

# HERO'S HANDBOOK

The following is a conversion guide that details the revisions necessary to make *Mythos: Hero's Handbook* compatible with SWADE. Changes are highlighted in red.

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## Traits Character Creation

Follow the standard character creation mechanics; money is given as copper drachmas instead of dollars.

Every player character is created using traits that fall into two categories: Attributes describe who a character is through Agility, Smarts, etc. while Skills define what a character is capable of doing through Fighting, Knowledge, Notice and more. Players are encouraged to create any type of character imaginable from those with high strength to those with a high level of knowledge.

### ATTRIBUTES

Your character begins with a d4 in each of the standard attributes: Agility, Smarts, Spirit, Strength and Vigor. Divide 5 points among these attributes using 1 point to raise a single attribute one die type. No single attribute may be raised above d12.

**Example:** Raising Smarts d4 to d6 costs 1 point while raising Smarts to d8 costs 2 points.

### SKILLS

Each player character has 15 points to divide among its skills. Note that not all skills from the *Savage Worlds* core rulebook are available and several new skills have been added. Purchasing a skill costs 1 point and begins at a d4. Raising a skill costs 1 point per die type as long as it doesn't exceed the die type of the associated attribute. Raising a skill's die type above the associated attribute's die type costs 2 points per step.

**Example:** Purchasing Fighting costs 1 point. Raising it to d6 costs 1 more point. Raising Fighting to d8 while the associated attribute, Agility, is a d6 costs 2 points for a total of 4 points.

### DERIVED STATISTICS

Ω Pace is 6" plus an additional 1d6" when running, unless stated otherwise in the racial template.

Ω Parry is equal to 2 plus half Fighting skill plus applicable bonuses from shields or weapons.

Ω Every character begins with a Charisma of +0 unless they have a relevant Hindrance or Edge.

Ω Toughness is equal to 2 plus half Vigor plus applicable bonuses from armor.

## Characteristics

One way of setting your player character apart from others is through Edges and Hindrances. Each player character is allowed one Major Hindrance and two Minor Hindrances. Each Major Hindrance is worth 2 points and each Minor Hindrance is worth 1 point.

For 2 points you can raise an attribute one die type, before or after choosing skills, or you can choose an Edge. For 1 point you can gain another skill point or gain an additional 500 copper drachmas to your starting funds.

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## UNUSED SKILLS

The Driving, Electronics, Faith, Focus, Hacking, Occult, Piloting, Psionics, Spellcasting, and Weird Science skills are not used in *Mythos*.

## SKILL USAGE

### DRIVING

This skill is used to drive chariots, carts and other similar vehicles.

### ACADEMICS

The following are the most useful subjects for Academics:

- Ω **Cosmos History:** Covers the knowledge of every event of the past and the relevant features of the most famous royal houses.
- Ω **Legends and Lore:** From common folklore to knowledge of sacred creatures, monsters, prized artifacts and mysterious places.
- Ω **Olympian Religion:** Covers all the religious matters, from sacred divine laws to how to properly propitiate each deity.
- Ω **Specific Locations (Choose One):** Its focus can be a specific city (such as Argos), one of Hellas' regions (such as Laconia) or a foreign land (such as Colchis).

## NEW SKILLS

### CRAFT (SMARTS)

Craft is a catch-all skill that must have a focus of some sort, such as blacksmithing or carpentry. The skill can be taken multiple times with different focuses to reflect different areas of expertise. The most common Craft methods are

blacksmithing, bows, carpentry, clothing, jewelry, leatherworks, pottery, sculptures, ships and stonemasonry. Heroes can practice their trade and make a decent living, earning ten times a craft roll result in silver drachmas per week of dedicated work. They know how to use the tools of their trade, how to perform the craft's daily tasks, how to supervise untrained helpers and how to handle common problems. (Untrained laborers and assistants earn an average of one silver drachma per day.)

The basic function of the Craft skill, however, is to allow for the crafting of an item of the appropriate type. The skill modifier depends on the complexity of the item to be created. The modifier, roll result and price of the item determine how long it takes to make a particular item. The item's finished price determines the cost of raw materials.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the roll is made with a (-2) penalty. On the other hand, high-quality artisan's tools provide a +2 bonus on the roll.

To determine how much time and money it takes to make an item, follow these steps:

- I. Find the item's price in silver drachmas. Divide this number by 100. This is the number of successes required to craft the item.
- II. Find the item's modifier in the table below.
- III. Pay 1/3 of the item's price for the raw material cost.
- IV. Make an appropriate Craft roll representing one week's worth of work.
- V. Once the required number of successes has been achieved, the item is done.

If two or three raises are rolled, the task is completed in one-half or one-third of the time, respectively. If the number of successes rolled in a week is not enough to complete the item, then that roll only represents the progress made that week. Record the result and make a new Craft roll for the following week. Each week, more progress is made until the total number of successes reaches or exceeds the required number of successes.

If a roll is failed, no progress is made this week. If a critical failure is rolled (both Craft and Wild Dies are a 1), half the raw materials are ruined and must be purchased again.

**Repair Items:** Items can be repaired by making Craft rolls using the same modifier required to make the item in the first place. The material cost of repairing an item is one-fifth of the item's price.

**To craft a pharmacy item, dedicated equipment is required.** If working in a city, raw materials may be purchased to make the item, but pharmaceutical equipment is difficult or impossible to come by in some places. Purchasing and maintaining a dedicated workshop grants a +2 **circumstance**

bonus on Craft (~~Pharmacy~~) rolls due to possession of the perfect tools for the job, but it does not affect the cost of any items made using the skill.

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## **PERFORM (SPIRIT) PERFORMANCE**

In a world that relies on oral tradition, performers (in particular actors, orators and singers) are held in high regard, being the most common way for people to grasp news from distant lands, learn about important past deeds or just relax from a hard day's work. ~~Like Craft and Knowledge, Perform can be taken multiple times with different foci to reflect different areas of expertise.~~ Performance includes a variety of methods, instruments or techniques, such as:

- Ω Act (tragedy, drama)
- Ω Comedy (buffoonery, limericks, joke-telling)
- Ω Dance
- Ω Oratory (epic, ode, storytelling)
- Ω Percussion instruments
- Ω Sing
- Ω String instruments (lyre)
- Ω Wind instruments (flute, pan pipes)

Audiences can be impressed with talent and skill considering the chosen performance type. The standard reward for successful Performance rolls per "set" (usually a couple of hours) nets the performer 1d6 silver drachmas for every 10 members of the audience; double this number with a raise. ~~The performer may add his Charisma to the roll.~~ The more effort put into the exhibition, the more impressed the audience will be and the greater the reward.

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## **Gear Up your character**

~~Now that you've defined Attributes, Skills, Edges and Hindrances, it's time to gear your hero up with the right tools of his trade. If he doesn't have particular Edges or Hindrances that affect his initial wealth, each character starts with 500 copper drachmas to spend on initial equipment.~~

All currency in *Mythos* is defined in drachmas with copper drachmas (c) being the default when no currency sign is provided. 10c are worth 1 silver drachma (s) and 10s are worth one gold drachma (g).

### **BANISHED (MINOR OR MAJOR)**

For some reason, the hero has earned a very bad reputation and was exiled by a king. He can be guilty of some horrendous murder or being a pain to the king. As a Minor Hindrance, the banishment covers one city (for example, the city of Thebes). As a Major Hindrance, the banishment covers an entire region (for example, the whole Boeotia).

The hero is no longer welcomed into that banished area. No citizen who knows the hero speaks to or acknowledges

him, they refuse to sell him items, they will not host him, and they will not stand aside to let him pass. It is as if the character has become a ghost, moving soundlessly through the world.

Anyone coming from the banisher's city or region who meets the hero must make a **Common Knowledge** roll, with a +1 to denote the hero's status. If the roll succeeds, the person realizes the hero has been banished and should ignore him. Those who go against this act and acknowledge the hero anyway receive contempt from every citizen who knows of the hero's banishment. Should the hero go back to the banishing city or region without having properly atoned for his misdeeds, he is immediately sentenced to death.

This Hindrance can be taken multiple times, each time with a different city or region.

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### IGNORED (MINOR OR MAJOR)

No one remembers the presence of your hero. When he arrives anywhere, he is never welcomed and everyone has a very difficult time recalling his face name. Your hero has to make an immense effort to get noticed by other people who soon forget everything about him.

As a Minor Hindrance, the hero suffers a -1 penalty to **Persuasion**. As a Major Hindrance, the hero is highly underestimated, even if they do accomplish great deeds, and all credit, rewards and praises are given to someone else. He suffers a -2 penalty to **Persuasion**, but gains a +1 bonus to all **Stealth** rolls in urban environments.

### LIAR (MINOR OR MAJOR)

Reality is sad and tedious to your hero. He'd rather improve upon it with some little lies, thus giving it a "new face".

As a Minor Hindrance, the hero continuously lies about small subjects that don't affect anyone. On very important matters, the hero tells the truth without any problems; on all other occasions he must make a successful Spirit roll to avoid lying. If his lie is discovered, he suffers a -2 penalty to **Persuasion**.

As a Major Hindrance, the hero detests reality, and if asked, he describes it as he wishes it to be. The hero must make a successful Spirit roll to avoid lying about all issues. If his lie is discovered, he suffers a -4 penalty to **Persuasion**.

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### SADISTIC (MINOR OR MAJOR)

Causing severe pain and suffering is the hero's greatest source of joy. He does not lose a chance to cause pain and rejoices in seeing others suffer.

As a Minor Hindrance, the hero suffers a -2 penalty to **Persuasion** when dealing with people who know about his affliction. As a Major Hindrance, the hero causes pain whenever he can. He suffers a -4 penalty to **Persuasion** when dealing with people who know about his attitude and his perversion may endanger his companions.

### UNPLEASANT (MINOR)

For some reason, the hero's very presence makes others uncomfortable. People feel that "something is wrong with him" and tend to avoid conversation, sit away from him and, if possible, avoid his company. The hero suffers a -2 penalty to **Persuasion**.

### ARISTOCRAT (\*) (REPLACES NOBLE)

**Requirements:** Novice

In addition to the Aristocrat Edge in the *Savage Worlds* core rulebook, apply the following:

An aristocrat is a member of a Royal House, often involved in one or more Dynasty Wars. Whatever Royal House the hero chooses, he has a high social status and is entitled to special treatment from his foes (for better or for worse); gains a +2 bonus to **Charisma** and has the **Rich Edge**.

Aristocrats often have troops under their control, as well as land, a family home and other assets. All of this must be determined by the GM and balanced by the grave responsibilities the hero faces. Male aristocrats are expected to be brave hoplites in the king's army while female ones are expected to be married to one of the Royal House's most powerful allies. Normally, aristocrats are the king's distant relatives, so they can only race for the throne under extremely rare circumstances.

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### PANCRATIAST (\*) (REPLACES MARTIAL ARTIST)

**Requirements:** Novice, **Athletics** d6+

This hero is highly trained in the harsh Olympic discipline of Pancratium. He is never considered unarmed in combat and so is never subject to the Unarmed Defender rule. With a successful unarmed attack, he gains a +d4 bonus to his Strength roll. Additionally, he gains a +1 bonus to all Grappling rolls.

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### MASTER PANCRATIAST (\*) (REPLACES IMPROVED MARTIAL ARTIST)

**Requirements:** Veteran, Pancratiast, **Athletics** d10+

The hero instead gains a +d6 bonus to his barehanded damage and a +2 bonus to all Grappling rolls.

### OLYMPIC PANCRATIAST (\*) (REPLACES MARTIAL ARTS MASTER)

**Requirements:** Legendary, Master Pancratiast, **Athletics** d12+

The hero is deadly with his hands. He gains an additional +2 bonus to his barehanded damage every time he takes this Edge, up to a maximum of five times for a total damage bonus of +10.

Alternatively, he can take this Edge to instead improve his Grappling roll. In this case, he gains an additional +1 bonus to all Grappling rolls every time he takes this Edge, to a total maximum of +5.

Every time this Edge is taken, the hero may choose which bonus he to apply. However, once chosen, that bonus cannot be changed.

## DIVINE EDGES

Divine Edges are only available to the demigod race. Some of these Edges define a Fate Point cost which requires the hero to spend one or more Fate Points (see page xx) to use the Edge or gain the listed additional benefits. Demigods with a specific Divine Attribute cannot acquire Hindrances linked to that attribute (for example, a demigod with Divine Vigor cannot gain the Anemic Hindrance). Edges that require additional Fate Points can't be used if the hero's Patron Deity holds him in disfavor or worse.

### CRUSHING GRIP

**Requirements:** Novice, Divine Strength, Athletics d6+

The hero is a fearsome wrestler not to be trifled with. When he's locked his opponent in a grapple, the hero rolls 2 Strength dice for damage, gaining a +1 bonus for every Rank (for example, a Novice hero with a strength of d10 rolls 2d10+1 for damage). The hero can still choose to hold an opponent without inflicting damage, or he can soften his touch and inflict nonlethal damage.

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### DIVINE CHARISMA

**Requirements:** Novice, Race (Demigod), Patron Deity (Aphrodite, Dionysus or Hera)

Words are not enough to describe demigods with Divine Charisma. Thanks to their Patron Deity, they start with a +6 bonus to Performance and Persuasion; this bonus does not stack with other beauty-related edges (like Attractive and Very Attractive).

These heroines are such a wonder to behold that mortals fall in love with them at first sight. Any opposing non-player character with Spirit d6 or less must make a Spirit roll the first time they meet the heroine. Failure means the NPC falls deeply in love with her.

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### HORIZON HURL

**Requirements:** Novice, Divine Strength, Athletics d6+

Javelins, daggers and other thrown objects become tiny specks in the distance when the Hero throws them. Having this Edge multiplies by four the range of any thrown object. This Edge doesn't make the character any better to see or hit a target, however. Nor does it impart extra damage to an attack committed with a thrown weapon.

### IN THE SPOTLIGHT

**Requirements:** Seasoned, Divine Charisma, Persuasion d6+

**Fate Points:** 1+

The hero commands the attention of everyone in the room. This Edge is best used when making an important entrance, but can also serve as a wonderful broad-spectrum distraction.

When the hero walks into a room and spends a Fate Point, all eyes in the room (as well as the eyes of hidden spies) turn

the hero's way. The hero gains an additional +2 bonus to all Persuasion rolls against those who see him.

Additionally, for every Fate Point spent, the character can hold everyone's attention for one minute; onlookers carry on with what they're doing, but their attention remains fixed on the hero. Allies gain a +2 bonus to all Stealth rolls during this time.

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### SPIDER CLIMBER

**Requirements:** Novice, Divine Strength, Strength d12+, Athletics d6+

As long as he has sufficient hand and footholds, the hero scuttles up vertical surfaces with incredible ease. On a successful Athletics roll, the hero's vertical movement is doubled. Additionally, as long as the hero has at least one hand (or both of his feet) on the surface he's climbing, he can take an action while climbing the surface.

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### EPIC POET

**Requirements:** Veteran, Academics d6+, Performance d6+, Persuasion d6+

Epic poets are one of the most sought-after sources of information in Hellas. They travel to distant lands, witness or hear about epic deeds and spread their stories throughout all of Hellas. The hero gains a +2 bonus to Performance and is treated as a foreign dignitary by the royal palace, granting him access where others cannot.

Additionally, the hero gains a +2 bonus to Academics and Persuasion.

### SEASONED HOPLITE

**Requirements:** Seasoned, Hoplite, Strength d8+ Vigor d8+

The hero has fought many battles as a hoplite and knows how to use his heavy armor effectively. When rolling to Soak a Wound, he may choose to add his current torso armor value to the Soak roll. However, this rough treatment ruins the armor, reducing it by 1 Armor Point each time the bonus is applied.

Additionally, damaged armor can be fixed with a Craft (Blacksmith) roll. Each roll requires 1d4 hours and returns 1 Armor Point, 2 with a raise. Armor dropped to zero becomes useless and cannot be repaired.

### PELOPS DRIVER (\*) (VARIANT OF ACE)

**Requirements:** Novice, Agility d8+

As Piloting does not apply to Mythos, the +2 bonus applies to all Boating, Driving, and Riding rolls. Additionally, Bennies may be spent on soak rolls for any mount the hero controls.

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Crescent Shield	+1	-	d4	6	100
Dyplon Shield	+1	-2	d4	9	180
Round Shield	+2	-2	d6	12	240
Tower Shield	+3	-4	d8	25	360

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**Courtier's Outfit:** This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the chosen Royal House (usually including the graceful, sleeved iconic chitons). Those interfacing with anyone wearing a courtier's outfit incurs a (-1) penalty to **Persuasion**. Additionally, anyone wearing this outfit without jewelry (costing at least 200 Drachmas), looks like an out-of-place commoner.

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**Pharmaceutical Portable Laboratory:** It is a well-equipped (and extremely fragile) portable laboratory granting a +2 bonus to Craft rolls to prepare pharmaceutical concoctions. At the GM's discretion, some potions cannot be brewed with this equipment alone. In such cases, heroes should use a bigger, non-portable laboratory.

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**Chariot:** A fast vehicle used by rich aristocrats for travelling, and, more importantly, used during the Olympian competitions. Two horses usually pull a chariot, but four or six horses can be used (or even eight during Olympian races). For every two additional horses, the chariot gains +5 to Top Speed. A chariot with six or more horses is less maneuverable, causing a (-1) penalty to **Riding** rolls. A chariot with eight horses doubles the Acceleration value. Horses aren't included, they must be purchased separately. Chariots may be used for Trample attacks. The driver must make an opposed **Riding** roll against the target's Agility. On a successful hit, the target suffers a wound, but the driver must succeed on a second **Riding** roll to keep the chariot from toppling.

**Chariot, War:** A chariot built for battle, it is driven by a charioteer and has space for a passenger, usually an archer or a slinger. War chariots follow the same rules as chariots, but never have more than four horses. When a horse pulling a chariot is killed, the driver must immediately roll on the Out of Control table. Ranged attacks from a chariot suffer the Unstable Platform modifier, but if the charioteer has both the Steady Hands and Pelops Drive Edge, the Steady Hands Edge applies to the passenger. War chariots may be used for Trample attacks. The charioteer must make an opposed **Riding** roll against the target's Agility. On a successful hit, the target suffers a wound, but the charioteer must succeed on a second **Riding** roll to keep the chariot from toppling. A standard Hellenic war chariot has a solid wooden frame with thick hide stretched over it to form a cab. The front of the cab

risers to chest-height while the sides slope down slightly. Charioteers can hurl spears from the front, but are more likely to strike from the side with a sword or axe. Some war chariots have fronts that rise as high as a man's head, but dip down in the center to allow space for throwing spears. The back of the war chariot is open, allowing the charioteer to mount or dismount quickly. Racks along the sides hold spears, javelins and other weapons. Often a box is built into the floor in front to hold other items like whips, torches and rope. Though only as wide as a single horse, a matched pair of horses usually pull the chariot, additional horses up to four can be attached to increase speed. The large wheels on either side are wooden with metal rims for reinforcement and to cause more damage when rolling over enemy soldiers. Expensive chariots have inlays of metal, ivory, ebony or horn on the wheels and the cab. A handful of chariots actually have metal cabs made of beaten bronze rather than leather. These are rare because of their additional cost and only major kings, or the leaders of great armies, can afford such vehicles.

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Item	Cost	Weight	Notes
<b>TOOLS and KITS</b>			
Blacksmith's Kit	100	10	
Blacksmith's Kit, masterwork	2000	10	+1 to Craft ( <del>Blacksmithing</del> )-rolls, Rare
Crafter's tools	50	5	
Crafter's tools, masterwork	550	5	+1 to Craft ( <del>Carpentry</del> ) roll, Rare
Healer's bag	50	3	
Musical instrument	50	3	
Musical instrument, masterwork	1000	3	+1 to Performance rolls, Rare
Pharmaceutical Laboratory	1500	50	See notes, Rare

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**Open Cult:** Devotees of the All-Father respect law and order and those who embody it. They must give due honor to monarchs, emperors, princes, potentates and other members of the governing elite. They are obliged to defend the practice of religion in general. As Zeus is the king of the gods, so is his cult the head of all cults; his worshippers are thus bound to protect the temples of other deities. No follower of Zeus may refuse to aid a sincere priest or priestess of another of the Olympian gods or turn a blind eye to blasphemy against any one of them.

Injustice is abhorrent to followers of Zeus. They are expected to be firm and fair, erring on the side of severity rather than mercy. Zeus is more likely to punish disobedience than to reward obedience and his followers take after him. As Zeus is called the "Thunderer" and has a strong connection to weather, the winds and clouds are

considered to be omens of his will. Use of **Academics** made by followers of Zeus during windy or stormy conditions gain a +2 bonus.

**Mysteria:** None.

**Favored Rolls:** **Academics (Law and Olympian Religion), Athletics, Strength, Spirit**

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**Favored Rolls:** Persuasion, ~~Streetwise, and Charisma.~~

**Votive Deeds:** Acts of seduction, creation of beautiful objects, winning contests of beauty, acquisition of precious jewels and ornaments (for oneself or for the temple of Aphrodite), and glorification of the Cult of Aphrodite with self-made paintings (or statuary or similar objects).

**Favor Benefits:** **Persuasion** versus the opposite sex.

**Disfavor Penalties:** **Persuasion** versus the opposite sex.

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**Favored Rolls:** **Shooting (when using a bow), Performance (when using a musical instrument), Healing, and Academics (Legends and Folklore)**

**Votive Deeds:** Winning contests, feats of athletics, feats of marksmanship, impressing audiences with a performance, avenging insults at great risk to yourself, saving multiple lives (such as in the event of a plague outbreak), curing important or noble people, bringing a person back to full health from the point of death, and restoring health to multiple warriors wounded on the battlefield.

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**Favored Rolls:** **Shooting (when using a bow), Athletics (when climbing), and Survival**

**Votive Deeds:** Hunting and slaying prey of impressive character (such as a semi-divine boar), feats of archery or athletics, tracking and killing a human foe and slaying those who commit atrocities against chaste women.

**Favor Benefits:** Agility.

**Disfavor Penalties:** Survival ~~and Tracking~~ while in the wilderness and Parry versus arrows.

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**Favored Rolls:** **Fighting, Athletics (when using a javelin), Academics, and soak rolls**

**Votive Deeds:** Making crafted items destined for the temple of Athena, defending a key position during a battle, undertaking to defend weaker persons than yourself when on a journey, destroying monsters and averting conflict with wise counsel.

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**Disfavor Penalties:** Survival ~~and Tracking.~~

**Punishment and Wrath:** Turning people into plants, letting sinners die from starvation and plaguing settlements with famine.

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**Favored Rolls:** Vigor, **Performance**, and Spirit rolls due to Fear

**Votive Deeds:** Massive celebrations, deeds of reckless bravado and destruction of tyrants (defined as those who impose unjust and evil rule) on any scale.

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**Favored Rolls:** **Boating, Riding, Athletics (when swimming), and Strength**

**Votive Deeds:** Capturing and taming wild beasts (especially horses), swimming long distances, capturing territory, raiding by sea, gaining material assets such as property and great riches and enduring the elements.

**Favor Benefits:** Strength

**Disfavor Penalties:** **Athletics (when swimming) and Boating**

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### KRIOTHYSÌA/KRIOENÀGISMA

The rite is accomplished by providing rams, goats or lambs in sacrifice to the deity, burning bones and guts and eating the rest of the meat. Wealthy individuals can offer oxen, cows and more prized beasts. The total duration of the ritual is about two hours and must be done by official priests (or worthy Mystery Cult initiates) in a temple or shrine dedicated to the deity. **The officer must make an Academics roll. A critical failure (rolling a 1 on both the Academics and Wild die)** indicates the officer unknowingly committed a sin during the ritual: roll a d20 and consult the **Divine Reaction Table**.

### HECATOMB

Hecatomb is the more demanding and expensive form of a ritual sacrifice. A hundred oxen are offered to the deity during a solemn ceremony that lasts at least twelve hours. The ceremony, which must take place in one of the most important temples or shrines, needs at least ten priests to be fulfilled. The officer must make an **Academics** roll with a -2 penalty. A critical failure indicates the officer unwillingly committed a sin during the ritual: roll a d20 and consult the **Divine Reaction Table**.

### ATONEMENT

Atonement is the offering of sacrifices to make amends to a deity for offending them. It is much easier to avoid disfavor in the first place by acting correctly than to undo disfavor once it has happened. To persuade a deity to remove their disfavor, one must make the required sacrifice, however terrible it may seem. If the sacrifice is duly made, the disfavor is removed. Nothing else will do.

To find out what sacrifice must be made to remove the disfavor, a priest or seer of a temple must make an **Academics** roll. The gods are liable to demand extremely severe sacrifices, including the death of a member of one's

family; there are accounts of these in the myths, such as the sacrifice of Helle and Phrixus by Athamas. Fortunately, in such severe cases, the gods also have a tendency to intervene at the last moment, snatching the human victim away and sending an animal instead, who is then an acceptable sacrifice. In the case of Helle and Phrixus, Zeus sent them a flying golden ram to send them to remote Colchis.

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### APHRODITE'S NECKLACE (-2)

This stunning jewel is a single ruby in the shape of a star, from which drops of blood constantly fall and fade away. The wearer immediately gains the ability to perfectly mimic any voice desired. The necklace also provides a +2 bonus to **Persuasion**.

### ARES' SPEAR (-3)

This spear provides a +3 bonus to Fighting, **Athletics**, and damage rolls. It can be thrown to any distance, regardless of the Strength of the wielder, within 100 feet. The spear returns to the wielder's hand the round after it's thrown, whether it hit the target or not.

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### SKILL

Each Mystery Cult chooses a different Trait to use to activate a Mystery Cult power. Unlike Arcane skills, these are not solely associated with a specific background. For example, to use an Aegis' Mystery Cult power, make a Fighting roll; to use an Algos' Mystery Cult power, make a Craft (**Pharmacy**) roll.

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**Patron Deity:** Aphrodite

**Requirements:** Novice, Acolyte (Adonis), **Charisma -2+**, Persuasion d6+, Female

### AWE (ACOLYTE)

**Energy Points:** 1

**Skill:** Persuasion

**Range:** Hearing

**Duration:** Special

**Trappings:** The heroine's voice fills the air.

Any non-openly-hostile person who can hear and understand the heroine begins to slowly share her opinions. **She can inspire awe in a number of people equal to Spirit x rank. This is an opposed roll versus the target's Spirit. Heroes with the Divine Charisma Edge gain a +6 bonus to Spirit before multiplying by rank.** Targets who fail cling to the heroines every word, providing her a +2 bonus to Persuasion against further interaction.

### GENERAL CONTEMPT (BAPTIST)

**Requirements:** Novice, Baptist (Adonis), Persuasion d8+

**Energy Points:** 1

**Skill:** Persuasion (-1)

**Range:** Spirit

**Duration:** 1 hour

**Trappings:** The target becomes disfigured.

**General contempt** allows the heroine to change a single target's Persuasion. This is an opposed roll versus the target's Spirit; heroes with the Divine Charisma Edge gain a +6 bonus. Should the target fail, his Persuasion incurs a -6 penalty and he is abandoned by everyone associated with him for the duration of the power.

- **Raise:** With a Raise, the duration is increased to 1 day. With two or more raises, the duration is increased to 1 year.

### CHARM (GNOSTIC)

**Requirements:** Seasoned, Gnostic (Adonis), **Charisma 4+**, Persuasion d8+

**Energy Points:** 1

**Skill:** Persuasion (-1)

**Range:** Spirit/2

**Duration:** Spirit x 1 hour

**Trappings:** No visible effects.

**Charm** allows the heroine to become befriended by a single target. **This is an opposed roll versus the target's Spirit; heroes with the Divine Charisma Edge gain a +6 bonus.** Should the target fail, he treats the heroine as one of his best friends. He adjusts his attitude accordingly and happily "gives her a hand," if it doesn't put him in too much trouble. However, he is not a slave and must still be treated as such.

- **Raise:** With a Raise, the duration is increased to 1 day.

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### DIVINE AURA (ESOTERIC)

**Requirements:** Legendary, Esoteric (Adonis), Persuasion d12+

**Energy Points:** 3

**Skill:** Persuasion (-2)

**Range:** Spirit

**Duration:** Spirit x 1 hour

**Trappings:** Divine light around the heroine's body.

Aphrodite grants an aura of extraordinary power that increases the already attractive beauty of the heroine. Anyone who beholds her immediately believes she is a goddess and becomes filled with absolute respect, sincere devotion or deep fear. **Those with Spirit d6 or less prostrate immediately and wish to fulfill her every desire. All others must make an opposed Spirit roll to refuse any request the heroine makes; heroes with Divine Charisma gain a +6 bonus to Spirit.**

- **Raise:** With a Raise, the duration is increased to 1 day.

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**Patron Deity:** Ares

**Requirements:** Novice, Acolyte (Algos), Craft (**Pharmacy**) d6+

**Description:** Members of Algos, known by the epithet Algòfori (*The Pain Bringers*), officiate secret rites to learn the mystic secrets Algos, one of the sons of Eris. They develop the supernatural ability to inflict enormous pain, spread diseases and pestilences with their filthy touch and

transform their blood into deadly poison. These cultists are among the most feared and avoided in Cosmos for their sadistic perversion.

Skill: Craft ~~(Pharmacy)~~

**Cult Hindrance:** Sadistic

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#### TRAUMA (ACOLYTE)

Energy Points: 1

Skill: Craft ~~(Pharmacy)~~

Range: Touch

Duration: Instant

Trappings: Large wounds open suddenly on the target's body.

When the hero makes an unarmed attack against a living creature, severe damage is inflicted. After a successful attack, make an opposed roll of the target's Vigor versus the hero's Craft ~~(Pharmacy)~~. Upon success, nothing happens and the creature is damaged as normal with the unarmed attack. On a failure, the target suffers an automatic Wound, regardless of the unarmed attack damage roll. At the GM's discretion, armor or heavy clothing can effectively prevent contact from being made.

#### PHARMAKON (BAPTIST)

**Requirements:** Novice, Baptist (Algos), Craft ~~(Pharmacy)~~ d8+

**Energy Points:** 1

**Skill:** Craft ~~(Pharmacy)~~ (Special)

**Range:** Touch

**Duration:** Instant

**Trappings:** The mixed concoction glows for an instant of a dim, green light.

Mixing drops of his own blood with water, the hero is able to create a poisonous potion or ointment. Using the Craft skill table in **How Heroes are Born**, locate the modifier for creating the desired poison. To create this poison upon casting the *pharmakon* power, the Craft ~~(Pharmacy)~~ roll incurs an additional (-1) penalty. Upon a successful Craft ~~(Pharmacy)~~ roll, a single dose of the poison is produced.

#### CONTAGION (GNOSTIC)

**Requirements:** Seasoned, Gnostic (Algos), Spirit d8+

**Energy Points:** 1

**Skill:** Craft ~~(Pharmacy)~~ (-1)

**Range:** Touch

**Duration:** Instant

**Trappings:** No visible effects.

This power allows the hero to spread diseases and plagues all over Cosmos by touching his target. This is an opposed roll using the target's Vigor versus the hero's Craft ~~(Pharmacy)~~. If the target succeeds, they receive no ill effects. On a failure, the target contracts a chronic disease such as leprosy or tuberculosis.

Unless the hero informs the target of the disease, they are unaware of their new affliction until becoming sick some time later, possibly spreading the contagion in the meantime.

It is possible to use this power in conjunction with an unarmed attack, dealing damage as normal. Additionally, at the GM's discretion, armor or heavy clothing can effectively prevent contact from being made.

#### RAGING FEVER (DAEMONSTRATOR)

**Requirements:** Veteran, Daemonstrator (Algos), Craft ~~(Pharmacy)~~ d10+

**Energy Points:** 2

**Skill:** Craft ~~(Pharmacy)~~ (-2)

**Range:** Spirit

**Duration:** 2

**Trappings:** Yellow vapors emerge from the earth making people tremble and cough.

Poisonous vapors emerge from the soil at the hero's command, intoxicating anyone in the range. Using a Medium Blast Template centered on the target, everyone under the template and able to inhale the vapors must make an opposed roll using their Vigor versus the hero's Craft ~~(pharmacy)~~. Success means they are unaffected. Failure means they contract a disease, suffer +1 level of Fatigue, become Shaken (if not already) and cough and retch uncontrollably. Recovery from being Shaken allows the victims to control their coughing and retching. However, the Fatigue level (and thus the disease) remains for 2d6 days.

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#### RENDING PAIN (ESOTERIC)

**Requirements:** Legendary, Esoteric (Algos), Craft ~~(Pharmacy)~~ d12+

**Energy Points:** 2

**Skill:** Craft ~~(Pharmacy)~~ (-2)

**Range:** Touch

**Duration:** Instant

**Trappings:** Deep wounds suddenly tear apart the victim's body.

When the hero touches a living creature, deep wounds suddenly appear. This is an opposed roll of the target's Vigor versus the hero's Craft ~~(Pharmacy)~~. Success means the target is unaffected. Failure means the target starts rending from the inside, seeing his flesh tear and blood gush out like a river. At the hero's discretion, the target can either die immediately or be left Incapacitated. At the GM's discretion, armor or heavy clothing can effectively prevent contact from being made.

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**Patron Deity:** Aphrodite

**Requirements:** Novice, Acolyte (Eros), ~~Charisma 2+~~, Spirit d6+, Female

**Description:** Eros is open to ladies only, known by the epithet Agapefòre (*The Desire Arousers*). They strive to learn the mystical secrets of Eros, son of Aphrodite, who turns on the amorous passions in the heart of all creatures in Cosmos. To satiate their burning passions, Eros cultists are willing to do anything.

**Cult Hindrance:** Nymphomaniac

**Special Rule:** Eros' cult is based on seductive powers. Therefore, unless otherwise specified, only targets that could find the heroine sexually attractive can be targeted by these powers. Unless otherwise specified, all Eros Mystery Cult powers work only on humans and demigods. At the GM's discretion they could work on all humanoids, but they will never work on animals or monsters.

#### WITHERING SCORN (ACOLYTE)

**Energy Points:** 1

**Skill:** Spirit

**Range:** Spirit

**Duration:** 1 day

**Trappings:** No visible effects.

The heroine may target a single person who understands her language. **This is an opposed roll of each one's Spirit; heroes with Divine Charisma gain a +6 bonus.** If the target fails, they suffer a deep humiliation, imposing a (-1) penalty to all skill rolls one day.

➤ **Raise:** With a Raise, the penalty is increased to (-2).

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#### BURNING DESIRE (BAPTIST)

**Requirements:** Novice, Baptist (Eros), Spirit d8+

**Energy Points:** 1

**Skill:** Spirit (-1)

**Range:** Spirit

**Duration:** Spirit x 1 hour

**Trappings:** No visible effects.

**The heroine attempts to seduce a non-hostile target as an opposed roll of each one's Spirit; heroes with Divine Charisma gain a +6 bonus.** If the target fails, they become passionate about the heroine and will do anything asked, within reason (they are not mindless slaves).

➤ **Raise:** With a Raise, duration is increased to one day.

➤ **Additional Targets:** To affect multiple targets, increase the Spirit roll penalty by one for each additional target.

#### ECSTASY TOUCH (GNOSTIC)

**Requirements:** Seasoned, Gnostic (Eros), Spirit d8+, **Charisma 4+**

**Energy Points:** 1

**Skill:** Spirit (-1)

**Range:** Touch

**Duration:** Rank x 1 hour

**Trappings:** No visible effects.

The heroine uses her fluent words and arousing touch to deliver an extreme sensory stimulation to a non-hostile target. **This is an opposed roll of each one's Spirit; heroes with Divine Charisma gain a +6 bonus.** If the heroine succeeds, the target is rendered unconscious.

#### EROS' ARROW (DAEMONSTRATOR)

**Requirements:** Veteran, Daemonstrator (Eros), Spirit d10+, **Charisma 4+**

**Energy Points:** 2

**Skill:** Persuasion (-2)

**Range:** Sight

**Duration:** Spirit

**Trappings:** Eros shoots his unavoidable arrow at the heart of the heroine's target.

**The heroine calls upon Eros and shows him a single target as an opposed roll of each one's Spirit; heroes with Divine Charisma gain a +6 bonus.** If the heroine succeeds, the target falls madly in love with her, willing to do whatever she orders.

#### UNBRIDLED PASSION (ESOTERIC)

**Requirements:** Legendary, Esoteric (Eros), Spirit d12+, **Charisma 4+**

**Energy Points:** 2

**Skill:** Spirit (-2)

**Range:** Sight

**Duration:** Spirit

**Trappings:** Eros shoots his unavoidable arrow at the hearts of all the heroine's targets.

As per *eros' arrow*, but all targets within sight are affected. Additionally, during combat, they immediately become the heroine's ally and attack her enemies.

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**Patron Deity:** Hades

**Requirements:** Novice, Acolyte (Hecate), Smarts d6+, **Academics d6+**

**Description:** Members of Hecate, known by the epithet *Nekyomantes* (*The Afterlife Oracles*), perform forbidden rituals to acquire the dark secrets of Hecate, who presides over the rites involving ghosts and other transfigured souls from Hades Kingdom. Shadows and ghosts continuously surround the cult's members, forcing the populace to avoid them.

**Cult Hindrance:** Haunted

#### DEATH'S APPRAISAL (ACOLYTE)

**Energy Points:** 1

**Skill:** **Academics**

**Range:** Smarts x 25 yards

**Duration:** Instant

**Trappings:** No visible effects.

The hero calls upon the wisdom of Hecate to discern whether or not a human has died in a given area (with a radius equivalent to range) during the past year. Additionally, he can use the power on a single corpse to "see" the last moments of the deceased's life.

➤ **Raise:** With a Raise, the hero can determine who has died within range during the past 100 years or learn of a single corpse's entire life before their death.

#### AFTERLIFE VOICES (BAPTIST)

**Requirements:** Novice, Baptist (Hecate), **Academics d8+**

**Energy Points:** 1

**Skill:** **Academics** (-1)

**Range:** Smarts x 25 yards

**Duration:** Rank x 1 minute

**Trappings:** The Initiate speaks loudly to invisible beings.

The hero can sense all ethereal beings within a radius equivalent to range. He can see, hear and interact with them. However, the ghostly beings should somehow be made benevolent first (possibly through Persuasion) as they rarely tolerate being surveyed.

#### UNDERWORLD LORD (GNOSTIC)

**Requirements:** Seasoned, Gnostic (Hecate), Smarts d8+, **Academics** d8+

**Energy Points:** 1

**Skill:** **Academics** (-1)

**Range:** Smarts

**Duration:** Rank x 1 hour

**Trappings:** The hero dominates ethereal beings.

The hero may attempt to dominate all ethereal beings within a radius equivalent to Smarts. Each target of *underworld lord* may attempt to resist this domination by making an opposed roll of their Spirit versus the hero's **Academics**.

#### SOUL SNATCH (DAEMONSTRATOR)

**Requirements:** Veteran, Daemonstrator (Hecate), **Academics** d10+

**Energy Points:** 2

**Skill:** **Academics** (-2)

**Range:** Smarts

**Duration:** Rank x 1 hour (forever with a raise)

**Trappings:** The hero seizes the soul of a recently fallen human.

**Special:** A ruby of at least 500 drachmas is required to house the soul.

The hero attempts to steal the soul of a target as an opposed roll of the target's Spirit versus the hero's **Academics**. If the hero succeeds, the target's body falls to the ground (healing can't save him) and his soul melds into the ruby.

The hero may then communicate with the soul (regardless of language). Whether or not the soul responds or is sincere is at the GM's discretion. The hero may then return the soul to its body at any time, although if more than an hour has passed, the body begins to decompose and the soul is instead sent to the Kingdom of Hades. Once the soul is released or the duration ends, the ruby crumbles to dust.

➤ **Raise:** With a Raise, the duration increases to forever.

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#### BLOODTHIRSTY SOULS (ESOTERIC)

**Requirements:** Legendary, Esoteric (Hecate), **Academics** d12+

**Energy Points:** 3

**Skill:** **Academics** (-2)

**Range:** Smarts

**Duration:** 10 minutes

**Trappings:** Darkness engulfs everyone around the hero, sending them to the abyss.

A group of bloodthirsty Lamias emerge from the earth to drain the blood from the hero's enemies. Choose a number

between 6 and the highest number possible on the hero's **Academics** die. If the unmodified **Academics** roll matches or exceeds that number, an equal number of Lamias appear and instantly kill an equal number of targets within a radius equal to Smarts.

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#### PRACTICAL REASON'S PRAGMATISM (DAEMONSTRATOR)

**Requirements:** Veteran, Daemonstrator (Metis), Smarts d10+

**Energy Points:** 2

**Skill:** Smarts (-2)

**Range:** Self

**Duration:** Rank x 1 hour

**Trappings:** No visible effect.

The hero is able to know every aspect of a specific Craft method. In game terms, the hero gains Craft d12 and chooses a single method to specialize in.

➤ **Additional Methods:** By spending a like number of Energy Points, the hero may learn additional Craft methods.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

#### OMNISCIENCE (ESOTERIC)

**Requirements:** Legendary, Esoteric (Metis), Smarts d12+

**Energy Points:** 3

**Skill:** Smarts (-2)

**Range:** Self

**Duration:** 1 hour

**Trappings:** No visible effect.

The goddess Athena enlightens the mind of the hero with her mother Metis, bestowing upon him absolute wisdom. In game terms, the hero acquires **Academics** d12 and **Craft** d12 and knows all subject matters.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

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**Patron Deity:** Apollo

**Requirements:** Novice, Acolyte (Muses), **Performance** d6+

**Description:** Members of Muses, known by the epithet Theopneustoi (*The Inspired Ones*), officiate rites to learn the mystical secrets of the Muses, patron goddesses of music and singing that follow the divine Apollo. Members receive the Muses' extraordinary ability to speak to the soul and cause a surge of courage during battles with their performances. Lost in their fantasies, they always move an inch from the ground with their heads in the clouds.

**Cult Hindrance:** Daydreamer

**Special Rule:** Powers herein last 'as long as the performance goes on'. While true, people cannot perform forever. As a rule of thumb, after every 30 minutes of continuous performance, the hero suffers +1 level of Fatigue.

#### CALL OF ORPHEUS (ACOLYTE)

**Energy Points:** 1

**Skill:** **Performance**

**Range:** Spirit x 2

**Duration:** As long as the performance goes on

**Trappings:** Targets leave their occupation unattended and rush to follow the performance, as if they were in trance.

The hero attracts the attention of passers-by who immediately become distracted from their jobs and move to hear him, forgetting whatever they were doing. Additionally, each target suffers a (-1) penalty to all Notice rolls not related to the performance. To resist the performance, each target must make an opposed roll using their Spirit, modified by Charisma, versus the hero's Perform.

*Call of Orpheus* affects a number of targets, which can reasonably hear the performance, up to the hero's Perform plus Charisma. When the performance ends, all targets go back to their former tasks.

#### SOBERING PERFORMANCE (BAPTIST)

**Requirements:** Novice, Baptist (Muses), **Performance** d8+

**Energy Points:** 1 per target

**Skill:** **Performance** (-1)

**Range:** Spirit

**Duration:** Instant

**Trappings:** The mind-affected targets return to their former selves.

Hero is able to break even the most powerful power effect on one's mind. *Sobering performance works only to dispel mind-affecting powers and can affect a number of targets in range up to the hero's Performance; heroes with Divine Charisma increase the number of targets by +6.* This is an opposed roll against the mind-affecting power. If successful, power is dispelled.

#### CALLIOPE'S COURAGE (GNOSTIC)

**Requirements:** Seasoned, Gnostic (Muses), **Performance** d8+

**Energy Points:** 1

**Skill:** **Performance** (-1)

**Range:** Spirit

**Duration:** As long as the performance goes on

**Trappings:** The targets shine with a divine aura.

*The hero spreads an incredible might and an unstoppable ardor in his allies (including himself), up to a number of targets equal to his Performance; heroes with Divine Charisma increase the number of targets by +6.* Allies affected by *Calliope's courage* gain a +1 bonus to Fighting, Shooting and **Athletics** plus a +1 bonus to Spirit for making Soak and Fear rolls.

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#### LEADING PERFORMANCE (DAEMONSTRATOR)

**Requirements:** Veteran, Daemonstrator (Muses), **Performance** d10+

**Energy Points:** 1 for every Edge to bestow

**Skill:** **Performance** (-2)

**Range:** Spirit x 2

**Duration:** As long as the performance goes on

**Trappings:** The target shines with an aura of divine light.

The hero provides a hand to his compatriots or himself to become an awesome general. For every energy point spent, the target gains the benefits of a chosen Leadership Edge.

#### CHORUS OF THE BATTLING MUSES (ESOTERIC)

**Requirements:** Legendary, Esoteric (Muses), **Performance** d12+

**Energy Points:** 3

**Skill:** **Performance** (-2)

**Range:** Spirit x 4

**Duration:** As long as the performance goes on

**Trappings:** Epic music descends from above.

The hero, along with the Muses, spread divine music to aid him and his allies. Allies affected by *chorus of the battling muses* gain a +1 bonus to Fighting, Shooting and **Athletics**, plus a +1 bonus to Spirit for making Soak and Fear rolls, while enemies suffer a (-1) penalty to the same rolls.

➤ **Additional Benefits:** By spending a like number of Energy Points, the hero may also grant any number of chosen Leadership Edges.

**Patron Deity:** Poseidon

**Requirements:** Novice, Acolyte (Nereus), **Athletics** d6+

**Description:** Members of Nereus, known by the epithet Hàiioi (*The Salt-sprinkled Ones*), officiate rites to learn the mystical secrets of Nereus, the divine Old Man of the Sea, father of marine creatures and of the fifty Nereids. Members love the sea and have such an affinity with fish and sea monsters (land animals are under the patronage of Artemis) that they prefer their company to that of men.

**Cult Hindrance:** Call of the Sea

#### SEA FRIEND (ACOLYTE)

**Energy Points:** 1

**Skill:** **Athletics**

**Range:** 5

**Duration:** Special

**Trappings:** The sea creature and hero become close friends.

The hero transfers some of his consciousness into a fish or marine mammal that immediately becomes his faithful companion. *Sea friend* can only be used on non-hostile creatures. The creature is able to understand the hero and does anything, even fight, to help him. However, the creature expects something in return, and remains faithful for life, unless the hero fails to carry-out the expectations of his companion.

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#### FISH COMMANDER (BAPTIST)

**Requirements:** Novice, Baptist (Nereus), **Athletics** d8+

**Energy Points:** 1

**Skill:** **Athletics** (-1)

**Range:** Agility x 2

**Duration:** Rank x 10 minutes

**Trappings:** Fish and marine mammals gather around the hero and follow his orders.

The hero can control the instincts of one or more fish or marine mammals, causing them to act according to his orders. *Fish commander* affects a number of creatures up to the hero's **Athletics** x 10.

#### SEA DWELLER (GNOSTIC)

**Requirements:** Seasoned, Gnostic (Nereus), **Athletics** d8+

**Energy Points:** 1

**Skill:** **Athletics** (-1)

**Range:** Self

**Duration:** Rank x 1 hour

**Trappings:** The initiate turns into a marine creature.

The hero enters into deep communion with aquatic life and is able to transform into a fish or marine mammal. In such form, he retains his Smarts, Spirit and all related skills. Additionally, he acquires the ability to understand similar animals and all physical Traits of the animal in question. The metamorphosis takes three rounds, during which time the hero is unable to defend himself.

- **Raise:** With a Raise, the duration is increased to indefinite (chosen by the hero).

#### SEA LORD (DAEMONSTRATOR)

**Requirements:** Veteran, Daemonstrator (Nereus),

**Athletics** d10+

**Energy Points:** 2

**Skill:** **Athletics** (-2)

**Range:** Agility x 2

**Duration:** Rank x 1 hour

**Trappings:** Prodigious marine creatures gather around the hero and follow his orders.

The hero gains the power to control the supernatural creatures of the marine world such as Tritons and Nereids. *Sea lord* affects a number of creatures up to the hero's **Athletics** x 2. However, any creature can resist the power with an opposed roll using their Spirit versus the hero's **Athletics**.

#### ABYSS DWELLER (ESOTERIC)

**Requirements:** Legendary, Esoteric (Nereus), **Athletics** d12+

**Energy Points:** 3

**Skill:** **Athletics** (Special)

**Range:** Self

**Duration:** 10 minutes

**Trappings:** the hero turns into an awesome Abyss dweller.

The hero turns into a supernatural creature that inhabits the ocean depths. He can choose to become any creature, incurring a (-2) penalty to **Athletics** while Large creatures impose a (-3) penalty, Huge creatures impose a (-4) penalty and Gargantuan creatures impose a (-5) penalty. The hero retains his Smarts, Spirit and all related skills. Additionally, he acquires the ability to understand similar creatures and all physical Traits and special powers of the creature in question. The metamorphosis requires four rounds, during which the hero is unable to defend himself.

- **Raise:** With a Raise, the duration is increased to indefinite (chosen by the hero).

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**Patron Deity:** Apollo

**Requirements:** Novice, Acolyte (Oracle), **Academics** d6+

**Description:** Members of Oracle are known by the epithet Pythoi (*The Wise Pythons*), as a tribute to the famous Delphic Oracle. They officiate secret rituals to acquire the gift of divination from Apollo: the uncanny ability to review the past and predict the future. Members are among the most respected people of Cosmos, by lay people and priests. Their caution is famous: they never act without first consulting the will of the gods.

**Cult Hindrance:** Oracles Addicted

**Optional Rule:** The GM may choose to roll each power's dice results in secret to determine the outcome. If the dice are favorable, true information is provided to the hero. In case of a failure (or worse, a critical failure), wrong (or misleading) information is provided to the hero. Players thus do not know the true outcome, forcing them to decide whether to trust the visions or not.

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#### VISIONS FROM AFAR (ACOLYTE)

**Energy Points:** 1

**Skill:** **Academics** (Special)

**Range:** Self

**Duration:** Rank x 1 minute

**Trappings:** The hero gets lost in a mystical trance.

Within a mystical trance, at which time the hero is unable to defend himself, he is able to learn of events that are happening in other places at that precise moment. However, the hero must have already seen this place or be able to touch someone who has for *visions from afar* to work.

*Visions from afar* allows the hero to "be" at the chosen place, as if he was actually there, although the images are blurred and the sounds are confusing. Additional penalties to the roll should be assessed according to how familiar the hero is with the location. If he is vaguely familiar, the roll incurs a (-1) penalty. If he has only briefly seen the place, or is touching someone who has, the roll incurs a (-2) penalty.

- **Raise:** With a Raise, the image is clear and the sounds are properly heard. Additionally, the duration doubles.

#### VISIONS FROM THE PAST (BAPTIST)

**Requirements:** Novice, Baptist (Oracle), **Academics** d8+

**Energy Points:** 1

**Skill:** **Academics** (Special)

**Range:** Touch

**Duration:** 1 minute

**Trappings:** The hero gets lost in a mystical trance.

Within a mystical trance, at which time the hero is unable to defend himself, he is able to learn of events that already happened in the place where he stands. He can also use this power on a single object to know who used it in the recent past. The hero is able to discern events from the past month,

incurring a (-1) penalty. Attempting to learn of events up to 10 years in the past imposes a (-2) penalty and events since the creation of Cosmos imposes a (-3) penalty.

#### DISTANT PAST (GNOSTIC)

**Requirements:** Seasoned, Gnostic (Oracle), **Academics** d8+

**Energy Points:** 1

**Skill:** **Academics** (Special)

**Range:** Self

**Duration:** Rank x 1 minute

**Trappings:** The hero gets lost in a mystical trance.

Within a mystical trance, at which time the hero is unable to defend himself, he is able to learn of events that already happened in a chosen place. However, the hero must have already seen this place or be able to touch someone who has for *distant past* to work.

*Distant past* allows the hero to “see” the chosen place, as if he had been there, although the images are blurred and the sounds are confusing. Additional penalties to the roll should be assessed according to how familiar the hero is with the location. If it is a place he knows well, the roll incurs a (-1) penalty. If he is vaguely familiar, the roll incurs a (-2) penalty. If he has only briefly seen the place, or is touching someone who has, the roll incurs a (-3) penalty.

➤ **Raise:** With a Raise, the image is clear and the sounds are properly heard. Additionally, the duration doubles.

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#### FUTURE VISIONS (DAEMONSTRATOR)

**Requirements:** Veteran, Daemonstrator (Asclepus), **Academics** d10+

**Energy Points:** 2

**Skill:** **Academics** (-2)

**Range:** Touch

**Duration:** 1 minute

**Trappings:** The hero gets lost in a mystical trance.

Within a mystical trance, at which time the hero is unable to defend himself, he is able to learn of events that will occur in the place where he stands. He can also use this power on a single subject to know of his or hers future destiny.

#### PROPHECY (ESOTERIC)

**Requirements:** Legendary, Esoteric (Oracle), **Academics** d12+

**Energy Points:** 3

**Skill:** **Academics** (-2)

**Range:** Self

**Duration:** 1 minute

**Trappings:** A beam of divine sunshine descends illuminates the hero.

The hero speaks directly to Apollo, allowing him to discern the past, present and future on any topic desired. There is no limit to what he may learn, but Apollo’s answers come through as blurry images, confusing sounds and cryptic words requiring interpretation. The same question cannot be asked twice.

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#### FACE ALTERATION (ACOLYTE)

**Energy Points:** 1

**Skill:** Spirit

**Range:** Self

**Duration:** Rank x 1 hour

**Trappings:** The hero alters his face, making him difficult to recognize.

The hero applies slight alterations to his facial features (nose, lips, eyes, etc.) becoming difficult to recognize. Notice rolls to identify the hero suffer a (-1) penalty. Additionally, the hero may alter his **Persuasion** (such as altering one’s appearance) by either +1 or (-1), to a maximum total of +4. If the hero alters his **Persuasion**, the roll to identify him instead becomes an opposed roll of the target’s Notice versus the hero’s Spirit.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

#### SIZE ALTERATION (BAPTIST)

**Requirements:** Novice, Baptist (Proteus), Spirit d8+

**Energy Points:** 1

**Skill:** Spirit (-1)

**Range:** Self

**Duration:** Rank x 1 hour

**Trappings:** The hero alters his size, making him difficult to recognize.

The hero applies slight alterations to his body size (height and weight) becoming difficult to recognize (no more than 1 ft. and 20 lbs.). Notice rolls to identify the hero suffer a (-1) penalty. *Size alteration* can be combined with *face alteration* for a cumulative (-2) penalty and alteration to **Persuasion** (including the opposed roll when necessary).

➤ **Raise:** With a Raise, the duration is increased to 1 day.

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#### LOOKALIKE (DAEMONSTRATOR)

**Requirements:** Veteran, Daemonstrator (Proteus), Spirit d10+

**Energy Points:** 2

**Skill:** Spirit (-2)

**Range:** Self

**Duration:** Rank x 1 hour

**Trappings:** The hero transforms into the exact copy of a chosen individual.

The hero mimics the precise features of any human being they’ve previously encountered no more than 24 hours prior. He acquires the target’s Strength, Vigor, and Agility—and **Charisma** as well as all “physical” Edges, skills and characteristics (such as voice). The hero does not gain the individual’s “mental” Edges, Hindrances, skills or memories.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

**Patron Deity:** Athena

**Requirements:** Novice, Acolyte (Themis), **Academics** d6+

**Description:** Members of Themis, known by the epithet Dikàioi (*The Righteous Ones*), officiate rites to learn the mystical secrets of Themis, Uranos’ and Gaia’s daughter, who

oversees compliance with the Divine Laws. Members devote their lives to divine justice; evildoers across Cosmos fear them and pious people approve of them. Their extreme zeal in avoiding crimes and injustices can be very difficult to comply with.

**Cult Hindrance:** Righteous

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#### LIE DETECTOR (ACOLYTE)

**Energy Points:** 1

**Skill:** **Academics**

**Range:** Smarts/2

**Duration:** 1 hour

**Trappings:** The hero hears a bell ring every time the target lies.

The hero is able to distinguish truth from lies during a speech by warning against lies. The hero must choose a single target as an opposed roll using the target's Spirit versus the hero's **Academics**.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

#### TRUE ANSWER (BAPTIST)

**Requirements:** Novice, Baptist (Themis), **Academics** d8+

**Energy Points:** 1

**Skill:** **Academics** (-1)

**Range:** Smarts/2

**Duration:** Instant

**Trappings:** A shining avatar appears behind the hero when he asks the question.

After choosing a single target, an avatar appears behind the hero, forcing the target to truthfully answer with a yes or no one question the Initiate asks. The target can try to resist with an opposed roll of the target's Spirit versus the hero's **Academics**.

➤ **Raise:** With a Raise, the target instead tells everything he knows about the subject in question.

#### REMORSE (GNOSTIC)

**Requirements:** Seasoned, Gnostic (Themis), **Academics** d8+

**Energy Points:** 1

**Skill:** **Academics** (-1)

**Range:** Touch

**Duration:** Special

**Trappings:** No visible effects.

After choosing a single target, the hero instills a strong sense of remorse for a crime the target committed. This is an opposed roll of the target's Spirit versus the hero's **Academics**. On a success, the target overcomes the feeling. On a failure, they incur a (-2) penalty to every subsequent roll until they atone for their crime. Remorse only works on targets that are actually guilty. Those who are innocent are unaffected.

#### CONVERSION (DAEMONSTRATOR)

**Requirements:** Veteran, Daemonstrator (Themis), **Academics** d10+

**Energy Points:** 2

**Skill:** **Academics** (-2)

**Range:** Self

**Duration:** 1 year

**Trappings:** A shining light enlightens a chosen criminal, who suddenly becomes a righteous citizen.

After choosing a single criminal target, the hero converts them to a righteous citizen. This is an opposed roll of the target's Spirit versus the hero's **Academics**. Upon success, the target resists all righteous urges. Upon failure, the criminal changes his ways and becomes a righteous citizen. At the GM's discretion, *conversion* may only apply to repeat criminal offenders.

➤ **Raise:** With a Raise, the duration is increased to 2 years.

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#### SUPREME JUDGMENT (ESOTERIC)

**Requirements:** Legendary, Esoteric (Themis), **Academics** d12+

**Energy Points:** 3

**Skill:** **Academics** (-2)

**Range:** 50

**Duration:** Special

**Trappings:** Targets are teleported to appear in front of the divine Supreme Court.

Everyone within range is affected by *supreme judgment*. Criminals are deemed unworthy and immediately suffer the consequences of the *remorse* power. Those who are virtuous and pious receive a blessing, which heals all Wounds and grants a +1 bonus to all rolls for one day. Those who are not virtuous and pious, but are not criminals, panic and flee from the hero.

➤ **Raise:** With a Raise, the range is increased to 1 mile.