duty after a night of liberty in the small port town.

The Heroes are part of a small merchant fleet sailing to the city of Atlantis. To pay for their passage to the city, the Heroes are working as troubleshooters and generally keeping the small convoy of five ships safe.

The small group of ships pulls into port to replenish supplies off the coast of the continent of Gondwanna, and run afoul of a group of brigands that kidnap sailors and sell them into slavery.

The Heroes are asked by the captain of the fleet to help return the crew to safety.

NPCs
Below is a list of the non-player characters that the Heroes will encounter.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Asluht Nanoc</td>
<td>The leader of a group of slavers working just outside of Potos</td>
</tr>
<tr>
<td>Suban</td>
<td>Asluht’s slave captain and hired muscle</td>
</tr>
<tr>
<td>Ganx</td>
<td>A giant anteater raised from infancy by Asluht</td>
</tr>
<tr>
<td>Captain Nanan</td>
<td>The captain of the Lumaluma and leader of the small merchant fleet</td>
</tr>
<tr>
<td>Tortello</td>
<td>The son of Captain Nanan and the captain of the Sea Bull</td>
</tr>
<tr>
<td>Zukulli Haffa</td>
<td>A Dabban thief looking to make his mark on the world</td>
</tr>
</tbody>
</table>

Act One
The Heroes stumble back to the ship in the late morning after a night in the taverns of the small port of Potos. They’ve spent the night drinking and singing, and generally stretching their legs after spending the last two weeks onboard the Lumaluma.

Hook
As the Heroes stumble up the gang plank to the ship, they see the stern face of Captain Nanan. First the captain chastises the Heroes for their tardiness in returning to the ship, but then asks where the others are.

He will inform the Heroes that the Sea Bull is missing half its crew—including its captain. The Heroes know that Tortello, the ship’s captain, is the son of Nanan.

It’s unlike Tortello to be late and he has never failed to return on time from a shore leave.

Captain Nanan asks the Heroes to go back into the town and find the missing crew members.

Conflict
The Heroes arrive back in the town of Potos, which is a half-mile away from the docks. They search the three local taverns in the town and all the barkeeps tell the same story.

All three tavern owners say the crew members from the ships came in a flurry from the docked ships, drank, caroused, and left that morning. With an Investigate/Search + CHA roll versus a DoD-5, the Heroes realize that the tavern owners are hiding something, but no one will reveal what they know for fear of death.

An Intimidation roll (Influence + STR) versus a DoD-5 will reveal only the name Asluht Nanoc.

When the Heroes leave a tavern they will be followed by one of the bar patrons from inside.

Resolution
The person following the Heroes is a young thief named Zukulli Haffa. He will have information on Asluht Nanoc.

Zukulli will give all the information to the Heroes for a price. He wants 30 Gold Lotus for the information (a Wealth roll with a DoD-2). Depending on how much the Heroes give, the young thief will determine how stingy he is with the information.

Zukulli will tell the Heroes that Asluht Nanoc can be found outside the town of Potos in the hills. He lives in a large house near a river and sells the shanghaied sailors to slavers downstream.

Asluht Nanoc usually works with several brigands and is always accompanied by a small beast that he found in a cave and raised from infancy.

Act Two
Hook
The Heroes find the dilapidated manor house near a wide, sluggish river five kilometers outside of Potos. By the time the Heroes crest the last hill the sun is beginning to set in a crimson sky.

The large manor house has a dock to one side that allows boats from the river to land.

The house is has five guards, each armed with a spear and a short sword.

As the Heroes recon the house, the see a large man guiding
a group of shackled men and women into the manor house. The Heroes recognize some as the crew of the Sea Bull.

► With an Investigate/Search + PER roll versus a DoD-4, the Heroes can spend time to get a general lay of the land detailing the coming and goings of the guards and the master of the house.
► If the Investigate/Search roll is a success, the Heroes will have an easier time sneaking into the house. They will also notice Asluht and his giant anteater, Ganx, as they roamed the dilapidated estate. They will also notice the lights of a large river barge in the distance. The barge is coming to pick up the slaves and will arrive soon. This should be expressed to the Heroes to impress upon them that time is of the essence.

CONFLICT

► Getting into the house is not that hard and the Heroes can easily sneak in with a Stealth roll versus a DoD-1.
► If the Heroes choose to storm the building to rescue their shipmates, they will be set upon by all five guards in two rounds and Suban in the third round. Asluht Nanoc will appear in the fourth round unless the Heroes are winning; in which case, he will try to escape downriver in his small boat.

RESOLUTION

► The Heroes will find the crew in the house shackled to a great post. All their belongings are stripped and sorted in piles.
► The river barge will sound a horn heralding its approach, warning the Heroes that it is time to go.
► The Heroes and the rescued crewmembers will be able to make it back to the waiting ships with no problem, easily outrunning the river barge slavers.

REWARDS:

Adventure Renown: 20

Adversaries

ADVERSARIES

ATTRIBUTES

Adversaries aren’t built like player characters. This is done for speed and simplicity. The stat block for an Adversary is abbreviated, and in some cases changed completely.

Ability Level (AL): The Ability Level of the Adversary.
Hit Points (HP): The amount of damage the Adversary can take before it’s dead.
Hero Points (HP): The number of Hero Points the Adversary possesses. The number of Hero Points an Adversary can use is restricted by the amount of Renown it has, just like a player character.
Scale (Sc): The Scale and size of the Adversary.
Renown (Ren): The amount of Renown the Adversary has.

SKILL RATINGS FOR CREATURES AND ADVERSARIES

Ability Level (AL): The Ability Level of the Adversary.

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

ABILITY LEVELS DURING COMBAT

In combat, the Ability Level of the creature/Adversary is broken down to help manage its effectiveness. Some creatures are very effective but easy to hit, while some beasts are very nimble but not very good at offensive actions. To represent this, Ability Level is broken into two Attributes for each Adversary.

Attack Level (Atk) — used to perform attacks during combat
Defense Level (Def) — used as the DoD when being attacked

To determine the Ability Levels for both Atk and Def, the GM uses the Ability Level for one of the abilities and half of the Ability Level for the other. This will give the Adversary either a high Attack Level or a high Defense Level, but not both. When the creature is chosen, the GM decides which score is which and it stays fixed.

Example: a Dire Lion with an Ability Level of 16 can have an Atk 16 and a Def 8 or an Atk 8 and a Def 16.

The Expert ability can be purchased to increase either Ability Level.
**ASLUHT NANOC**

**Human slaver and low Magician**

Asluht wears the colorful clothing from many of the sailors he has abducted. He adorns his ears and nose with ornate golden rings and has a clean-shaven head tattooed with a crimson skull. His dark-brown skin is marked with scars from terrible magics practiced in his youth.

### INT PER WIL CHA STR DEX CON
+3 +2 +3 +2 +2 +0 +0

<table>
<thead>
<tr>
<th>SPD</th>
<th>HP</th>
<th>HrP</th>
<th>Ren</th>
<th>AL</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td>20</td>
<td>7</td>
<td>30</td>
<td>15</td>
</tr>
</tbody>
</table>

### Att/Dam
- Short sword DR8

### Armor
- A large leather belt PR 2

**Special Abilities**

- Magic use. Asluht has the ability to cast the following spells:
  - Poison Tongue
  - He can strike with his tongue up to a distance of 20m doing DR8 damage. - He can do this twice
  - Cloak of Flies
  - Asluht can summon a plague of flies to protect his person, giving him a shield with 20 Hit Points. Once the points are expended the shield falls. - He may do this once

---

**SABAN**

**Human slaver and chief Rent-a-Goon**

Asluht’s brutish enforcer is a tall, ugly man with scars and burns covering all his exposed skin. Saban has filed his teeth to points to make him appear more ferocious.

### INT PER WIL CHA STR DEX CON
+0 +0 +0 +0 +2 +0 +5

<table>
<thead>
<tr>
<th>SPD</th>
<th>HP</th>
<th>HrP</th>
<th>Ren</th>
<th>AL</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td>25</td>
<td>5</td>
<td>16</td>
<td>12</td>
</tr>
</tbody>
</table>

### Att/Dam
- Battle Axe DR12

### Armor
- A large leather belt PR 2

---

**GANX**

**The Giant Anteater**

This large species of anteater stands two meters tall at the shoulder and is over three meters in length. It is a solitary and docile creature of the savannahs, feeding mostly on giant forms of ants and termites, and usually keeps its distant from most predators. If attacked, the beast will use its powerful forearms to strike or its long, darting tongue like a whip.

### INT PER WIL CHA STR DEX CON
-3 +1 -1 -1 +4 +1 +2

<table>
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<th>HrP</th>
<th>Scl</th>
<th>Ren</th>
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### Att/Dam
- Claws DR 2 + STR (6), Broom-like Tail DR 4 + STR (8)

### Abilities
- Armor Piercing (Claws), Entangle (Tongue)

### Armor
- Bristly Fur PR 2

**Entangle**

The creature’s melee attack is very keen and disregards half the PR of any armor.

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**THE GUARDS**

**Human slavers and Mooks**

Asluht’s hired help. They exist to be dispatched by the Heroes.

### INT PER WIL CHA STR DEX CON
+0  +0  +0  +0  +0  +0

<table>
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<th>SPD</th>
<th>HP</th>
<th>HrP</th>
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### Att/Dam
- Spear DR8, short sword DR8

### Armor
- None

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