

Olympus Inc.



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So...been through a lot have you? Motor vehicle accident, total humiliation, family murdered? No? Ah...a bunch of guys tried to kill you. I figured it was something like that or we wouldn't be having this conversation.

I'm Caleb. Some folks might call me an angel. No, not the kind with the wings and the glow; that's just what they call us folks who help new demigods make the transition. Was there a moment where every cell in your body cried out and you felt every emotion at the same time? Did you feel like you could do anything and were one with the universe for a split second? That is what we call the Awakening. Congratulations, today is your birthday. Today you are no longer asleep. Instead, you have awakened. You are a demigod.

Do you feel different? I bet you do. Do you feel stronger, tougher, smarter, or more dexterous? That's pretty common. Don't be surprised if the random symbols and characters you used to think were just graffiti actually start making sense. When you awoke, a piece of your brain also awoke where your true self was stored... your godly self. When you went through the Awakening, that part of the brain came online. What were unlocked were powers connected to your divine lineage and the ability to read and speak the language of the Olympians: Logos.

This is quite a bit to take in, I know. Sit for a spell and let me give you the lay of the land. Oh, I've seen that look before. You're thinking, "Everything I've known is a lie," or something equally as dramatic. That isn't entirely true. For the most part, things are exactly as you knew before you experienced the Awakening. However, you fell down the well and into a new world within the old one.

Let's start with the basics. This is stuff you probably already knew or at least suspected. Twelve massive corporations control most of the world's commercial, medical, scientific, and industrial production via a plethora of subsidiaries. Sure, there are still Mom & Pop organizations and private firms that do pretty

well. However, they are in the minority. What you didn't know is that each megacorporation was originally founded by an Olympian cast from the heavens. We'll get back to that, but for now let's keep plugging along.

To some extent, governments still hold megacorporations in check. There are still a few honest politicians that vote their conscience over their wallets. That doesn't mean that megacorporations don't have political power. Either through direct means (such as lobbyists) or indirect means (such as back room deals and media pressure), the megacorporations can strongly influence governments and create a political environment more to their liking.

The government agency furthest removed from the reach of the corporations is law enforcement. Whether or not it is a federal agency, like the FBI or Sûreté Nationale, their primary focus is to ensure the internal security of their respective nations and bring criminals to justice. Sure, there are some corrupt police officers, but most are honest, hardworking men and women who enforce the laws drafted by their governments. They tend to serve as a nuisance to the massive corporations that often think themselves above the law. This being said, many megacorporations have friends in law enforcement throughout the globe who are sympathetic to their needs. They may be willing to forgive an infraction or overlook some activities, like friends do.

The media is a mixed bag. Some are in the pocket of political parties while others are in the employ of megacorporations. However, a handful of journalists still retain their integrity and impartiality. Those are the dangerous ones. They have the ability to rouse the masses from their slumber of indifference. They can be a direct threat to the Olympian corporations and are often used as inadvertent weapons against them. Yup, the Olympians have enemies. Put a pin in that one for now.

CORPORATE POWER AND RESOURCES

Although the Olympian megacorporations vary in size, they all have immense amounts of money and resources. Every one of them has a security service maintaining the safety of data, personnel, and corporate locations. The size of this force varies based on the nature of the corporation. For example, Ares' corporation is primarily military in nature; they can field a robust security force, whereas the security resources available to Aphrodite's megacorporation are much smaller, but still adequate for their needs.

What a megacorporation might lack in security personnel they may make up for in wealth and connections. This means they are more likely to hire teams to take care of external matters versus using internal security forces for mundane issues or those involving rival groups aligned with the Titans. Many of the Olympian megacorporations also have social resources such as celebrity contacts and high-society connections that they can leverage when necessary.

LAWS

I can see your head spinning. Take deep breaths...there you go. Okay. Let's keep going.

You have to worry about two sets of laws now: sleeper and divine. Sleeper laws are the mundane laws you have lived by your whole life. There are laws against theft, murder, and tax evasion, just to name a few. The Olympian megacorporations have power and can even get their people out of a jam on occasion, but you still have to abide by the laws of whatever country you live in. You may be a demigod, but prison still sucks.

The second set of laws is even more of a pain; this would be divine law. In many respects, divine law is much less forgiving than sleeper law. With sleeper law, you have nice things like trial by jury, Miranda Rights, and protection from illegal search and seizure. With divine law, you only have Nemesis.

The goddess Nemesis is in charge of keeping the Sleepers asleep. In other words, her job is to make sure demigods and other intelligent mythical beings (you know...sphinx, empousa, etc) don't display their powers or their true forms in front of the sleeping children. If they do, Nemesis gets a bit testy. The more Sleepers that see something of a divine nature, the worse it is for the person or persons that did the displaying. However, she is pretty fickle and brutal; what she chooses to do is also based on her mood. It is best to never have to deal with Nemesis.

That's pretty much how things are in a nutshell. Good Luck!

DIVINE HISTORY

FIRST GENERATION

In the beginning there was chaos: a vast, formless, timeless dark space. After eons of immobile tranquility emerged Gaia, the great mother earth, the origin of all future creatures. Taking shape with Gaia was Eros, the essence of attraction between every creature, and Ananke, doom's unavoidable necessity. The influence of Ananke also affected Gaia, spontaneously generating Pontus, the deep fruitless waters of the sea depths, and Uranus, the boundless heavenly vault. Those were the first generation of gods; almighty beings comprised of the raw elements that make up the fabric of the universe and the basic forces that move it.

A strong desire pervaded Uranus, who wrapped Gaia up completely and lay on her, loving her without stopping. Gaia then became pregnant. Soon, the fruit of their centuries-long lovemaking would be born. Uranus did not want to stop his lovemaking and continued to love Gaia, preventing his son from being born. Uranus continued undaunted to love Gaia for thousands of years. As time passed, the more children that were conceived in her womb, the more painful it became to not be able to give birth. Eventually the pain became unbearable for her and Gaia was forced to find a drastic solution.

RISE OF THE TITANS

Gaia knew she could not get rid of Uranus alone; she enlisted the help of her unborn children. Among a thousand pains, she created an adamantine sickle in her womb, hoping her sons would use it to castrate Uranus and allow her to finally break free. While his brothers were trembling in fear, Cronus, the youngest of Uranus' sons, seized the sickle and used it to tear his father's members. The great pain caused Uranus to finally stop his never-ending lovemaking and allowed his offspring to emerge from Gaia's womb. As soon as they emerged, the offspring pushed Uranus away from Gaia. Finally, Gaia could rest and admire her offspring, who appeared in the form of three different races.

The first race conceived in Gaia's womb was the Titans; six beautiful women and six handsome men, the youngest of which was their leader, Cronus. The second race was the cyclopes; three in number, all male. Their names were Arges, Steropes, and Brontes, and each of them had only one eye on his forehead. The third race was the most fearful; all males, they possessed huge bodies, one hundred arms, and fifty heads each. They called themselves the hecatoncheires and their names were Briareus, Gyges, and Cottus. No one could withstand their brute power alone. These were the second generation of gods; very powerful beings who supervised over the "natural" order of the universe: they made stars shine, rivers flow, volcanoes erupt, and so on.

Gaia thanked her children and offered to Cronus, although he was the youngest, the supreme leadership. After this, Gaia lay down to rest, taking the shape of the planet we all know. The wounded Uranus didn't like this mischievous act and prophesied to Cronus that he would be dethroned by one of his sons, suffering the same fate as his father.

GOLDEN AGE OF THE TITANS

Cronus and his brothers led a happy and peaceful life. Gaia brought forth all kinds of fruit without needing to be tended. Spring never ended and every living creature lived in peace

with all others. That was the wonderful period known as the Golden Age.

Cronus took his sister Rhea as his wife and soon sired his first daughter, Demeter. In that precise instant, Cronus' happiness ended. Cronus recalled Uranus' prophecy; one of his sons would revolt against him, putting an end to his reign and to the wonderful Golden Age. Cronus didn't want this to happen so, as soon as Rhea showed him his newborn daughter, he immediately swallowed the child. Wishing for a never-ending Golden Age, Cronus swallowed, one after another, every child Rhea bore him; Hestia, Hera, Hades, and Poseidon. In addition to that, he became envious of the cyclopes' craftsmanship and of the hecatoncheires' strength, so he locked them away in Tartarus. When Rhea conceived her sixth child, Zeus, she secretly sought mother Gaia to devise a plan to save all her children and seek retribution on Cronus for his acts against Uranus and his own offspring. Gaia offered to help, but requested that the cyclopes and hecatoncheires were to be released and no more of her children were to be banished to Tartarus. Rhea accepted and Gaia shared her plan.

TITANOMACHY

Rhea wrapped a stone in swaddling clothes and gave it to Cronus. He swallowed it, believing that he was swallowing the infant Zeus, his sixth child. On the contrary, Rhea's sixth son was raised in great secret on the island of Crete. When Zeus grew to manhood, he sought out Metis, the wise Titaness, who lived beside Oceanus. On her advice he visited his mother Rhea and asked to be made Cronus' cupbearer.

Rhea readily assisted Zeus in his task of vengeance. She provided the emetic potion that Metis told him to mix with Cronus' ambrosia. Cronus, having drunk deep, vomited first the stone and then Zeus's elder brothers and sisters. They sprang out unhurt and, in gratitude, asked him to lead them in a war against the Titans, who chose the gigantic Atlas as their leader – Cronus was now past his prime.

The war lasted over ten years. Great chasms tore the earth asunder – collateral damage caused by the godly violence. Wounded deeply by the war, Gaia prophesied victory to her grandson Zeus, if he would free those whom Cronus had confined to Tartarus. Zeus secretly went to Campe, the old jaileress of Tartarus, killed her and, having released the cyclopes and the hundred—handed ones, strengthened them with divine food and drink. Thanks to their help, the young gods eventually won the war.

All male Titans were imprisoned in Tartarus. Rhea tried to dissuade Zeus, reminding him that Gaia did not want her children to be confined in Tartarus, but her efforts were in vain. A gigantic bronze wall with huge doors was built to keep them locked away and the hecatoncheires were put on guard duty for eternity.

All female Titans were spared and given the chance to help in rebuilding a peaceful world. But the earth was torn asunder from so many years of devastating warfare; nothing could ever be the same. This marked the end of the Golden Age.

SILVER AGE OF THE OLYMPIANS

After the war against the Titans, Zeus, to avoid further rebellions, decided to share power with his brothers instead of ruling alone as his father Cronus did. To Poseidon he gave absolute power over water and the abyss created by Oceanus. To Hades he gave absolute power over the underground and the souls of the dead. For himself he kept the dominion over the air and Uranus' heavenly vault. The surface of Gaia would be a domain shared by all deities under his laws. Zeus established a court on Mount Olympus' peak to oversee everything from above. Unlike their Titan parents, each Olympian deity possessed a strong personality and pursued his or her own personal goals and ideals, leading to frequent quarrels and hatreds. Nevertheless, Zeus managed to retain his supreme power and quench (at least apparently) all discords.



So began the Silver Age and that's why Cronus' offspring (the third generation of gods) were called the Olympians. During the Silver Age, two races of men were created. The first ones were the atlanteans, who were a cunning and literate race. Alas, they became too bold and dared to challenge the Olympians directly, that's why the Olympians destroyed them all with a giant earthquake. The second race, on the contrary, was an extremely violent and barbaric one. They posed no threat to the Olympians, so they let them live despite their cruel and savage nature. This was the human race.

GIGANTOMACHY

During the Silver Age, Gaia constantly begged her Olympian grandsons to release the Titans from Tartarus's underworld prison and live together in peace. Zeus, fearing the Titan's power, never listened to his grandmother's prayers. After the umpteenth denial, Gaia became furious and created a host of mighty giants – huge, serpent-footed, powerful creatures. Immortal hands could never wound nor kill them. Armed and confident, they were ordered by Gaia to defeat the Olympians and release the Titans from Tartarus. The Olympians realized they would never win against the giants, so Athena suggested looking for a mortal's help.

The quick Hermes left Olympus and looked all over the Cosmos for a valiant mortal willing to help them fight the giants. Unfortunately, no one among the barbaric humans of the Silver Age wished to help the Olympians; most of them laughed at Hermes and stated he who cannot defend himself deserves to die. When all hope seemed lost, Deucalion, son of the Titan Prometheus, volunteered to help giving up his immortality for Olympians' sake. Even without immortality, Deucalion proved to be a valiant warrior and, with his help, the Olympians were able to defeat the giants in a long war known as Gigantomachy. At the end of it, some giants were slain, some joined the Olympians' side, and those that remained were locked away in Tartarus with the Titans, making Gaia even more enraged.

THE FLOOD STARTS THE BRONZE AGE

Soon after the Gigantomachy was over, Zeus decided it was time to punish all humans of the Silver Age for not helping the Olympians when they were in need by drowning them with a giant flood. Zeus sent Hermes to warn Deucalion (the only mortal he cared about) and help build an ark to survive. In time, the whole world was turned into a wide sea without shores. Lions, tigers, boars, and all animals that lived on land were carried away by the waves; the few men who escaped to the highest mountaintops died of starvation through lack of food. This was the end of the Silver Age.

When the water subsided, Deucalion and his wife Pyrrha started a new human race, the same breed that inhabits the earth today: men who must work hard to survive, but with limbs as strong as rocks and a noble heart to do great deeds. The Olympians saw many possibilities in this new offspring; their destiny would often be linked.

After the flood, everything was quiet on Olympus. Gaia was busy re-populating the earth with new animal species, giants and Titans were locked away in Tartarus, and the new offspring of mortal man was pious with a strong sense of honor. Each of the Olympians started pursuing his or her own ideals again, both in Olympus and on Earth. Many great temples were erected to each one of the Olympians to gain their favors and eventually quench their anger. Thousands of prayers and sacrifices were offered every day to the Olympians, who in turn bestowed their blessings on their beloved followers and stuck without mercy those who defied them. Olympians became more and more involved in human affairs, siring children with mortals or adopting the most deserving ones. Additionally, the Olympians' interests and ideals often collided, resulting in quarrels, envy, hatred, and sometimes open warfare among their children or their human followers.

HEAVENLY CONTEST

After many decades of Olympian intrigues, schemes, and machinations, Zeus was concerned and suspicious about the other Olympian deities, fearing a rebellion that would make him suffer the same fate he himself caused to his father Cronus. Eris spoke up, proposing a competition between the Olympians. Whoever reached the highest number of followers among the mortals will be the future successor to the throne of Olympus. Zeus agreed; as long as the other gods were busy fighting each other, they wouldn't join forces to rise up against him. When the Olympians were seated together for lunch, Zeus launched the Heavenly Contest. "Within a thousand years, the god who has the largest number of mortal followers will be entitled to

succeed me on the throne of heaven and rule over the Cosmos." Themis, Titaness of Justice, was appointed as supreme judge while Zeus watched over every competitor to ensure fair play.

From that moment on, the competing Olympians sired many children with mortals to give men shining examples to follow. Each one of the competing gods endorsed and boosted his own cult among men. This was done to increase their followers' number, but also to recruit and train special "soldiers" to accomplish important, undercover missions on their behalf. Many heavenly contest competitors would do anything to become the supreme ruler or humiliate rival gods; mortal pawns are just what they need to hinder opponents without violating the contest's rules and avoid dirtying their hands.

HEROIC ERA OF THE DEMIGODS

And so it was that Olympians became more and more involved in human affairs. An ever-increasing number of temples were built to worship them all over the world. People flocked to temples to offer sacrifices to the Olympians in order to gain their favor, assistance, or simply to please them. The gods sired or adopted many worthy mortals who accomplished many incredible feats in their name thanks to the divine blood that ran through their veins. They were called demigods, their prowess and astonishing feats remembered even today along with their names: Heracles, Perseus, Jason, and many, many more. The demigods vanquished terrible monsters spawned by the dragon goddess Echidna, accomplished incredible feats like recovering the golden fleece, and, although flawed by many mortal vices, stood for centuries as shining examples for the mortals to follow, playing a very important role in gathering followers for their patron deity racing for the Heavenly Contest. That's why the Bronze Age is now remembered as the Heroic Era.

The more demigods the Olympians sired or adopted, the more human-like they became. Zeus, for example, often ignored his "supreme judge" duty to indulge in extramarital affairs. Ares and

Athena quarreled about their children's fighting abilities. Hera grew more and more vengeful against illegitimate children instead of ruling the heavens as a fair queen, and so on. While Demigods exceeded their mortal limits for their divine parent's glory, the Olympians ignored their divine duties, getting directly involved into mortal affairs for their children's sake.

Meanwhile, all-mother Gaia never stopped begging the Olympians to release the Titans from Tartarus and rule over the world together in harmony. The Olympians didn't trust the children-devouring Cronus and his Titan kindred, so they always turned Gaia's requests down.

OLYMPIOMACHY

After nine centuries of Heavenly Contest competition, the ever-growing envies and rivalries among the Olympians brought the whole universe to the verge of chaos. Tides didn't follow moon phases anymore, only Poseidon's whims. Wild animals and monsters only preyed on those who Artemis despised. The sun rose and set whenever Apollo wished. Every single Olympian god was blindly pursuing his own ideals and zealously protecting his own demigods, postponing his divine duties in favor of personal gains. The constant struggles against the Olympians occurred so often that time itself was affected, sometimes flowing forward while sometimes backwards. Zeus didn't lift a finger to restore the divine order of things; he was too busy chasing mortal women.

Sickened by the arrogance and negligence of her grandchildren, Gaia realized she needed to restore balance to the universe. However, she knew she needed help to do so. Aided by Nyx, goddess of night, and her daughter, Nemesis, Gaia crafted a plan to free the Titans and use them to restore order.

Once the trio approached the massive wall sealing off Tartarus, Nemesis crept forward, drew her sword, and engaged Cottus in combat, who stood guard as the other two hecatoncheires slept. As Nemesis and Cottus remained locked in

a vicious struggle, Gaia and Nyx approached the massive bronze wall. Once there, Gaia pulled a long silver pin from her hair, a gift from Uranus, and pressed it into the wall. The wall shimmered with a bright silver light and then exploded. Rubble rained down killing Cottus, knocking the other two hecatoncheires unconscious as they awoke, and severely wounding Nemesis. Once freed from their prison, the Titans took up arms against the Olympians.

DOWNFALL OF THE OLYMPIANS

Following decades of war, the Titans prevailed. Cronus wanted to swallow the Olympians again, but the other Titans suggested the Olympians be sentenced to death. Fortunately for the Olympians, Gaia didn't want any more bloodshed. It was Nemesis that suggested an exemplary punishment for the Olympians; instead of locking them in gloomy Tartarus, they would be "locked" on Earth among their beloved mortals in a somewhat "golden prison". In addition, Humans would be rendered oblivious toward the Olympians, so they would not worship them as gods anymore; the worst of punishments for such arrogant deities.

Cronus and the other Titans agreed and the downfall of Olympians occurred. Weakened and wounded by the long war, the Olympians were bound in orichalcum chains and cast down to Earth. Grandfather Uranus sealed the Heavenly Vault above them and the dragon goddess Echidna sealed the Underworld beneath them. The Olympians would be encaged on the mortal realm and would never be allowed to enter the heavenly realms nor the underworld until every one of them properly atoned for their misdeeds.

As the Olympians slowly fell from the heavens, the Earth was flooded once again. This time, the flood wasn't designed to punish humans, but rather the Olympians. Gaia released the Lethe River on the mortal realm and the waters mingled into the seas throughout the world.

As a result, humans forgot Olympians, Titans and intelligent mythical beings ever existed. They

forgot all of the myths; they couldn't remember why the temples to the Olympians existed or what they were used for. In essence, Gaia erased the divine world from the consciousness of the human race. If a human were to witness an act of divine power or the true form of a demigod or intelligent mythical being, their mind wouldn't comprehend it. The experience would be rationalized away as a delusion, drunken vision, or illness.

When the Olympians fell to Earth, they landed all over the world. Faced with exile and the threat of Nemesis looming over their heads, they used their particular gifts to attain positions of power and amass wealth. Although separated, they shared the same plan. They would patiently wait and grow an army of demigods that would help them once again defeat the Titans.

Two things occurred that hindered this plan. The first was the realization that the Olympians were growing weak. At first it was gradual, but soon they were no more powerful than the demigods. The second was that any children they sire were completely mortal. None of them were born as demigods.



REBIRTH OF THE MORTAL WORLD

The world was plunged into a period of darkness. Kingdoms fought one another for control of territory and riches. Often these wars were fought by Olympians unaware of their opponent's kinship to them. The world slipped deeper and deeper into chaos and despair.

One of the few shining lights appeared in the Middle East during the middle ages. Both Athena and Hephaestus were deposited into the desert lands. Like their Olympian brethren, both quickly attained positions of power. However, the lands they shaped didn't devolve into war. Instead, these lands became centers of learning where science, mathematics, and invention thrived.

Nearly a thousand years passed before the Olympians found each other again. By then, they were merely shells of their former selves. They began to realize they were dying without access to Ambrosia and Nectar. However, the Olympians had no access to the divine food since being shut out of the Heavens. After weeks of bickering, no one had any solutions. Ares thought they should wage war, Dionysus wanted to engage in revelry, and Hera simply screamed insults at the heavens.

As the twelve yelled and hurled insults at each other, Hestia sat and tended the fire she constructed from twigs and dead wood. As she sat and nursed it, the fire grew from smoldering coals to a raging bonfire. Perplexed, the twelve turned and stared at their older sister. It was then she suggested they seek out the current human invested with the power of the Oracle of Delphi. "Like this fire, so too will our light burn hot again."

She reminded the twelve that even though the mortals had forgotten them, their divine power was sewn into the very fabric of the world. The Oracle was one of those threads, but there were many more. These threads would help them weave a rope that they would use to ascend and retake their rightful place. "As one Oracle dies, another is born and the circle is complete. Since the cult of the Oracle is no more, it is even possible that the human currently invested

with the power of the Oracle of Delphi might not know or understand the power she wields. Whoever this person is, it is with her that our salvation lies."

It took Artemis ten years to track down the Oracle. She found the Oracle living in Greece as a hermit who had struggled with strange visions and dreams all of her life. When she saw Artemis, the Oracle immediately understood who she was and why she had her strange dreams. Perplexed by her gaunt visage, the Oracle told Artemis she had a vision of the thirteen as kings and queens in massive towers that scraped the sky. "Seek out the man of gold," said the Oracle in a daze. "He will bring you new life." "But what of our champions... our children?" asked Artemis. "From now on, demigods are not born, but made." Perplexed, Artemis returned with the Oracle to the other twelve Olympians where the Oracle repeated her prophecy.

Upon hearing the prophecy, Athena realized who the man of gold was. He was an alchemist in her kingdom who had recently claimed to have discovered the secret of the philosopher's stone. The locals mockingly called him The Man of Gold.

With the help of Artemis, Athena and Hephestus eventually found the man. Although his modest home wasn't heaped with gold, it was covered in sheaves of paper containing strange formulas. The writing on the paper was Logos, the language of the Olympians.

Upon seeing the three Olympians, the wide-eyed man handed them two pieces of paper. Although the formulas were undecipherable to Artemis and Athena, and Hephestus could only make out some of the concepts, the word at the top of each page was crystal-clear. At the top of one page, written in Logos, was the word, ambrosia, and at the top of the other, nectar. Then, the Man of Gold handed the trio a pitcher filled with a thick yellow liquid and a tray of blue gelatinous cubes. As each of them drank and ate, the Olympians felt their strength return. They knew they would never be as powerful on Earth as they were in the heavens, but at least the

Olympians would no longer starve to death. They now had what would later be called synthetic ambrosia and nectar.

The man went on to explain how he labored for years to find the Philosopher's Stone, but to no avail. One evening, men came to his home and demanded he transform the stones into gold. When he said he could not, they beat him within an inch of his life. As he lay on the ground, he felt a heat that first started at his toes and then spread throughout his body. It was so intense he thought he would be burned alive.

When he awoke, the men who had attacked him were lying on the ground. Their skin was burned and their hair stood straight up as if they were all struck by lightning. It was then that the formulas began to spring into his head. It was Athena who was drawn back to the words of the Oracle first. "From now on, demigods are not born, but made." This man of gold was actually a demigod. He had shed his old life and was now reborn. With a new lease on life came a new attitude. Even Ares was content not to flatten the entire world.

And so it was that the Olympians rode the wave of historical evolution. They slipped from the Renaissance to the Elizabethan period and into the Age of Enlightenment always living in the shadows as reclusive, eccentric figures with a few notable exceptions. Hermes and Ares reveled in the Age of Sail, both enjoying the period of wooden ships and iron men and each adopting flamboyant personae. Hephaestus and Athena helped subtly spur on the Industrial age; Hephaestus with his designs and Athena with her wise approach to production.

Through all of this, the Olympians lived their lives looking over their shoulders, while enjoying the fruits of their labors. Occasionally, they were able to identify demigods and bring them into the fold. None had a greater impact on the 20th century than the Paragon of Zeus, Archduke Franz Ferdinand of Austria.

On June 28th, 1914, Archduke Ferdinand and his wife were assassinated by young

Serbians supported by a shadowy group of Serbian Military known as the Black Hand. This organization, along with several other Titan-aligned organizations, would eventually morph into what is known today as The New Liberation Front. The real objective of the Black Hand was to set off a chain reaction that would destabilize the region and plunge the world into war. It was their hope that a world war would bring with it the destruction of the Olympians and their followers.

Despite encompassing the entire globe, World War I ended in 1918. As the Titan-backed Central Powers faced defeat, those that opposed the Olympians realized they needed a more direct approach to deal with the problem of the Olympians. Those that served the Titans knew they needed a champion. They found this champion in the form of Adolph Hitler only a few decades later.

On September 1st 1939, Hitler invaded Poland, setting off a chain of events that would forever leave a scar on the entire world. Adolph Hitler was a demigod of Nyx who wielded immense power with incredible cruelty. Along with his formidable mundane forces, Hitler also had a handful of demigods and several IMBs under his command. His hope was to crush the mundane and supernatural worlds in one fell swoop through a strategy of *blitzkrieg* or *lightning strike*. The irony wasn't lost on him that lightning was the sphere of Zeus, whom Nyx hated.

Despite the fact that Zeus was terrified of the spawn of Nyx, he knew the 13 had to do something. As the Olympians met in the back room of a restaurant in New York City, it was Athena that remembered the words the Oracle spoke hundreds of years earlier. "I see you thirteen as kings and queens in massive towers that scrape the sky." It was then they decided to radically expand their corporate holdings and create economic kingdoms. From this important moment, Olympus, Inc. was born.

The thirteen realized their mundane activities and war against the Titans must remain separated. The mundane law was strict and the agents of the Titans had a habit of using sleeper laws and

customs as a bludgeon against the Olympians whenever possible. Therefore, protocols must be established. In order to battle the Titans and their servants without risking their empires, they must fight from the shadows.

DELPHI GROUP

WORLD WAR II

Hermes suggested creating an organization to handle the shadow war against the Titans and their allies. In a rare show of solidarity, members of the Olympian council created the Delphi Group. This group was tasked with opposing Hitler's efforts and battling the supernatural forces at his disposal. It was decided this organization would be structured using the OSS (Office of Strategic Services) model the Allies had created to gather intelligence and launch clandestine operations during World War II.

The Olympians declared the leader of the Delphi Group would always be a demigod of a single divine lineage, known as a Paragon. The leader would be chosen by a small committee comprised of Ares, Hermes, Zeus, Aphrodite and a fifth member that would change every 100 years. The first rotating member would be Dionysus. The leader of the Delphi Group would be appointed or removed only by a consensus of this group.

To support the Delphi Group, each of the Olympians' fledgling corporations would secretly funnel money into this agency. The Delphi Group would then maintain its distance from the corporations for the sake of plausible deniability.

For the rest of the war, groups of Delphi agents worked in secret to disrupt the efforts of the Nazi regime, especially the Ahnenerbe. In 1941, the Delphi Group, now known as the Delphi Corporation, became a defense contractor for the United States. This status gave them access to classified and top secret information which they used to foster their stated mission.

In May of 1945, Nazi Germany surrendered to the Allies. However, this didn't mean the end of Titan efforts on Earth. Instead, many of the Paragons, Proteans, and Demihumans aligned with the Titans were snatched up and became a part of the scientific community of both the US and Russian governments through programs such as Operation Paperclip.

COLD WAR

The rise of the cold war following World War II led to a parallel supernatural cold war. Since open conflict was no longer a reality, the Delphi Corporation knew they needed to conduct their operations against the Titans and their spawn in a clandestine manner. From this realization, the first Freelance Teams (FTs) were born. FTs were either non-affiliated demigods or those drawn from various Olympian corporations. Efforts to oppose Titan forces and capture objects and places of power were successful for many years.

In 1956, the unthinkable happened. The president of the Delphi Corporation, Harland Ross, was implicated in a plot to steal a nuclear device from the Nevada Test Site near Area 51. Ross and his group of co-conspirators planned to detonate this device and frame Spatha, Ares' parent corporation. Such an event would have crushed this corporation.

Luckily, a Protean demigod (a demigod with multiple bloodlines sometimes derogatorily referred to as alloys) working with the Nevada Test Site, Alexander Danen, learned of the plot and was able to stop it. Given Mr. Ross' role as director of a clandestine organization and the fact he was a Paragon demigod, the Delphi Council, the small council of gods that oversaw the Delphi Corporation, decided the entire matter would be expunged and Mr. Ross would be dealt with internally.

The Ross Incident, as this became known, led to a change in thinking regarding leadership of the Delphi Corporation. Given the bravery of Mr. Danen, the Delphi Council put aside their prejudice and mandated that either a Paragon

The T-753 SuperMax (otherwise known as Calliope), is a fully sentient being able to communicate with those around it. Unlike the human versions, this version of the Oracle has proven to be nearly indestructible and enjoys conversing with the Paragons of Apollo that work with her.

Calliope is a great vehicle for the Game Master to use to drive the story. When offering prophecies, they are never straightforward, no matter the size and scope of the message.

or Protean demigod could lead the Delphi Corporation. However, demihumans still are barred from holding the top spot.

DELPHI CORPORATION TODAY

Following the Ross Incident, the Delphi Corporation ceased to have a public persona. Officially, the Delphi Corporation was closed because it went bankrupt following a lengthy period of mismanagement. Unofficially, the Delphi Corporation became a secret organization unknown to the sleeper community and only known by name alone to many demigods; only those employed by the organization know they exist. Employees of Delphi maintain their secrecy through positions in various “dummy corporations” that also provide space for their employees.

Corporate Structure

Delphi Corporation’s corporate structure is very similar to that of any modern intelligence organization with regards to how it compartmentalizes information, but it still mimics the organization of a modern corporation. Delphi is led by a president who answers only to the Delphi Council. From there, the leadership of the organization is divided up into senior director positions, director positions, and management positions. Vice Presidents administer the main focuses of the organization: Human Intelligence (HUINT), Supernatural Entity Intelligence (SEINT), Magic and Technology, Clandestine Services, and Organizational Support Services.



HUINT & SEINT

HUINT and SEINT focuses on the collection of information from both the mundane and supernatural sides of the world. Since demigods and intelligent mythical beasts (IMB) often use humans (both sleepers and drones) and their businesses to further their goals, collecting intelligence on human activity is as vital as is collecting information regarding demigod and IMB activities. HUINT and SEINT are also responsible for the release of counterintelligence meant to confuse or degrade the intelligence of Titan allies and their servants. Information is collected from phone and radio communications (Signal Intelligence), email, and other computer based communication (Data Intelligence) and from informants (Human & Demi Intelligence). Information gathered directly from a sleeper or Titan corporation is classified as Corporate Intelligence.

Magic and Technology

The Magic and Technology Division is responsible for the development and management of new and existing technologies and magical-based items. The Magic and Technology R&D department develops a wide variety of items from new weapon systems to alchemical compounds and biological agents designed for sleepers and the demigod community. The Current Assets department is responsible for deploying these newly developed items. They are also responsible for researching, studying, and storing any supernatural relics that are identified.

Clandestine Operations

The Clandestine Operations Division is the muscle of the Delphi Corporation. They handle everything from the identification and protection of awakened demigods to Slosi identification and retrieval to counter operations against corporations, governments, and other organizations. This division and its members are the ones in Delphi most often involved in field actions against those aligned with the Titans.

The Clandestine Operations Division has four departments: Prophetic Services, Asset Identification, Slosi Acquisition and Management, and Operations. Asset Identification is the group responsible for identifying new demigods and turncoat IMBs. Agents for this branch are often termed "angels" since they help transition and protect newly awakened demigods.

Some demigods are identified via the Prophetic Services department while others are found via field agent reports or unexplained phenomenon reported by sleepers. Agents work to find and assess potential demigods and try to identify what their lineage is. Then they work to protect the new asset until such time as they can begin the process of transitioning the fledgling demigod from sleeper to demigod.

Members of the Asset Identification department also work to identify IMBs that wish to leave the employ of a Titan corporation. These IMBs are sometimes given new identities and roles in a minor subsidiary of one of the Olympian corporations. In many respects, this program resembles the Witness Relocation Program of the US Marshal Service with each IMB assigned a case manager who maintains communication with the convert on a regular basis.

On a rare occasion, these assets are reintroduced back into a Titan corporation. When this occurs, they fall under the auspices of the Division of SEINT where they are managed and their efforts to gather intelligence are monitored. Even in this role, their contact with the agency is limited only to their handler, a low level manager in charge of handling specific IMBs involved in active operations.

Slosi Acquisition and Management is one of the most unique departments within Delphi. Just like the teams employed by Hitler, this department continuously seeks out magically active relics and sites. Agents are tasked with separating legend from reality while they search for objects or remote locations that can increase the power base of the Olympian cause.

Delphi

Slosi recovered by this department are safeguarded by the Relic Storage and Utilization branch of the Magic and Technology Division (M&TD). This is the only department of M&TD that maintains a highly armed contingency. Slosi are stored in hidden, guarded bunkers scattered throughout the world. Powerful Slosi sites are continuously monitored by electronic means and Delphi strike teams react to any unauthorized activity at these sites.

The Operations department mirrors that of their mundane intelligence services counterparts. The Operations department is responsible for direct contact with demigods, IMBs, international governments, and Freelance Teams (FTs). Operations is responsible for implementing missions created by the Director of Clandestine Operations. These missions are identified and goals are established by a joint weekly meeting of all of all vice presidents of Delphi, along with the company president who serves as the leader of these meeting. In the event that the president is unavailable or incapacitated, leadership of both these meetings and the organization as a whole falls to the Vice President of Clandestine Services.

The efforts of the Clandestine Services Division fall along three areas of focus and consist of overt or covert actions.

- **Counter-Government:** Although many corporations have subsidiaries that lobby for change and attempt to shape legislation to be favorable to the corporations, direct action may be needed. Counter-Government actions may be taken against legislative agencies as well as law enforcement. These actions might involve:
 - ◇ Destruction or recovery of sensitive data involving the Olympians, Olympian corporations, or Delphi.
 - ◇ Direct conflict with government forces under the control of an IMB or turncoat demigod.
 - ◇ Recovery of important items or personnel under the control of intelligence or law enforcement agencies.
- **Counter-Corporation:** While Olympian corporations compete directly with Titan corporations and groups, additional action may be required. Things can become especially tricky when an Olympian corporation works outside of official channels and takes covert or overt action directly against a Titan Corporation. This group undertakes missions such as:
 - ◇ Corporate espionage
 - ◇ Corporate sabotage
 - ◇ Counterterrorism: this pertains exclusively to the New Liberation Front and their activities against Olympian interests.
- **Intra-Corporation:** Delphi can get involved with corporations when they request support or if there is a need to neutralize a threat within a corporation. The Intra-Corporation branch can also be called on to deal with rogue actions by an Olympian corporation that may threaten other Olympian corporations.

Freelance Resources

There are times when Delphi is asked to undertake a mission that either presents a great risk of exposure or is incredibly dangerous and has little upside. In these cases, and when the agency simply doesn't have enough physical resources, Delphi turns to freelance resources.

Sometimes these freelance resources are individuals such as pilots or hackers that have particular skills Delphi needs. Since these particular freelancers have no allegiance to a group, country, or side in the secret war, they are often referred to by both sides as Ghosts.

The most common freelance resource employed by Delphi is the Freelance Team or simply FT. An FT is utilized when Delphi sees no upside to using one of their teams of agents. The mission an FT typically takes is incredibly dangerous or presents a need for plausible deniability and usually leads it head first into the interests of the Titan corporations. The use of an FT limits the risk to Delphi and the Olympian corporations since these teams are not traceable back to either. FTs are compensated through a variety of means such as money, technology, alchemical compounds, and celestial metal weapons and ammunition.

FTs never have direct access to Delphi and many don't know of the Delphi Corporation's true role as the spy agency for the Olympians, nor do they care. Instead, FTs work with a go-between known as a Shadow. Shadows are responsible for getting contracts and equipment to FTs, recruiting new talent, and sending any gathered intelligence back to Delphi. Many Shadows maintain a cover in the underground criminal world as fences, arms dealers, or drug dealers. Shadows are managed through the office of the Director of Operations and fall under operational control of the Manager of Freelance Resources.

Given the level of secrecy maintained by the Delphi Corporation, many Shadows present contracts as being issued by an anonymous party. However, many freelance teams joke of a shadow organization that issues these contracts. Among freelance teams, this shadow organization is often referred to as Matilda, but no one really knows why.

Freelance teams tend to consist of 4-6 demigods. Members of the team have no connection to Delphi or one of the corporations unless they are actually agents of Delphi working undercover.

There are a variety of roles FT members perform:

- Intrusion specialist
- Sniper
- Hacker
- Weapons and tactics
- Alchemical specialist
- Science specialist
- Explosives
- Face (often referred to as Con Men)

Organizational Support Services

The Organizational Support Services Division is all about keeping things running. The Resource Management department manages the cash flow of the organization and makes sure Delphi remains solvent. They also ensure money that enters and leaves the organization is untraceable. The Physical and Cybersecurity departments work very closely to safeguard all facilities globally maintained by Delphi. In addition, they provide personnel and equipment for temporary headquarters established at flash points during times of crisis.

The Medical department is responsible for maintaining several covert medical facilities throughout the world as well as providing medical support for other divisions as warranted. A team from Medical is always onsite whenever a temporary headquarters is erected for any reason. They also monitor the distribution of mundane and alchemical drugs to Delphi members and FTs.

Global Logistics arranges transportation and vehicles for all field service. They can move teams and resources throughout the world regardless of size or nature. They maintain a fleet of private aircraft and work closely with Flight Time Logistics and Aileron Trade to transport important items. They also facilitate procurement of unusual or rare items.

Finally, there is the Prophetic Services department. Not only does the department present issued prophecies, it also manages the flow of those seeking prophecies and maintain

the content of previous prophecies. Prophetic Services also maintains resources for deciphering cryptic messages issued by the Oracle. Access to the Oracle is only allowed by expressed written consent of the President of Delphi or the Vice President of Support Services.

Oracle of Delphi

For eons, the Oracle of Delphi gave cryptic prophecies that both aided and baffled heroes. As one Oracle died, another took her place. When the Olympians fell from the heavens, Gaia was left with the question of what to do about the Oracle. Moved by the dedication and service of the Oracle of Delphi, Gaia decided to allow current and future Oracles to have full knowledge of the world as it really was and continue their service as neither demigod nor sleeper.

As each Oracle died, a new one emerged and took her place. That is, until 2002 when the last Oracle walked the earth. For nearly six months Paragons, Proteans, and demihumans searched for the new Oracle following the death of the

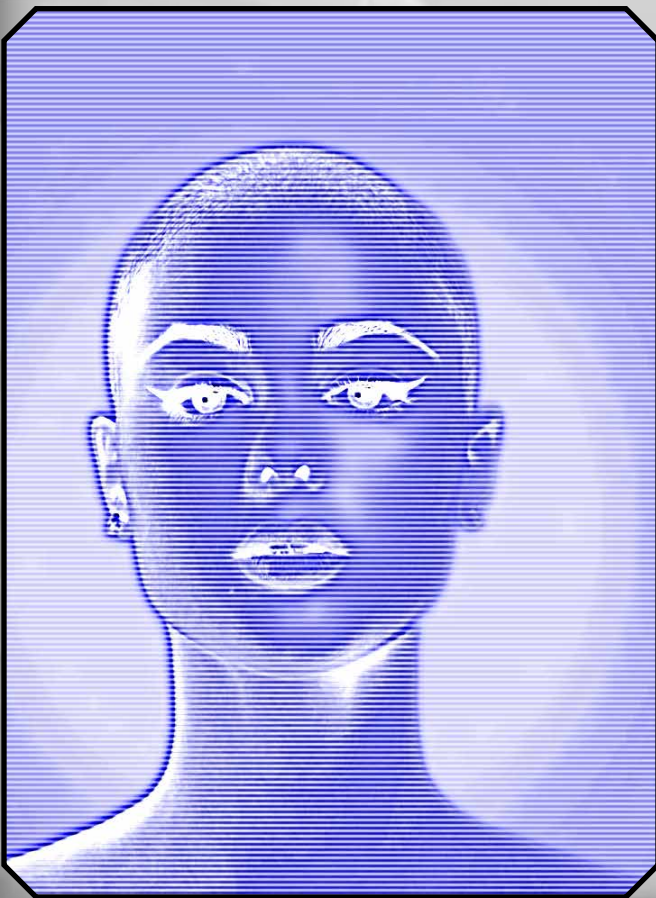
last Oracle at the age of 82. Despite the vast resources of the Olympian corporations, the new Oracle could not be found. Some argued she had simply been lost in the sea of humanity, while others believed Gaia removed the Oracle as her last punishment upon the Olympians.

When it seemed a new Oracle would never be located, a Paragon of Athena, working for the Delphi Corporation, came across a strange memo regarding one of the companies' super computers. The manager who wrote the memo explained that one of the supercomputers had a hardware issue that could not be fixed by the technicians. His team had replaced every component in the machine, yet the error persisted. It was his recommendation that the unit be scrapped and a new machine purchased.

As the Paragon of Athena read a few lines from the error messages the manager included in the memo, she quickly realized that it wasn't an error, but a prophecy written in the ancient language of Logos. As she read the lines of text, she knew the Oracle had been found at last! Instead of a young woman, the spirit of the Oracle now resides in a T-753 SuperMax Supercomputer.

The machine was eventually moved from a field office in Boulder, Colorado to the main headquarters of the Delphi Group in Austin, Texas. The machine still produces prophecies from time to time that are then translated by a team of Paragons of Apollo. Along with cryptic prophecies regarding world events, the Oracle also offers less cryptic prophecies regarding demigods that will soon awaken. Based on these prophecies, the Delphi Group dispatches teams, known as angels, to find the newly awakened demigods and help them along their new path. The machine seems fully sentient and prefers to be called Calliope.

In 2008, a voice module was successfully added to the machine by a Paragon of Hephaestus and the Oracle was able to deliver prophecies both in text and oral form. In 2015, a newer more realistic voice module and a cutting edge holographic projector were also added to the system. Now, Calliope is able to appear and speak directly to her team of Paragons via this new technology.





OLYMPIAN CORPORATIONS

The following are six of the thirteen Olympian Corporations. These thirteen corporations are massive multinational conglomerates that control 80% of the world's commerce. The other 20% is controlled by a mixture of Titan-aligned and independent corporations.

APHRODITE

CORPORATE SUMMARY

Name	Adona
Global Headquarters	Via della Moscova 9, 20121 Milan, Italy
Established	June 1, 1940
CEO	Elise Bellis

OVERVIEW

Adona is a multinational corporation, based in Milan, and a world leader in fashion, beauty, and aesthetics. Adona's mission is to improve the lives of human beings by enhancing the outside to match the stunning beauty on the inside.

Major holdings:

- Cupid Match
- Adona Cosmetics
- Young Miss International
- Bellis Designs



Adona

CUPID MATCH

Cupid Match, led by President Paul Stanley, is the world's premier online dating service. It is responsible for more successful matches than the next three top online dating services combined. The term 'Cupid Match' has become synonymous with someone who has found love on a dating site. It also offers personalized service for more discerning clientele. Personalized match makers are available to help executives and other professionals find appropriate matches.

ADONA COSMETICS

Adona Cosmetics, led by Elise Bellis' daughter, Abigail Sutter, is a leader in beauty and skin care products for over 50 years. It continues to amaze consumers with a vast array of products from a multitude of lines developed by other Adona subsidiaries. "The beauty of Adona Cosmetics is that our products can be found on runway models, actresses, and average housewives."

YOUNG MISS INTERNATIONAL

Young Miss International, co-chaired by siblings Anna and Steve Hadrass, is a scholarship pageant organization with local, regional,

national, and international presences. Women from throughout the globe are given the opportunity to compete and work their way up to participate in the yearly Young Miss International Pageant.

BELLIS DESIGNS

Bellis Designs began as the brainchild of Elise Bellis' grandmother, Camile Bellis, who was quickly recognized for her amazing creations. As a young woman in WWII France, she was one of many Paris fashion designers forced to pursue her passion for fashion amidst the stringent controls imposed by the Nazi regime on materials. As her fame grew as a designer, so did the company. In 1940, she started Bellis Designs and catered exclusively to the women of Paris. Camile began to bring on other young designers to complement the incredible fashion already being created. The result is a fashion house that boasts many of the top designers in the world. Following the death of Camile Bellis in 1986, the corporate reigns fell to her granddaughter, Elise Bellis who now serves as CEO of AdonaBellis Designs is currently spearheaded by Damon Frank, an amazing designer in his own right.



BEAUTY AND THE BEAST

ADONA IS ONLY SKIN DEEP

By Eric Stanton, United News Service

Unless you've been living under a rock, odds are you've heard of Adona or one of their many subsidiaries. Adona has provided the world with aesthetic centers where one can get botox to treat their crow's feet, fashion that can cost more than some people make in a year, and the spectacle that is the Young Miss International Pageant.

So what does Elise Bellis, the CEO of Adona see as the uniting thread of her multinational organization? Love. "Everything that we do at Adona is geared toward love," Bellis explained in a recent interview. "We are all beautiful on the inside. Adona helps draw out and accentuate that inner beauty and allows our clients to display that to the world. A great first impression is a tool to help us achieve our dreams."

Bellis went on to explain that Adona, through their various subsidiaries, is privileged to be a part of so many major events in people's lives. "From a first date, to an engagement, to a wedding, many people turn to Adona and our products to help these special occasions become truly magical."

Building memories doesn't just stop with products for Adona. It is also about giving young people an opportunity through the Young Miss International Pageant. "Young Miss has provided millions of dollars in scholarships to young women throughout the world that they have used to better themselves. Young Miss Queens have also used their fame to champion a variety of causes such as AIDS efforts and child wellness programs."

However, Adona has recently been dogged by a couple of scandals. Recent efforts by an internet vigilante group, The Lucent Army, have exposed a darker side to Adona. Information released by this group has linked Adona to both an online organization that facilitates adulterous relationships as well as exposed an alleged prostitution ring involving high priced call girls purportedly run by some Adona executives.

"I am aware of what The Lucent Army released and our position is quite clear," Bellis relayed quite icily. "Discrete Encounters has been shuttered. This originally began as a dating site geared toward older men and woman and morphed into something quite lewd. As for the allegations of prostitution, Adona adheres to all local, state, and national laws. Unfortunately, in a company that employs tens of thousands of individuals, you will have a few bad apples. These individuals do not reflect what Adona is all about."

Love comes in many forms. If the allegations are true, then Adona helps many people secure love for the long haul or for just one night.

APOLLO

CORPORATE SUMMARY

Name	The Auroral Group
Global Headquarters	800 E Horizon Dr., Henderson, NV 89015
Established	June 16, 1939
CEO	Daniel Lancaster



OVERVIEW

The Auroral Group, based in the U.S., is a multinational corporation and a leader in the solar power, entertainment, and medical industries. Their mission is to bring light, joy, and healing to all corners of the globe.

Major holdings:

- Lightworks Energy Group
- Armonia Entertainment
- Chirurgia Medical Services

LIGHTWORKS ENERGY GROUP

Lightworks Energy Group, run by President Simon Adley, is committed to harnessing the clean power of the sun to improve the lives of all people. Lightworks and their subsidiaries focus on creating products and researching new technologies from residential solar panels to bigger and more efficient solar farms. It is also a leader in the use of solar power in unconventional ways. For example, one subsidiary, Green Light Solutions, is responsible for the power system on the first completely solar powered vehicle available to consumers. Other current projects include the creation of power systems for solar powered aviation vehicles as well as ships of various sizes.

ARMONIA ENTERTAINMENT

Armonia Entertainment, driven by President and Creative Director Malik Saba, is the world leader in the music industry. Their numerous labels produce music from every major genre in the world. In addition, Armonia Historical Group is responsible for the preservation and digitization of some of the oldest and rarest musical recordings. Artists under Armonia Entertainment often dominate yearly music award events throughout the world.

CHIRURGIA MEDICAL SERVICES

Chirurgia Medical Services, led by President Adkins Walker, MD, is the premier medical services provider in the world. Not only are they the parent company behind one of the largest health systems in the world, HLS, they also create some of the most cutting edge medical devices, therapies, and pharmaceuticals through their various subsidiaries.

Chirurgia Medical Services is also about giving back. Medicine is about healing and nowhere is that more evident than in some of the poorest areas of the world. Through their global charitable arm, Healing Abroad, Chirurgia provides no cost medical and dental care to communities that need it the most. It is not uncommon in war ravaged and disaster stricken parts of the world to see tents and buildings that bear the snake entwined Staff of Asclepius, the symbol of Healing Abroad.



Chirurgia Medical Services



A LIGHT AT THE END OF THE TUNNEL

By Terry Franklin, United News Services

If you've never heard of The Auroral Group, it's understandable. However, I am sure you've heard of Armonia Entertainment. They are the powerhouse behind such labels as Red Roof Productions, Beat Down Jams, and Litehouse Music. Artists on these labels have accounted for dozens of Grammy Awards over just the past few years. Gold and platinum records line every inch of Armonia's main office in Los Angeles and serve as a testament to their dominance in the music industry.

For Armonia and their parent company, The Auroral Group, it isn't just about the money. Artists from Armonia are regularly encouraged to work with charitable organizations and entertain troops throughout the world. Chirurgia Medical Services provides no cost medical care to communities throughout the world through their Healing Abroad organization. Lightwork Energy Group has also worked with underprivileged nations in desert countries to capitalize on their constant sunlight through the use of solar farms and large-scale solar powerplants that serve to provide much needed power in support of vital infrastructure. It looks like The Auroral Group is genuinely one of the good guys. Sure, they make a buck, but they seem to care about people as well.

"We are committed to the cause of peace throughout the globe," stated Daniel Lancaster, CEO of The Auroral Group during a recent interview. "We find music, clean energy, and medicine can bring a healing light to the broken parts of our world. We feel privileged to bring hope and joy to those who feel they have none."

However, one contradiction has surfaced in the form of Green Light Solutions, a subsidiary of Lightworks Energy Group. The stated mission of Lightworks is to harness the power of the sun in unusual ways. Publicly, this means things like solar powered cars and aircraft. Privately, things are a bit different.

Documents recently obtained by United News Service tell another story. Along with their work powering cars and other vehicles, Green Light Solutions has also been working on prototypes of man portable, weaponized lasers for Spatha, the world's leader in death and destruction throughout the globe. Documents obtained from Spatha refer to this joint venture as "Operation Pinpoint".

Lancaster flatly denies the claim they are designing weaponry. "It is truly preposterous to believe we are in the business of designing weaponry for Spatha or any other organization in the world," stated Lancaster. "We are an organization dedicated to peace. I think someone has been watching a few too many sci-fi movies."

No pictures of the prototypes have surfaced nor has anyone with knowledge of the program come forward and spoken with us on or off the record. I guess it is up to you to decide whether The Auroral Group really is as kindhearted as they seem or as coldhearted as recent documents paint them to be.

ARES

CORPORATE SUMMARY

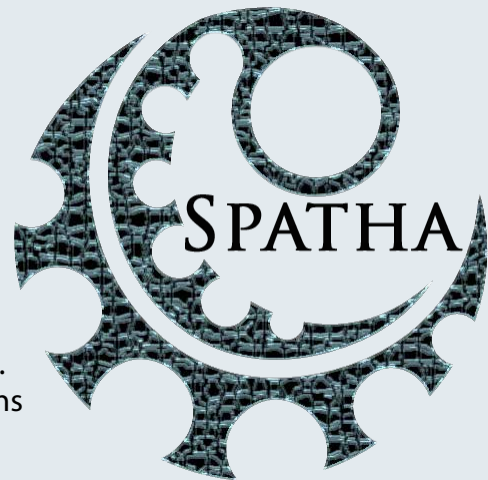
Name	Spatha
Global Headquarters	11 Treadway Dr., Fort Collins, CO 80521
Established	February 1, 1943
CEO	Lieutenant General Baxter Alexander

OVERVIEW

Spatha is a multinational corporation providing military expertise and equipment to countries throughout the world. They are committed to helping countries protect their citizens from the perils of global terrorism and foreign aggression while complying with all international laws.

Major holdings:

- Red Anvil Logistics
- Arsea Systems
- Pilum Crafts



RED ANVIL LOGISTICS

Red Anvil Logistics, led by Major General Malcom Frye, is a global leader in private security and military training. They proudly provide support to governments in their efforts to combat global terrorism. They provide both trainers and personnel to support this mission.

ARSEA SYSTEMS

Arsea Systems, headed by President Becky Cross, PhD, is a leader in the construction and upgrade of military air and sea craft. Through their subsidiaries, Arsea Systems' R&D continues to push the envelope on naval and military aircraft design and construction.



PILUM FIREARMS

PILUM FIREARMS

Pilum Crafts, led by President Ed Collins, complements the work of Spatha and their subsidiaries by creating high quality arms and armaments. Pilum Crafts and their subsidiaries create weapons as small as combat knives and hand guns up to and including tanks and self-propelled field cannons.



When Death Becomes Your Livelihood

by Sarah Stanton, United News Service

The world is on fire. Terrorism is the weapon of choice for many opposition groups throughout the world. Most civilized countries have struggled to contain this non-linear threat and have sought private sector resources to help combat global terrorism. Enter Spatha.

Spatha is a massive corporate entity that provides military expertise to many of the world's governments in the form of arms, equipment, and training. Through their subsidiaries, Spatha is one stop shopping for everything military: small arms, fighter jets, destroyers...Spatha has it all.

If there is a conflict somewhere in the world, odds are Spatha trainers, troops, or equipment is there as well. The Red Anvil is a ubiquitous symbol throughout the war torn areas of the third world. In recent years, however, Spatha has been dogged by allegations of abuse involving local inhabitants at the hands of members of Red Anvil Logistics as well as claims of illegal arms trade.

"We are a company with over 500,000 employees worldwide," explained Major General Baxter Alexander during a recent press conference. "Most of the dedicated men and woman in Spatha are of exemplary character, but there are always a few bad apples in the bunch. While we cannot monitor every one of our employees, we have implemented stronger safeguards to ensure nothing like this happens. We are committed to saving lives by ensuring peace through strength."

It has been estimated that 100,000 of the company's 500,000 employees serve as frontline troops and trainers for the organization making Spatha one of the largest private military forces in the world. It is not uncommon to see uniformed troops bearing the symbol of the red anvil in global hotspots.

In the future, will private contractors have a greater hand in combating global threats? If Spatha has anything to say about it, the answer is a resounding yes!

DIONYSUS

CORPORATE SUMMARY

Name	Tannin Enterprises
Global Headquarters	Av. Int. Estaban Crovara No. 100 C1746AAM Buenos Aires, Argentina
Established	May 5, 1948
CEO	Horacio Logan

OVERVIEW

Tannin Enterprises is focused on the consumption of entertainment and preserving the freedom to do so. Tannin and its subsidiaries are focused on three main areas: alcoholic beverages, movie/theater production and preservation of personal liberties.

Major holdings:

- Tannin Beverage Group
- The Freedom League
- Cumulus Production Group
- Shadow Group



TANNIN BEVERAGE GROUP

Tannin Beverage Group, led by President Antonio Vega, is focused on alcohol in all of its forms. Subsidiaries of Tannin distill everything from whiskey to vodka to tequila. They also own several large and small craft breweries throughout the world and are responsible for some of the best wines in the world. In addition to crafting fine spirits, Tannin Beverage Group is also the world's leader in brewery, distillery, and vintner supplies for the commercial and amateur craftsman.

THE FREEDOM LEAGUE

The Freedom League, led by President and Chief Legal Counsel Trajan Home, ESQ, is dedicated to championing the cause of personal liberties, especially those surrounding consumption. The Freedom League works tirelessly with groups around the world to fight for legalization of recreational drugs and ease liquor laws.

The Freedom League also provides legal support to those who cannot afford a lawyer and are faced with charges surrounding illegal drugs

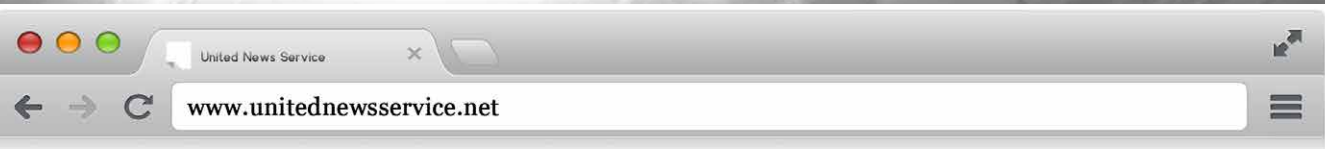
and alcohol. They also work with legislators around the globe to craft position papers, legislation, and studies in support of personal liberties.

CUMULUS PRODUCTION GROUP

The Cumulus Production Group, headed by Danny Nostine, is a film, television, and theater production company whose projects have garnered numerous Tony, Golden Globe, and Emmy Awards. Through its subsidiaries, they have become the largest movie and stage theater chain in the world.

SHADOW GROUP

The Shadow Group is an unofficial member of the Tannin Enterprises family. They are responsible for the manufacture, sale, and distribution of illegal drugs. Additionally, they have ties to high-end prostitution rings throughout the world. The Shadow Group has never been tied back to Tannin, but is unofficially supported by The Freedom League whenever employees find themselves in legal trouble.



The Dark Side of the Cumulus Production Group

By Debbie Sheridan, United Global News

Unless you've been living under a rock for the last 40 years, you've heard of Cumulus Production Group. They've been producing hit TV, movie, and stage productions for years. Shows like "The Life of Dave", "E", and "Then There Was None" have tugged at our heartstrings and made us laugh for years. Many of the wonderful programs we grew up with as kids were produced by this powerhouse organization.

Cumulus Production Group isn't as family friendly as you've been made to believe. There is a dark side to this company, namely Black Satin. Black Satin is the largest producer of pornographic films in the world. It has been estimated that Black Satin and their numerous subsidiaries are responsible for roughly 75% of all of the pornographic material produced globally.

"Cumulus Production Group is responsible for creating the best known, critically-acclaimed content in the industry. We are by far the most accomplished theater, television, and movie production company in the world," states Peter Mannen, President of Cumulus.

When asked about Black Satin, Mannen was incredulous. "I am stunned by the charges leveled by former and current talent from Black Satin. Black Satin was originally formed to fill the need for more adult productions for cable movie channels. From there, it has morphed into something that none of us were aware of. We are moving to divest ourselves of Black Satin and cleanse our company of the dark stain on our reputation."

To paraphrase a line from Shakespeare, Peter Mannen's response leads this reporter to think, "he doth protest too much". Only time will tell if Black Satin will fall away or slip on another name.

HERMES

CORPORATE SUMMARY

Name	Krokos International
Global Headquarters	1 Messenger Center, Oklahoma City, OK 73102
Established	June 1, 1939
CEO	John David Hermes

OVERVIEW

Krokos International is a multinational corporation specializing in communication and global logistical support.

Major holdings:

- AEC Communications
- Flight Time Logistics
- Aileron Trade



AEC COMMUNICATIONS

AEC, led by former Ambassador to Japan President Randal Pueler, is a leader in global communication infrastructure and technology. Through their subsidiaries, they control a large portion of the residential cellular market with 90% of the international market share in service and an equal share in phone units. AEC's military contracts account for 40% of their total revenue.

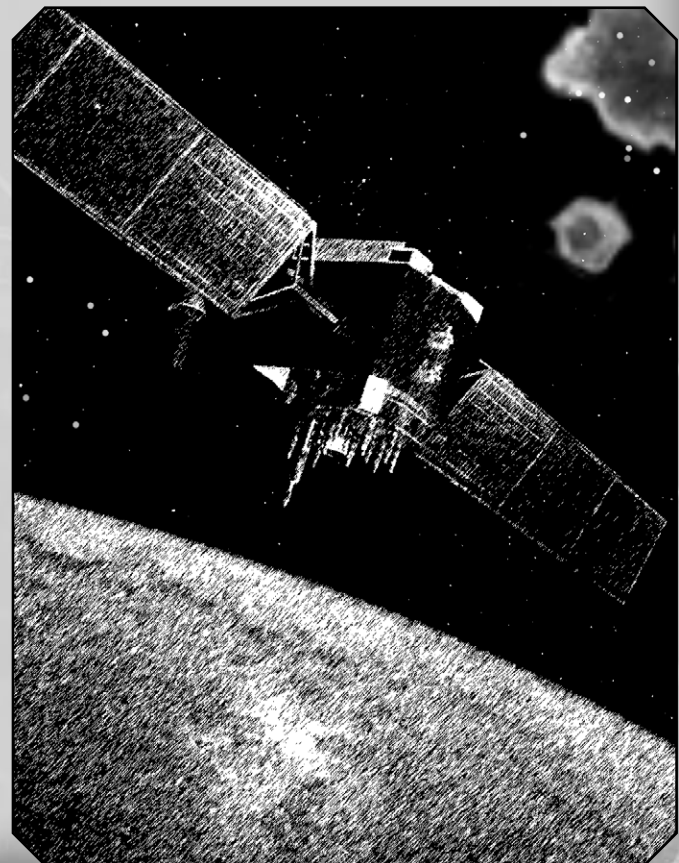
FLIGHT TIME LOGISTICS

Flight Time Logistics, managed by President Colonel Wes Black, is a global leader in the movement of residential and commercial packages on an international scale. In addition to shipping, Flight Time subsidiaries also advise or directly manage logistics for various size companies. They control 70% of the global logistics market.

AILERON TRADE

Aileron Trade, driven by President Herman Frye, a former ambassador, specializes in the import and export of specialty goods. Whether it is human tissue for transplant or hazardous materials, Aileron Trade has the expertise to handle even the most unusual loads.

Aileron Trade is also a leader in championing free trade throughout the globe. They provide expertise in trade matters to facilitate better laws that support free and balanced trade between all nations.





Krokos International: On Time... Every Time

By Nancy Effinger, United News Service

Odds are if you have had goods shipped to you from an online store, you've heard of Flight Time Logistics. Their slogan, *Flight Time... On Time... Every Time*, is plastered across the airwaves and billboards throughout the world. They are a global leader in shipping.

However, you might not be as familiar with their parent company, Krokos Logistics. Krokos is a multinational conglomerate that handles everything revolving around shipping and communication. It has been said that if the United States Postal Service was for sale, Krokos would swallow that up too. "We sure would if the price was right," joked John David Hermes when asked if this was an accurate statement. Hermes is the CEO of Krokos Logistics and grandson of Alfred Hermes, the founder of Krokos.

Any connection to the famous fashion design family of the same name? "As a matter of fact, yes" explained Hermes. "I think that is where I get my creativity. Granted, I am not designing scarves and handbags, but approaching global logistics takes quite a bit of finesse and creativity."

Krokos has its fingers in all things communications and logistics. "We provide cellular service and products to a huge portion of the world along with our logistic services. Our goal is to be the go-to company when someone wants to send a text message or a couple thousand pounds of freight."

Krokos doesn't just deliver your standard brown boxes to consumers' doorsteps. Through Aileron Trade, they also have delivered some very strange cargo. "What's the strangest thing Aileron has delivered? Hmm...I'm not sure it is the strangest thing, but the coolest thing was delivering one of the retired space shuttles to its final home at a museum in Los Angeles. It was really neat to know we were a part of history."

Although Krokos has experienced incredible success, recent indictments have tarnished their otherwise stellar reputation. Recently, five senior managers of a small subsidiary, ANG Import/Export, were convicted of facilitating the sale and shipment of illegally obtained items such as high end artwork, jewelry, and other expensive items. "The guys at ANG screwed up. It is tempting to make the leap from specialty carrier of legal goods to facilitating the transport of illegal ones," offered Hermes. "We are disappointed by the actions of this organization and have moved to sever ties. We are cooperating with law enforcement to ensure justice is served."

Krokos continues to be a powerhouse in communication and logistics. I wouldn't be surprised to one day see the blue uniforms of the US Postal Service replaced by the distinctive burgundy and white of Krokos Logistics.

ZEUS

CORPORATE SUMMARY

Name	Tempestus Global
Global Headquarters	1 Tempestus Plaza, Chicago, Illinois 60611
Established	Feb 16, 1938
CEO	ZE Eulos

OVERVIEW

Tempestus Global is a multinational conglomerate specializing in the energy, transportation, and environmental sectors.

Major holdings:

- MB Energy Group
- Transit International
- Global Justice Initiative



**Tempestus
Global**

MB ENERGY GROUP

MB Energy Group, headed by [Insert Title] Dr. Kaitlain Pierce, is a leader in the field of energy technology and has pioneered several new advances that have improved both domestic and international power grids. MB Energy Group offers a wide range of management options for local power co-ops from total management of services to consultation options. In addition, they are globally a direct power provider to many households through their multitude of power companies and instrumental in maintaining and expanding domestic and international power grids. Divisions, such as Blue Bolt Energy Group, focus on the implementation of new technologies and expansion of power grids on a metropolitan or regional scale. They provide expertise to developed and third world countries regarding long and short term planning for energy needs.

TRANSIT INTERNATIONAL

Transit International, directed by president and accomplished pilot David Joled, specializes in civilian air travel and transport moving goods and people in a variety of ways. They provide civilian air travel through their portfolio of large commercial carrier brands and personalized transport, such as luxury aircraft to and from remote locations. Other divisions, such as

Screaming Eagle Transport, focus on the construction of civilian and commercial aircraft.

GLOBAL JUSTICE INITIATIVE

Global Justice Initiative (GJI), led by former FBI Director Peter Zen, is a diverse set of organizations that center around three main areas: public policy, law enforcement, and environmental issues.

They work to promote global justice by working with lawmakers around the world to create and maintain government structures that emphasize fairness and justice. Services provided to fledgling democracies and cause-based organizations include lobbying, policy initiatives, and government organization.

GJI subsidiaries involved in law enforcement include Eagle and White Oak Enterprises. The Eagle group provides training and assistance to national and international law enforcement agencies, including the FBI and Interpol. White Oak Enterprises provides assistance and expertise in the area of hostage negotiation and recovery as well as investigative services throughout the world. Environmental issues are a focus of subsidiary Cumulus International. Their main focus is on air quality by working with countries to maintain a safe and clean sky.

TITAN CORP

CORPORATE SUMMARY

Name	New Liberation Front (a.k.a., People's Front, Void Coalition, New World Army, New Voice)
Global Headquarters	None
Established	First major action attributed directly to the NLF was April 5, 1939
CEO	The Council



While the Olympians rely on Freelance Teams to do their dirty work, Titans rely on the New Liberation Front (NLF) to oppose the efforts of the Olympians using nonconventional means. They use terror techniques to discredit the Olympian corporations, sow seeds of fear among the general populace, and prod governments into action. There are least 40 terrorist organizations that operate under the New Liberation Front umbrella.

In many respects, the way the NLF operates is similar to many modern intelligence services. All information is compartmentalized, meaning no one person, apart from top leadership, has all of the pieces to the puzzle. At lower levels, this means a member might know to show up at a particular location with a particular item, but not why. The fanatical dedication of NLF members precludes the need to offer more information to a member than is strictly necessary. Many members are actually mundane humans fooled into believing the ideology of the organization is focused on worldly issues instead of opposing the Olympians.

The NLF operates through a series of cells. Although all NLF members know there are individual cells throughout the world, they don't know how many, where they are located, or what they are doing. Each cell usually consists of 5-10 individuals composed of either strictly mundane or strictly supernatural members. It is very rare when there is a blending of the two in one cell.

Each cell is run by a single contact called a Prot (short for "protos" or first in Greek). Each Prot knows of a single contact from which they get their marching orders. That contact is often referred to as a Wraith. Each Wraith works with only one Prot and acts as the handler for the Prot and their cell. It is rare for a Wraith to interact with a Prot face-to-face. Instead, coded messages, newspaper ads, posts on message boards, and other means are used to direct a Prot to a location where information on their next assignment is hidden. This is referred to as a dead drop since there isn't someone physically present handing off information. Instead it is "dropped" at a predetermined location.



Higher up the chain, members of NLF have more and more pieces of the puzzle until reaching the top echelon which the Delphi Group refers to as The Council. Not much is known about The Council other than it is a group of IMCs and demigods that direct the efforts of NLF and get their marching orders from the Titans themselves.

TACTICS

It is quite common for the NLF to target Olympian corporations in order to discredit them. They tend to undermine the credibility of the Olympian corporations and thereby diminish their influence and power. This can be accomplished through a variety of means such as:

- Assassination
- Acts of violent terror
- Destruction of property and resources
- Leaking sensitive Olympian Corporation information
- Misinformation campaigns

The NLF also seeks out and destroys supernatural artifacts that could be used to aid the Olympians and their followers.

To date, the Delphi Corporation has had limited success finding and shutting down NLF cells. Instead, the focus has been on containment and minimizing their effect on Olympian corporations.

THE ROSS INCIDENT... AN EXAMPLE

In 1956, the head of the Delphi Group, later known as the Delphi Corporation, Harold Ross, was implicated in a plot to steal a nuclear bomb. This plot is known as the Ross Incident within some circles. What is not widely known is that Harold Ross later confessed to being a member of the NLF. He told his interrogators that he was aware other similar plots were being formulated to secure a nuclear device and detonate it in order to disgrace Spatha. To date, Ross is the highest ranking member of the NLF to ever be caught.

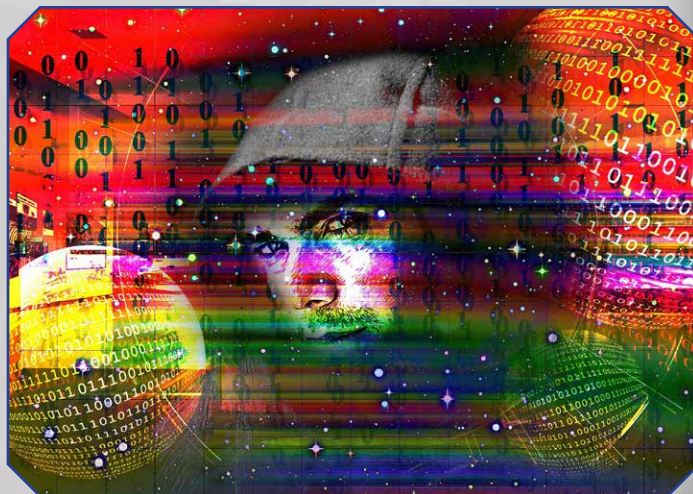
It is unclear if additional plots were formulated or if this was simply another tactic to focus the resources of Delphi on a wild goose chase.

LUCENT ARMY

The newest member of the NLF is a group of incredibly talented hackers and technical experts known as the Lucent Army. To the mundane world, the Lucent Army appears as a vigilante organization dedicated to exposing the dark underbelly of the megacorporations that are an integral part of everyone's life. Their stated goal is to bring to light that which is hidden in darkness.

Lucent Army's goals are evident in the recent release of sensitive client information from one of Adona's subsidiaries. This particular subsidiary provided a vehicle for discrete extra-marital affairs. The release of this information embarrassed thousands of members of the public. However, not all of the information they seized has been released. A portion of this information remains locked away on various servers and is utilized when NLF or another Titan corporation has need of a particularly useful skill set or access to a person in a position of power. They do not hesitate to use this information as blackmail.

The Lucent Army continuously seeks out additional information and engages in a campaign of misinformation. They serve as the technical support branch of the NLF and their affiliates via a series of cut outscut-outs.



PEACE INIT

CORPORATE SUMMARY

Name	Peace Initiative
Global Headquarters	Donnerbühlweg 3 3012 Bern Switzerland
Established	January 9, 1949
CEO	Sir Nolan Fornier

OVERVIEW

Peace Initiative is a global organization dedicated to preserving peace throughout the world one village at a time.

Major holdings:

- Economic Equality Initiative
- Hope Builders



ECONOMIC EQUALITY INITIATIVE

Economic Equality Initiative (EEI), led by President Bernard Weber, is a financial organization dedicated to helping rural communities gain financial stability. One way they do this is through the creation of locally run banks. These small banks offer micro loans that encourage the growth of community businesses that otherwise might not receive funding.

The EEI also provides funding for infrastructure and other government projects for countries that have been deemed a credit risk, such as war torn countries. These projects are vital to the stability of the country.

HOPE BUILDERS

The mission of Hope Builders, headed by Maria Bianchi, is to "Build peace one brick at a time". They are very active in war-ravaged and poor countries where they build wells, schools, and other vital structures. These structures give hope and allow communities to live a normal life. Many times Hope Builders resurrect communities that have been decimated by war.

Another vital service of Hope Builders is disaster relief. They are often on the frontlines

following natural disasters throughout the world providing temporary housing and medical care to those who need it the most. They also assist in search and rescue efforts and assist local communities with damage clean up if needed.

True Corporate Goals:

- **Weapons Trafficking:** Peace Initiative is one of the largest traffickers of illegal firearms in the world. They use these arms to fuel conflicts harmful to the interests of Olympian corporations. They also provide arms to the New Liberation Front and their splinter groups.
- **Control of Local Economies:** Their money buys a significant amount of influence. This allows Peace Initiative to ignore laws in the corrupt countries where they normally operate.
- **Logistical Support:** Peace Initiative constantly moves goods around the world either as a result of disasters, the need to stage for the next disaster, or in support of current building projects. As a result, they are in a prime position to move men and materials in support of the efforts of the Titans.

MONETA

CORPORATE SUMMARY

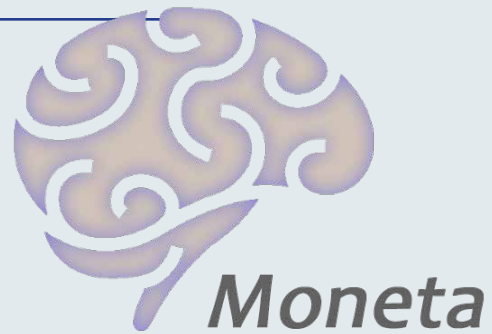
Name	Moneta
Global Headquarters	49 Hoskin Ave, Toronto, ON M5S 2E5, Canada
Established	October 11, 1956
CEO	Sasha Breen, PhD

OVERVIEW

Moneta is dedicated to the study and preservation of languages and cultures and its impact on the brain.

Major holdings:

- Global Language Center
- Cultural Literacy Group
- Brain Trust



GLOBAL LANGUAGE CENTER

Global Language Center (GLC), led by President Dr. Albrecht Bern, works to preserve at risk languages and promote the study of languages at all ages. They have permanent offices in several countries containing languages classified as endangered. These offices seek to garner recordings of native speakers and create materials to encourage the study of endangered languages by indigenous people.

Additionally, GLC creates materials that aid in the study of various foreign languages. Many of these materials are provided to educational institutions free of charge.

CULTURAL CONSERVANCY GROUP

The focus of the Cultural Conservancy Group, headed by President Annette Holden, is the preservation of ancient and endangered cultures. They actively study subcultures as well as isolated societies in an effort to understand and preserve the history, traditions, and sociological patterns of these cultures.

Cultural Conservancy Group has also created numerous museums throughout the world dedicated to showcasing the study of anthropology, archeology and sociology. Patrons can learn about dominant societies throughout

history as well as current cultures found throughout the globe.

NEURO COLLECTIVE

Neuro Collective, led by President Sally Jeffers MD, is an institute dedicated to studying how the brain processes language and culture. The institute regularly studies language defects such as stuttering and other mental challenges that affect speech.

Neuro Collective has also done ground breaking research into traumatic head injuries suffered by combat veterans. Their therapies have allowed countless soldiers to return to active duty following horrific head injuries.

True Corporate Goals:

- Establish centers globally to gain operational intelligence.
- Exploit cultural triggers to cause animosity against Olympian corporations and interests.
- Subtly shape culture in order to gain recruits for the New Liberation Group and their subsidiaries.
- Create technologies that can exploit the neurologic injuries of combat veterans in order to gain assets within various armies throughout the world.

TETHYON

CORPORATE SUMMARY

Name	Tethyon Group
Global Headquarters	Nolensstraat 10, 3039 PV Rotterdam, Netherlands
Established	January 1, 1949
CEO	Reinhold Behrn

OVERVIEW

Tethyon Group is a global leader in sustainable energy and environmental protection.

Major holdings:

- Riverbend Institute
- Laurasia Corporation



Tethyon Group

RIVERBEND INSTITUTE

Riverbend Institute, led by president and former senator Allen Graycon, is dedicated to preserving waterways wherever they are found throughout the world. The Institute works with numerous governments and the United Nations to formulate policies that aggressively combat pollution and preserve rivers, streams, lakes, and other large bodies of waters.

LAURASIA CORPORATION

Laurasia Corporation, headed by Serge Ananov, is focused on providing low cost energy solutions to developing countries. Through the use of hydroelectric, solar, wind, and fossil fuels, they provide solutions that serve to stabilize and stimulate the growth of countries that currently have poor infrastructures.

True Corporate Goals:

- Use legislation to handcuff the efforts of Olympian corporations.
- Use data (real or false) to negatively sway public opinion regarding issues that impact Olympian corporations.
- Undercut Olympian corporations by providing low-cost power options.

- Establish relationships with regimes throughout the world by providing free or low-cost power production options in exchange for regional support in the corporation's efforts in the secret war.





CHARACTER CREATION

Characters in Olympus, Inc. are truly heroic, in demeanor as much as stature. Follow the standard Savage Worlds character creation rules with one addition: each character comes from one of the demigod races. Choose a demigod race and apply the noted Racial Traits.

CHARACTER CONCEPTS

Heroes in Olympus, Inc. typically fall into one of four categories:

Corporate Employee: You are an employee of one of the Olympian corporations. You resemble any of the millions of normal corporate drones that put on a suit and slave away from day-to-day at companies throughout the globe. However, since you are a demigod, you are sometimes called upon to undertake tasks for the corporation that could be perceived as dangerous or difficult.

Delphi Corporation Employee: You are an employee that fulfills top secret contracts. You may work in a variety of capacities such as analysis, R&D, field agent, shadow, etc. There are times when Delphi Corporation employees work directly with FTs in a liaison and support role.

Freelance Team Member: You are a member of a freelance team (FT). FTs are employed to do the dirty work of corporations and other agencies connected to the Olympians. An FT typically consists of 4-6 members with a variety of roles:

- Intrusion specialist
- Sniper
- Electronic countermeasures (security bypassing, intelligence gathering, etc.)
- Hacker
- Weapons and tactics
- Science specialist
- Explosives
- Face

Independent Contractor (Ghost): A ghost is a Paragon, Protean, or supernatural creature that holds no allegiance to an Olympian corporation, Titan terrorist group, Titan corporation, or the Delphi Corporation. Ghosts will sometimes band together like FTs, or may join an FT, if they have a required skill set. Most ghosts are motivated by some form of compensation and not ideology.

SKILLS

HACKING (SMARTS)

Hacking is the computer version of Lockpicking. It allows you to break into computer systems and handheld devices (e.g. mobile phones and tablets), access encrypted data, create harmful computer viruses or worms, and create or manipulate software. Attempts to access a computer system or protected data are modified by the encryption level of the system. This can range from -1 for old, off the shelf encryption to -6 for military-grade encryption. Additionally, you can also attempt to break into devices such as mobile phones, tablets, etc.

INTRUSION (AGILITY)

The Intrusion skill replaces Lockpicking. It incorporates both manual and electronic uses (including countermeasures), espionage (including surveillance and counter-surveillance), and the manipulation of security systems.

LOCKPICKING

The Lockpicking skill is not used in Olympus, Inc. It has been replaced by Intrusion.

KNOWLEDGE

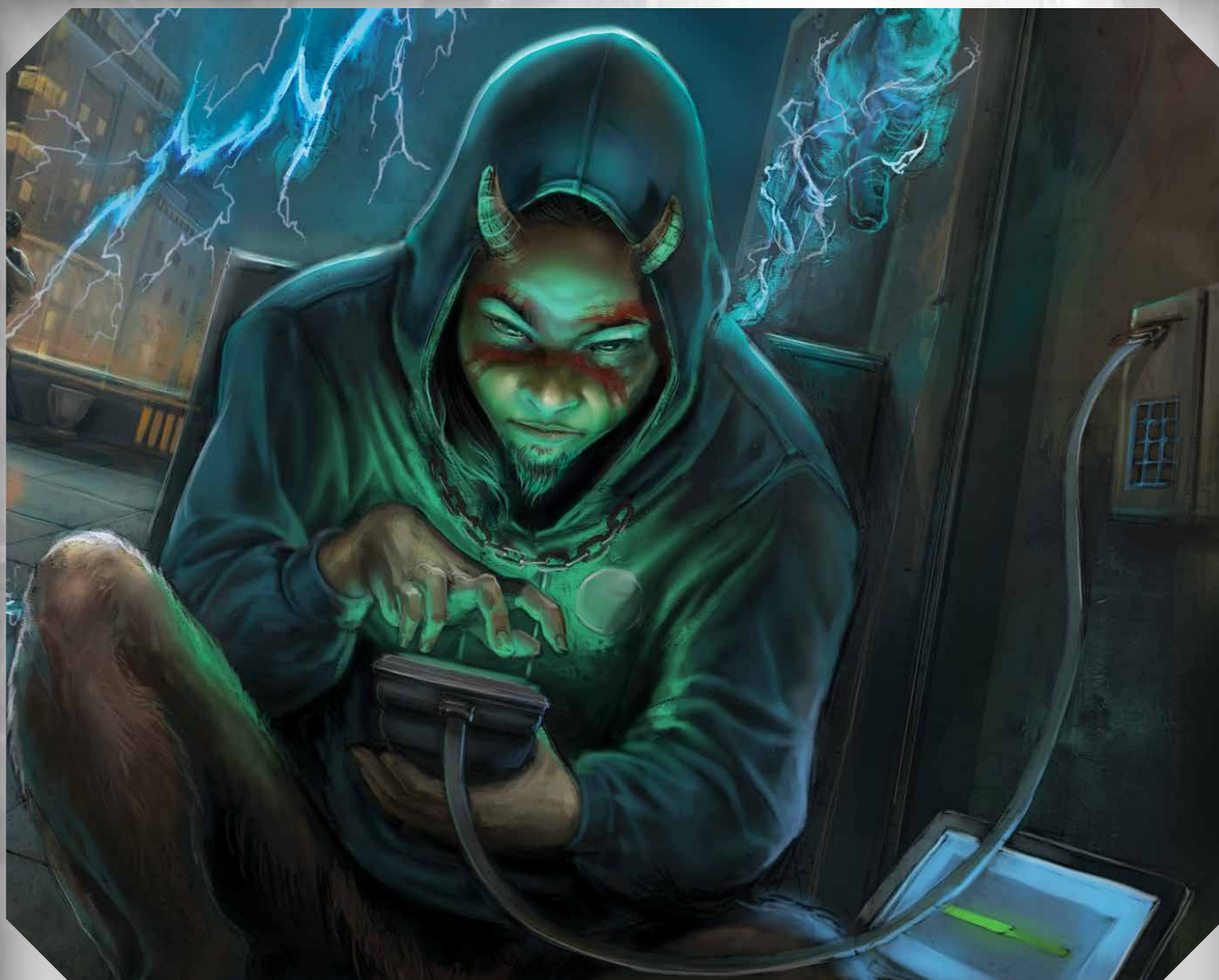
The following Knowledge Specialties may be helpful to the heroes.

ALCHEMY

Alchemy allows you to identify alchemical items and components, such as what can be recovered from supernatural creatures. However, it does not allow for the creation of alchemical compounds.

DEMIGODS

You know general details regarding demigods, including common powers, typical disadvantages and racial abilities.



DEMOLITIONS

Demolitions is the ability to work with explosives, such as crafting and disarming explosive traps and diffusing bombs. Diffusing an explosive trap or bomb is an opposed skill roll. Assume an average explosive expert (the person who created it) has a d6 for the opposed roll.

MYTHICAL CREATURES

You have information on Intelligent Mythical Beings and Savage Mythical Creatures. Information provided by this skill includes the creature's weaknesses, powers and attacks.

OLYMPIAN CORPORATIONS

You know the ins and outs of the various olympian corporations, including subsidiaries. They are aware of corporate leadership and structure.

SECURITY SYSTEMS

This skill allows you to operate and reprogram security systems, including the destruction of hard drive data and the creation of data loops. This skill also allows you to install a security system.

TITAN-ALIGNED ORGANIZATIONS

You have knowledge of the various Titan-aligned organizations, including subsidiaries. They are aware of corporate leadership and structure, including that of the New Liberation Front and their affiliates.

HINDRANCES

PROHIBITED HINDRANCES

The following Hindrances from the *Super Powers Companion* are not allowed within Olympus, Inc.:

ALIEN FORM, DISTINCTIVE, TERMINALLY ILL

NEW HINDRANCES

CAROUSING (MINOR)

You love to party and has a difficult time avoiding one. You love to dance, drink, and have a great time. Unfortunately, this can interfere with your real world responsibilities. When faced with the chance to participate in revelry, you must make a Spirit roll or be swept up into the party.

CENTER OF ATTENTION (MINOR OR MAJOR)

You would do anything to be the most beautiful, most admired, center of everyone's attention. It greatly bothers you to be overlooked. You would never do anything to risk compromising your charm and beauty, such as crossing muddy swamps or dressing like a beggar.

As a **Minor Hindrance**, your selfish behavior does not threaten those around you; you may be selfish and stubborn, but can still be coerced to performing a task.

As a **Major Hindrance**, you actively draw attention to yourself, even when it is completely inappropriate or dangerous, if you are not getting enough attention.

DAYDREAMER (MINOR OR MAJOR)

Music, poetry, and imagination are your only true interests. They occupy your mind to such an extent they overshadow everything else. You spend hours composing songs or imagining fantastic worlds, neglecting everything else. After all, what is not art is just a vile distraction. Characters with the Daydreamer Hindrance cannot take the Alertness Edge.

As a **Minor Hindrance**, you generally keep to yourself. You are still able to function effectively as a member of society, but can be easily distracted. Notice rolls incur a -1 penalty.

As a **Major Hindrance**, you tend to "live in your own little world", often unaware of current events. Notice rolls incur a -2 penalty.

DIVA (MINOR)

You are flighty and fickle. People are never really sure how you will react. They often think you are clueless, but that really isn't accurate. It isn't that you don't know, rather you just don't care. Your lack of emotional consistency is off-putting to most folks. You suffers a -2 modifier to Charisma when dealing with anyone other than another Diva.

DUTY (MINOR OR MAJOR)

You have voluntarily sworn your time to another organization. Being a hero is really only part-time for you.

As a **Minor Hindrance**, this obligation only consumes a small portion of your time, but does demand their presence with little notice. Examples are National Guard, military reserves, or a criminal syndicate.

As a **Major Hindrance**, your life is hardly your own. You may have some free time, but for the most part your days are dictated by others. Examples are those in active military duty or members of a monastic order.

HABIT (ALCOHOLIC) (MINOR OR MAJOR)

As per the Habit Hindrance, your drug of choice is alcohol, to which you have an addiction.

As a **Minor Hindrance**, you drink socially and often more than she should.

As a **Major Hindrance**, you can hardly function without having a drink in the morning and you constantly stays intoxicated.

IMPULSIVE (MINOR OR MAJOR)

You would rather do than think. You would rather act than plan. You follow a whim instead of a fact. You go where the wind leads. You are impulsive, although others call her a free spirit.

As a **Minor Hindrance**, you hate to plan anything, but will follow a plan once it has been created. Left up to your own devices, you will do what feels right without any type of plan.

As a **Major Hindrance**, you have a hard time sticking to other people's plans. Even if you are part of a group that creates the plan, you end up doing whatever you want.

LAZY (MINOR)

You shun work, hard or otherwise. You don't like to exert yourself and you avoid situations that require it. Motivating you is near impossible.

You must make a successful Spirit roll to accomplish a task in the same time as a character without this hindrance. If unsuccessful, it will take you twice as long to accomplish a task.

LIAR (MINOR OR MAJOR)

Reality is sad and tedious. You would rather improve it with little white lies, thus giving it a "new face".

As a **Minor Hindrance**, you tell small lies that don't affect anyone. On very important matters, she tells the truth without any problems. On all other occasions you must make a successful Spirit roll to avoid lying. If the lie is discovered, you suffer a -2 penalty to Charisma.

As a **Major Hindrance**, you are a pathological liar. You detest reality and if asked, describe reality as you wish it to be. Sometimes, you can't even remember what the truth actually is. You must make a successful Spirit roll to avoid lying about anything. If the lie is discovered, you suffers a -4 penalty to Charisma.

MOROSE (MINOR)

You are a gloomy person without a sense of humor. Whereas some people find the good in everything, you tend to find the downside. This morbid fixation is reflected in their clothing, dour expressions, and speech patterns. You really aren't terribly fun to be around.

You incur a -2 penalty to your Charisma when dealing with people who aren't also Morose.

PHOBIA (CLAUSTROPHOBIA) (MINOR OR MAJOR)

As per the Phobia Hindrance, you have a strong dislike for enclosed spaces.

As a **Minor Hindrance**, you avoid small enclosed spaces if possible. You can still function within confined spaces, but you try to avoid them.

As a **Major Hindrance**, you refuse to enter any small enclosed space, attempting to flee is someone forces you to do so.

QUARRELSOME (MINOR)

You cannot stand insults of any kind and tends to overreact.

Besides effects on role-playing, you suffer a -1 penalty to resist Taunt -based tricks.

TRAGIC DOOM (MINOR OR MAJOR)

Your destiny has a sorrowful chapter. As the result of prophecy, you know your life will be touched by doom.

As a **Minor Hindrance**, you understand that sooner or later, you will face a difficult situation that will leave a deep emotional scar or require a heavy toll to be paid. Once this doom is faced, it may lead you to adopt a new Hindrance in place of Tragic Doom that reflects the tragedy faced.

As a **Major Hindrance**, the prophecy claims that your existence will have a tragic, unavoidable end.

VAIN (MINOR)

Your appearance is everything to you. You must always look her best and is constantly primping and judging others by their appearance.

You suffer a -2 penalty to Charisma, even among other vain people.

WEAKNESS (MAJOR)

All damage incurred from a source of your weakness gains x2 damage (This includes mundane attacks, even in the presence of Divine Constitution.). The following Weakness types apply to Olympus, Inc.

- Acid
- Earth
- Ice
- Necromantic
- Void
- Water



EDGES

PROHIBITED EDGES

The following Edges are not allowed within Olympus, Inc.:

Adept, Arcane Background (Magic), Arcane Background (Miracles), Arcane Background (Psionics), Arcane Background (Super Powers), Arcane Background (Weird Science), Arcane Resistance, Beast Bond, Beast Master, Champion, Holy/Unholy Warrior, Mentalist, Noble, Power Surge, Rapid Recharge, Soul Drain

BACKGROUND EDGES

AGELESS

Requirements: Novice

You do not age and you are much older than you appear. You gain +4 skill points in recognition of your life experience.

CORPORATE ELITE

Requirements: Paragon or Protean, Charisma 0+, Spirit d8, Streetwise d6

You are in a leadership role in an Olympian corporation or the Delphi Corporation. This edge provides you with a +2 bonus to Charisma, the Rich Edge, and the Connections Edge for your organization. However, you also has the Duty (chosen organization) (Major) Hindrance.

I LIKE YOU BEST

Requirements: Novice

Someone sees potential in you and has given you additional resources to start your career. You gain an additional \$5,000 in starting cash. Also, you start with an additional 40 orichalcum rounds which can be spread amongst your current ranged weapons.

MENTAL FORTITUDE

Requirements: Novice

You have toughened your mind against mental attacks or manipulation. When attempting to oppose a mental or emotionally-based attack, you add +1 to your roll.

MENTAL JUGGERNAUT

Requirement: Seasoned, Mental Fortitude

As per Mental Fortitude, but you add an additional +1 to oppose mental or emotionally-based attacks

WRONG SIDE OF THE TRACKS

Requirements: Novice

You were not born with a silver spoon in your mouth. You are more at home with the underbelly of society. You gain a +2 on Streetwise and Intrusion rolls

COMBAT EDGES

COMBAT NATURAL

Requirement: Novice, Agility d8+

Wielding a melee weapon is as natural to you as breathing. You gain a +1 bonus to all Fighting rolls when using any melee weapon.

COMBAT VIRTUOSO

Requirement: Veteran, Combat Natural, Agility d10+

Further training and experience has sharpened your prowess with a melee weapon. As per Combat Natural, but you gain an additional +1 bonus to all Fighting rolls and a +1 bonus to damage when using any melee weapon.

HEIRLOOM WEAPON

Requirements: Seasoned, Fighting or Throwing d10+

You are the proud owner of a divine melee weapon with a unique backstory, handed down from generation to generation. The chosen melee weapon is made from orichalcum and incredibly well crafted, granting a +2 bonus to Fighting or Throwing. This Edge can be taken multiple times to reflect additional weapons. If an heirloom weapon is lost, it cannot be replaced. There is only one copy of this divine weapon.

IMPROVED HEIRLOOM WEAPON

Requirements: Heroic, Heirloom Weapon

As above, but the weapon also grants a +2

bonus to damage. This Edge can be taken multiple times to reflect additional weapons.

POWER EDGES

ALCHEMICAL LORE

Requirements: Seasoned, Alchemist

Upon acquisition, Alchemical Lore provides the alchemist with one additional formula of his choice. As explained in the Alchemist Edge, this formula can be used to create compounds that mimic any of the divine Powers available to demigods. This Edge can be taken multiple times.

PROFESSIONAL EDGES

ALCHEMIST

Requirements: Seasoned, Smarts d8+, Knowledge (Alchemy) d8+

Upon acquisition, the alchemist is provided with the formula to create Neo-Ambrosia and Neo-Nectar plus two alchemical formulas (just the formulas, not the ingredients to create the compounds; see page 77 for potential compounds). These formulas mimic any divine Power available to demigods. Choose a Power and define how many Power Points are required to achieve the desired effects. Each compound lasts a number of rounds equal to the alchemist's Smarts/2. Additionally, compounds that affect the same Attribute or Skill do not stack. Drinking two compounds that provide +1 die type does not provide +2, it is still only +1.

Only one alchemical compound can be created at a time from each formula and can only have one use or application. The alchemical compound requires five days to create and at the end of the creation period, make a Knowledge (Alchemy) roll to determine if the crafting was successful. If successful, the alchemist must state how the compound is applied: orally (liquid or tablet), topically, or intravenously. When making the Knowledge (Alchemy) roll, use the following criteria:

- **Power Points:** the Knowledge (Alchemy) roll incurs a penalty equal to half the number of Power Points required to purchase that Power (rounded up, to a minimum of 1).
- **Success:** the compound has been successfully created and contains one dose or application.
- **Raise:** the compound has two doses or applications instead of one.
- **Failure:** the compound is inert.
- **Critical Failure:** the compound explodes for 3d6 damage in a Medium Burst Template centered on the alchemist.
- **Portable Alchemical Kit:** this kit adds +1 to the Knowledge (Alchemy) roll and reduces the creation time by 1 day. It costs \$2,000 and weighs 10lbs.
- **Alchemical Lab:** this non-portable lab adds +3 to the Knowledge (Alchemy) roll and reduces the creation time by 3 days. It costs \$10,000.

MASTER ALCHEMIST

Requirements: Veteran, Alchemist, Knowledge (Alchemy) d10+

The master alchemist is a storehouse of alchemical knowledge. As such, he gains a +2 bonus to all Knowledge (Alchemy) rolls. Additionally, he can create two compounds at the same time, making a Knowledge (Alchemy) roll for each, and his compounds last for a number of rounds equal to Smarts.

RACIAL EDGES

BIG FOR MY AGE

Requirement: Wild Card, Minospawn, Novice

You are more akin to the original Minotaur than most of your bloodline. You begin as a +1 size creature.

DIRECTION SENSE

Requirement: Wild Card, Mercurian, Novice

You are like a human GPS. You never get lost, even underground or underwater. Even in total darkness, you can still find your way around. You can spot hidden doors/entrances without the need for a Notice roll.

FAITH HEALING

Requirement: Wild Card, Apollinarian, Novice

You are able to heal someone simply by touching them. However, this comes with a price. You may heal a total number of Wounds per day equal to their rank (1=Novice, 2=Seasoned, etc). These can be spread between multiple targets. However, you take half the number of Wounds and are Shaken.

IMPROVED GORE

Requirement: Wild Card, Minospawn, Novice

Your horns are bigger and sharper than most in your bloodline. Damage from your horns increases from d6 to d8.

SMOOTH AS SILK

Requirement: Wild Card, Liber or Venusian, Novice

You are very persuasive. Your mere presence puts people at ease. You gain a +2 to bonus Persuasion rolls. In addition you automatically shift the initial reaction of an NPC by one step.

TRICKSTER

Requirement: Wild Card, Satyr, Novice

You have a great sense of humor and love the occasional prank. You have developed this into an art form. You gain a +2 bonus to Smarts-based tricks and Taunt.

VIRTUOSO

Requirement: Wild Card, Satyr, Veteran

You are a musical prodigy. Instead of Powers lasting only one round after their performance ends, they last 1d4+1 rounds after they end.

Note: A Satyr cannot activate a new Power until the current Power ceases, unless it's an "Always On" Power or the satyr has an Edge that allows him to do so.

WEATHER SENSE

Requirement: Wild Card, Jovian, Novice

You have the ability to sense weather patterns. With a Smarts roll, the character will know what the weather will be like for the next 12 hours, 24 hours on a Raise. In addition, you can sense

unnatural storms within Spirit distance from you in miles. You also gain +2 armor vs weather-related attacks such as lightning or hail.

WEIRD EDGES

PERSONAL GROWTH

Requirements: Paragon, Protean, or Humanoid Demigod, Veteran

As your experience has grown, so has your command over your abilities. You may manifest two Powers at a time.

IMPROVED PERSONAL GROWTH

Requirements: Heroic, Personal Growth

Manifesting your powers is as natural as breathing to you. You may manifest three Powers at a time.

TRUE DEMIGOD

Requirements: Legendary, Improved Personal Growth

You are as close to the original demigods of old as any demigod today can be. You may manifest four Powers at a time.

DEMIGOD RACES

In Olympus, Inc. players assume the role of a demigod with abilities far beyond those of normal mortals. Although Olympians no longer sire demigods, each demigod has a sliver of the divine that has awakened in them and provided them with abilities based on their race and bloodline.

All demigods begin with \$2000, a single firearm of their choice and 20 orichalcum rounds for their firearm of choice, courtesy of an angel from the Delphi Corporation.

PARAGON

(a.k.a. THE demigods, purebloods, golden-ichored)

Paragon demigods are awakened humans that have a pure Olympian gene. This causes them to manifest abilities that mirror those of a single

Olympian deity. As a result, twelve separate bloodlines, one for each Olympian, exists (only six appear in this core setting guide).

Paragons tend to be more powerful than other demigods since their gene is the purest expression of divine ancestry. They tend to reflect their Olympian ancestors not only in the powers they manifest, but also in their temperament (Hindrances).

Paragon demigods have the following Racial Traits:

- **Bloodline:** Choose one of the following bloodlines (your divine genes come from the Olympian in parentheses):
 - ♦ **Apollinarian (Apollo):** Gain Arcane Background (Apollinarian Paragon). Additionally, gain one of the following Major Hindrances or two of the following Minor Hindrances: Impulsive, Daydreamer, Heroic, Weakness (Necromantic), Weakness (Void).
 - ♦ **Jovian (Zeus):** Gain Arcane Background (Jovian Paragon). Additionally, gain one of the following Major Hindrances or two of the following Minor Hindrances: Carousing, Code of Honor, Tragic Doom, Weakness (Necromantic), Weakness (Void).
 - ♦ **Liber (Dionysus):** Gain Arcane Background (Liber Paragon). Additionally, gain one of the following Major Hindrances or two of the following Minor Hindrances: Arrogant, Carousing, Enemy, Weakness (Ice), Weakness (Water).
 - ♦ **Martial (Ares):** Gain Arcane Background (Martial Paragon). Additionally, gain one of the following Major Hindrances or two of the following Minor Hindrances: Arrogant, Mean, Quarrelsome, Stubborn, Weakness (Ice), Weakness (Water).
 - ♦ **Mercurian (Hermes):** Gain Arcane Background (Mercurian Paragon). Additionally, gain one of the following Major Hindrances or two of the following Minor Hindrances: Greed, Liar, Phobia (Claustrophobia), Weakness (Acid), Weakness (Earth).

♦ **Venusian (Aphrodite):** Gain Arcane Background (Venusian Paragon). Additionally, gain one of the following Major Hindrances or two of the following Minor Hindrances: Center of Attention, Clueless, Diva, Liar, Weakness (Acid), Weakness (Earth).

- **Golden Ichor:** Pure, divine blood runs through your veins, enhancing your Divine Powers. Each time you purchase the Power Points Edge, you gain an additional 10 Power Points to be spent only on the Powers inherited from your bloodline's Olympian deity.
- **Mundane Attacks:** You take damage equally from mundane and divine attacks.
- **Pure Genes:** You have non-mutated genes allowing you to wield a great amount of power as soon as you awaken. However, you can only spend Power Points on Universal Powers or Powers inherited from your bloodline's Olympian deity.

PROTEAN

(a.k.a. alloys, impures)

Proteans have a divine gene that was somehow altered by fate, lethe poisoning, or one of the many mutagenic substances of modern life. Proteans could be born from Paragon or humanoid parents as well, but they usually do not look very much like their divine ancestor. Their mutated gene allows them to choose abilities from any Olympian bloodline. This gives a Protean a wider range of powers, but they lack the focused strength of a single ancestral bloodline. As a result, they are versatile at the cost of less raw power.

Proteans demigods have the following Racial Traits:

- **Arcane Background (Protean):** Gain Arcane Background (Protean). Additionally, your mutated divine genes allow you to choose whatever power you desire (Universal and those pertaining to particular bloodlines).
- **Bronze Ichor:** Mutated divine blood runs through your veins. Each time you purchase the Power Points Edge, you gain 5 additional Power Points.

- **Evolution Pulse:** You are the frontline of divine evolution. Choose one of the following free benefits: 1 Additional Edge, Toughness +1, or Cast Iron Stomach (see Satyrs description).
- **Mundane Attacks:** You take damage equally from mundane and divine attacks.

DEMIHUMAN

(a.k.a. humanoids, shifters)

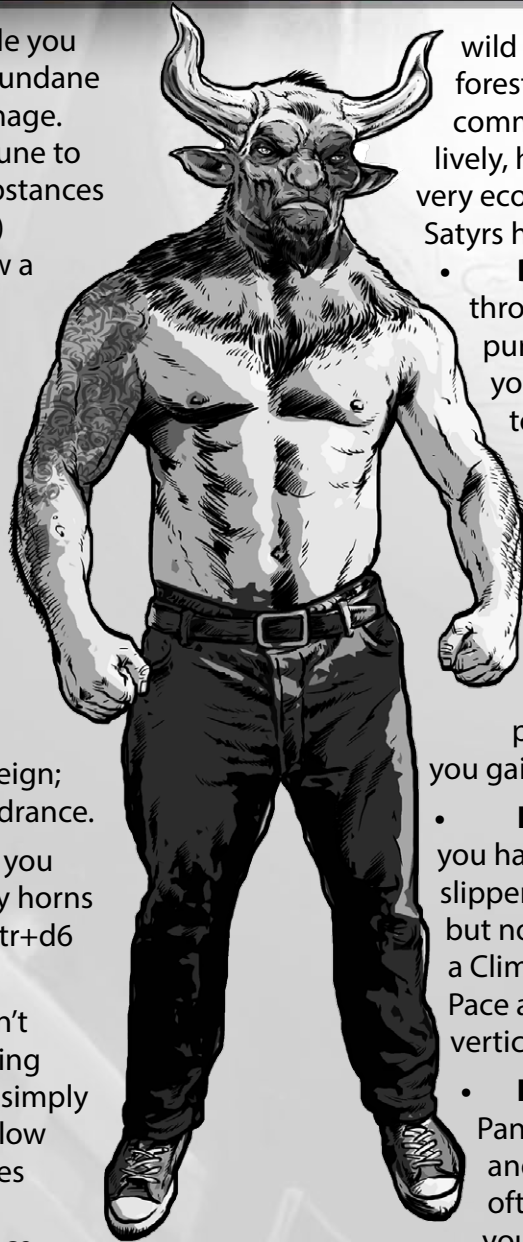
Humans with a non-mutated divine gene descending from one of the lesser gods (for example, Pan) can awaken as a demihuman. Most lesser deities don't have a fully-human appearance; the minotaur has horns, centaurs are half-human and half-horse, and satyrs have goat-like legs. Each lesser god leaves his mark on the demihuman demigod; that's why different bloodlines exist. Like Paragons, demihuman powers are very similar between individuals coming from the same bloodline. This core setting guide provides two humanoid demigod bloodlines: Satyrs, who descend from the lesser god Pan, and Minospawns, who descend from the lesser god Minotaur.

MINOSPAWNS

Minospawns descend from the Minotaur. In their human form they look like strong humans; in their divine form they look like stalwart bull-horned humanoids with a bull's tail. Some of them live among sleepers while others prefer to live in underground areas (anything from a big city's sewers to abandoned mine tunnels) where they create Minospawn communities. They are a very strong and fierce race, perhaps a bit too easy to upset, and definitely not to be messed with. Minospawns have the following Racial Traits:

- **Bronze Ichor:** Divine blood runs through your veins. Each time you purchase the Power Points Edge, you gain 5 additional Power Points to spend on Powers allowed by Arcane Background (Minospawn Humanoid).
- **Bull's Strength:** Your divine genes give you incredible strength; you begin with +1 die type in Strength.

- **Divine Constitution:** While you are in their divine form, mundane weapons only do half damage. Additionally, you are immune to effects from mundane substances (i.e. diseases, poisons, etc.) unless you choose to allow a substance to affect them such as anesthesia or alcohol.
- **Fleet-Footed:** When in your divine form, your Pace is increased by +2. Minospawns roll a d10 instead of a d6 when running.
- **Foreign Aura:** Sleepers perceive Minospawns in their human form as somehow strange and foreign; you gain the Outsider Hindrance.
- **Gore:** In your divine form, you have a pair of large, deadly horns on their head that inflict Str+d6 damage.
- **Reckless Runner:** you don't waste precious time devising plans or conspiracies. You simply run straightforward and blow away whatever obstacle lies on their way; you gain the Impulsive (Minor) Hindrance.
- **Shapeshifting** (human and divine form): You can shift once per round between their human and divine forms. Whatever clothing you are wearing (including armor/ helmets/ hats) transforms to fit your divine form and vice versa. This constitutes your full action for the round.



wild areas (with a predilection for forests) where they create Satyr communities. They are typically a very lively, happy race, fond of music and very eco-friendly.

Satyrs have the following Racial Traits:

- **Bronze Ichor:** Divine blood runs through your veins. Each time you purchase the Power Points Edge, you gain 5 additional Power Points to spend on powers allowed by Arcane Background (Satyr Humanoid).
- **Cast Iron Stomach:** You have the constitution of a goat. You can eat anything from food normally consumed by humans to other bits of trash such as paper, thin cans, etc. In addition, you gain +2 to resist poison.
- **Freeclimbers:** In your divine form, you have the ability to traverse any non-slippery solid services (even vertical, but not inverted) without the need for a Climbing roll. You can move at their Pace and run, even on walls or other vertical surfaces.
- **Heart of the Party:** Following Pan's example, You enjoy partying and seize every chance to have fun, often postponing "so called" duties; you gain the Carousing (Minor) Hindrance.
- **Natural Performers:** Your divine genes bestow on you an innate performing ability. Every Satyr starts with a +2 to their Common Knowledge Roll to perform with their instrument of choice.
- **Shapeshifting (human and divine form):** You can shift once per round between their human and divine forms. Whatever clothing you are wearing (including armor/ helmets/ hats) transforms to fit your divine form and vice versa. This constitutes your full action for the round.

SATYRS

Satyrs descend from the lesser god Pan. In their human form they resemble free-spirited humans (hippies) with vaguely goat-like features. In their divine form they look like hairy, goat-legged humanoids with tiny horns on their head. Some of them live among sleepers enjoying themselves while others prefer to live in remote

SETTING RULES

Setting rules are a great way to enhance the feel of your game. Setting Rules are optional rules that can help a GM achieve a certain tone or flavor to their game. Here are two setting rules for Olympus Inc.

I've Got Plenty: A hero is not required to keep track of the number of normal bullets that they have used or that they carry. Instead, if a hero rolls a 1 on a Shooting die, the gun is out of bullets and the hero must spend a round reloading the weapon. Since orichalcum is in short supply, heroes must still track the number of orichalcum projectiles (bullets, arrows, etc.) that they are carrying and how many they have used.

Worldly: Each hero begins with Logos plus a number of additional languages equal to the hero's Smarts/2.

LANGUAGE IN OLYMPUS INC

LOGOS

When the primal gods (Gaia, Uranus, Pontus, Ananke, Eros) emerged from the void and began to interact, the shared language they spoke was filled with power and beauty. This language is known as Logos. As Gaia and Uranus had children, they were born with the knowledge of Logos and passed the knowledge on to their offspring.

Logos was a language unknown to humans. If the gods chose to communicate with humans, they spoke in a tongue known to both. They never spoke Logos in the presence of a human for fear it would drive them mad.

After their fall from the heavens, the Olympians continued to speak Logos. However, Logos lost the power it had when the Olympians still resided in the heavens. It is a language that continues to perplex humans as it is

unintelligible to them; however, it no longer has the ability to drive a human mad.

In truth, Logos is rarely spoken at all but knowledge of it is still passed down to all demigods and intelligent mythical beings as a result of their divine DNA. The most common use of Logos comes in the form of tags. Tags are shortened versions of words or phrases placed on buildings. Humans usually see tags as useless graffiti when in reality they are used to give basic info to demihumans regarding an important aspect of a location.

Examples:

ΣΚΣ

Stands for Σεκυρα Ηαπενο in Logos, meaning safe harbor. This location is a safe place for demihumans. Assistance can be found there usually in the form of a place to sleep for the night and a hot meal.

ςΓΒ

Stands for ςεκιξις Βυτικο in Logos, meaning an awakened shop. This is a location where demihumans can freely purchase items of a divine nature. Shops could carry everything from weapons and ammunition to other types of items.

ΜΚΘ

Stands for Μικσιταφ, meaning mixed. This usually means the shop owner is either a demigod or intelligent mythical being. However, the shop owner caters to both sleepers and those with a divine bloodline. When a demigod sees this symbol, they know to be discrete when they inquire about supplies or information of a divine nature.

So...do you want to see what a document written completely in Logos looks like? Well, here's an example:

Λα μονερνα, σδατιγita περσιο δε λα οριγinalo Λογοσ πρεζεντασ μυλταφν πορτοφν ιμπορτιταφ δε μαλσαμαφ ηομαφ κυλτυροφ καφ συβτενας ιυν Ύαντικπαφ απελαχιον εν λα γραφικα ασπεκτο δε λα σκριβιταφ κιυ μεμοριγασ δε λα βοναφ μαλνοπαφ τεμποφ. Τιελ, λα λινγπο εστασ συπρεν- σ-δατο αλφροντι λα κομπλεκσεχο δε λα μονερνα πιτω.

Every demigod or intelligent mythical being would read: *"The modern, updated version of the original Logos features many words imported by different human cultures and maintains some "old fashioned appeal" in the graphic aspect of the writings that reminds of the good old times. This way, the language is up-to-date to face the complexity of modern life."*

NOTE: To create text using Logos, simply translate English into Esperanto and then use the "Symbol" font to give the text Greek characters.

GLOSSARY:

Alloys: Slang name given to Protean Demigods, usually by Paragons. This is considered derogatory.

Awakened: Former Sleepers whose Demigod bloodline has activated and caused a transformation. The event that triggers this is often referred the Awakening. This can be any number of very stressful situations ranging from a life-threatening event to severe mental duress.

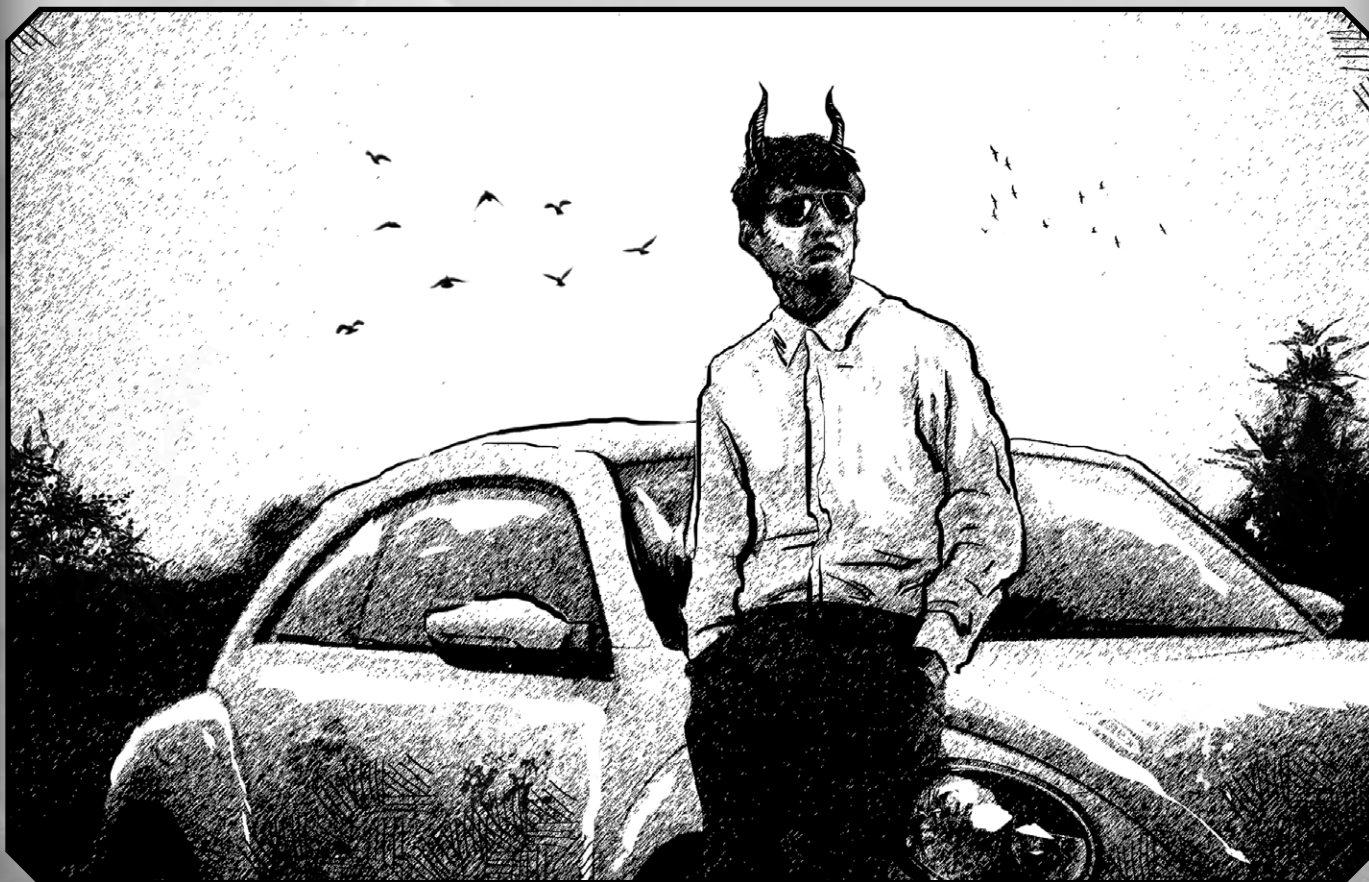
Dead Head: Derogatory slang term typically used by Freelancers and members of Delphi to describe Demigods who work for one of the Olympian corporations.

Demihumans: Demigods that are humanoid in appearance. Many have a mix of human and animal features such as Minospawn or Satyrs. All Demihumans have the ability to appear fully human. When they are in this form, many of their abilities don't work.

Drone: Another name for Juicer. This term comes from the name given to humans upon which Vampires feed. Drones are often promised the ability to become Demigods.

Drones are not treated as Sleepers for the purposes of the Nemesis Law. Drones can easily be identified by anyone using the *Divine Sight* power.

Freelance Team (FT): Teams made up of Demigods not affiliated with the Olympian corporations. FTs work through a Shadow to get their jobs. Freelance Teams are given jobs deemed too dangerous or risky.



Ghost: A Ghost is a Demigod that has no allegiance to either side. They usually have specialized skills, such as hacking, and are hired for specific jobs.

IMB: Intelligent Mythical Being. These are creatures with both a mundane and divine form. Unlike Demigods, IMBs are the children of Echidnae.

Juicer: A Sleeper addicted to Synthetic Nectar or Ambrosia. This is one way that Sleepers can be controlled. They are also referred to as Drones.

Logos: The ancient language of the Olympians. It is a language every Demigod instantly knows when they Awaken.

Milk and Cookies: Slang term given to Synthetic Ambrosia and Synthetic Nectar.

Nemesis Law: Law created by Gaia to ensure the Titans and Olympians wouldn't engage in outright warfare. It was also designed to ensure Sleepers remain ignorant to the presence of the supernatural. Named for Nemesis, anyone that overtly displays their powers or divine form in front of a Sleeper is punished by Nemesis based on the severity of the breach. The punishment can range from a suppression of powers for a short time to pain and even death.

Paragons: Demigods who have a pure Olympian bloodline. When these Sleepers awake, they manifest abilities from one bloodline only.

Apollonius: Descendant of Apollo

Jovian: Descendant of Zeus

Liberi: Descendent of Dionysus

Martial: Descendant of Aries

Mercurian: Descendent of Hermes

Venusian: Descendent of Aphrodite

Proteans: Demigods with a mottled bloodline. They manifest abilities found in one or more of the Paragon lines. They tend to be less powerful, but have a greater variety of abilities.

Shadow: A demigod that serves as a point of contact for one or more Freelance Teams (FTs). A Shadow provides jobs to FTs as well as logistic support such as equipment, weapons and additional talent such as Ghosts.

Shifter: Slang name given to Humanoid Demigods. This is considered derogatory.

Sleeper: A non-Awakened human. They rarely know of the presence of Demigods, mythical creatures and other supernatural things.

Synthetic Nectar/Ambrosia: The current food of the Olympians. When the Olympians were expelled from Mount Olympus, they found themselves without food. They were eventually able to find a workable alternative to real Nectar and Ambrosia using alchemical means. If a mortal ingests either substance, they become Drones. Synthetic Ambrosia/Nectar is highly addictive to mortals and causes both a physical and psychological dependence.





POWERS

When describing children, it has been said that the apple doesn't fall far from the tree. When applied to demigods, this has a whole new level of meaning. Not only do demigods tend to resemble their Olympian ancestors in their bad habits, they tend to resemble their Olympian relatives in terms of mythical abilities.

These mythical abilities are a manifestation of the sliver of divine power buried deep within each demigod. When a demigod awakens, they burn away their mortal shell and manifest their true self. They awaken to the reality of the world around them and their abilities. These powers allow demigods to do amazing things like fly, heal and speak every language. They mimic the powers of their particular Olympian ancestor and their sphere of influence.

Speaking of powers, demigods don't don capes and spandex and set off to save the city. They do use their powers to protect the world, but they do so in the shadows. They are one side of a war waging for centuries. Demigods use their powers to fight against the forces of the Titans both overtly and covertly. Sometimes a berserking Martial demigod might be in order, while other times a covert Venusian demigod might better fit the bill. Ultimately, this is a shadow war. Sometimes warfare spills onto the street, but more often forces simply strike at each other from the shadows and disappear back into the darkness.

Choose your path and your powers wisely.

ARCANE BACKGROUNDS

ARCANE BACKGROUND ([BLOODLINE] PARAGON)

Starting Power Points: 10

Paragon demigods are gifted with the powers of their chosen Olympian according to their chosen bloodline (see page 52). Your bloodline determines which Powers are available to him. When spending Power Points, you must choose

Powers only from your chosen bloodline's Powers list (as shown below) or from the Universal Powers list. There are no restrictions on how many points can be spent on a single Power. Additionally, unspent Power Points left over when this Arcane Background is granted aren't wasted; they remain "latent" in your genes and are kept safe for later use. However, these unspent Power Points can only be spent later during your next advance.

When taking this Arcane Background, the [Bloodline] entry is replaced by the hero's chosen bloodline. This chosen bloodline is repeated in the Power list entries below.

ARCANE BACKGROUND (PROTEAN DEMIGOD)

Starting Power Points: 5

Protean demigods have mutated divine genes within them, removing the restrictions on what Powers are available. When spending Power Points, you may choose Powers from any bloodline's Power list or from the Universal Powers list. There are no restrictions on how many points can be spent on a single Power. Additionally, unspent Power Points left over when this Arcane Background is granted aren't wasted: they remain "latent" in your genes and are kept safe for later use. However, these unspent Power Points can only be spent during your next advance.

ARCANE BACKGROUND ([BLOODLINE] HUMANOID)

Starting Power Points: 5

Humanoid demigods are gifted with the powers of their chosen lesser deity according to their chosen bloodline (see page 62 and 63). Your bloodline determines which Powers are available to you. When spending Power Points, you must choose Powers only from his chosen bloodline's Powers List or from the Universal Powers List. There are no restrictions on how

many points can be spent on a single Power. Additionally, unspent Power Points left over when this Arcane Background is granted aren't wasted: they remain "latent" in your genes and are kept safe for later use. However, these unspent Power Points can only be spent during your next advance.

When taking this Arcane Background, the [Bloodline] entry is replaced by the hero's chosen bloodline. This chosen bloodline is repeated in the Power list entries below.



Powers marked with (*) contain mechanics found in the ***Super Powers Companion*** from Pinnacle Entertainment Group.

POWERS LIST

The following are Powers for the six Olympians and the two supernatural races presented at character creation. They are arranged by bloodline to coincide with the limitations of each bloodline. Universal Powers may be taken by all bloodlines.

Unless always on (A) or noted otherwise in the description, you may only manifest one power at a time. Powers last for a period equal to Spirit/2 in rounds. Once the duration ends, you can choose to maintain the power without having to end it first.

APOLLINARIAN (APOLLO) POWERS

CLARITY [5]

Trappings: You have the ability to free a person's mind from control or influence from another individual or creature.

You must be able to see the target, be within Spirit x 2 inches of the target, and make an opposed Spirit roll to free the target. If you are successful, the target cannot be affected by the same power for 24 hrs. If you fail, you may try again, but each subsequent attempt against the same target is at a cumulative -1.

Modifiers

- **(+2)** You affect everyone within an MBT.
- **(+2)** You may add a +1 to the opposed check. This may be taken multiple times.
- **(+4)** You affect everyone within an LBT.

COMBAT SENSE [2/LEVEL] (A)

Trappings: You sense melee and ranged attacks a split second before they occur.

Each level of *Combat Sense* adds one point to a defensive pool. Each point in the pool can either be used to add +1 to Parry or -1 penalty to a single ranged attack against you. These points can be reallocated each round on your turn as a free action.

*DANGER SENSE [2] (A)

Trappings: You have a sixth sense when it comes to danger.

This power functions the same as *danger sense*.

*HEAL THY SELF [2/LEVEL] (A)

Trappings: You have been blessed with the ability to heal rapidly.

This power functions the same as *regeneration*. Regrowth and Recovery modifiers are not available.

*HEALING [5]

Trappings: You have the ability to heal, cure diseases, and restore limbs.

This power functions the same as *healing*. The Healer Edge does apply to this power. *Cure*, *Refresh* and *Restoration* modifiers are available. *Resurrection* is not available.

LIGHTBRINGER [2/LEVEL]

Trappings: You are able to manifest pure sunlight at any time.

You create light that you can either center on an object or yourself. Up to four levels can be purchased. Each level increases the intensity of the light.

- **Lvl 1 (Lamp):** Light fills an area equal to a Medium Burst Template.
- **Lvl 2 (Spotlight):** Light fills all areas within 4".
- **Lvl 3 (Daylight):** Light fills all areas within 8". Nocturnal creatures within the area of effect incur a -4 penalty to all physical rolls.

- **Lvl 4 (Bright Sunshine):** Light fills all areas within 16". All enemies within the area of effect, other than the Power's wielder, suffers a -1 to all physical rolls due to the distracting nature of the light. Nocturnal creatures in the area of effect are blinded and those with a weakness or allergy to sunlight suffer double the normal effects.

OBJECT KNOWLEDGE [2/LEVEL] (A)

Trappings: You are able to tell the history of an object simply by touching it.

When you touch an object and concentrate, a mental image of its history begins to appear, including the owner, how it has been used, and who else has handled it.

Each level increases the time frame you can access with regards to the object's history in the following order: day, week, month, year, decade, century, and millennium.

Modifier

- **(+3)** You know the name of the object (if it has a unique name), any powers it has, and how to use the object.

*SHOOTING MASTERY [1/STEP] (A)

Trappings: You are a natural with any type of ranged weapon.

This power functions the same as *super skill*. However, it can only be used to increase Shooting or Throwing.

*JOVIAN (ZEUS) POWERS

BODY OF WIND [5/LEVEL]

Trapping: You summon a whirlwind that surrounds you.

The whirlwind is contained in the hero's square and provides him with 1 point of armor per level. Additionally, the whirlwind picks up debris from the ground and spins it at a high rate. This means that the field also functions like *damage field*. Only the Medium Template modifier is available for the *damage field*.

EYES OF THE EAGLE [2] (A)

Trapping: You have been blessed with the vision of Zeus' favored bird, the eagle. Just like an eagle, you can pick out details better and at a much farther distance than any normal human would think possible.

You don't suffer range penalties at medium range and the long range penalty is reduced to -2. Notice rolls involving sight gain a +2 bonus.

*FLIGHT [VARIABLE]

Trapping: You have the ability to harness the winds and fly.

This power functions as *flight*. The maximum level of flight you may have is 10.

*GUST OF WIND [3/LEVEL]

Trappings: You are able to lift and manipulate objects using the wind.

This power functions the same as *telekinesis*. The Focus modifier is unavailable.

LIGHTNING [3/LEVEL]

Trapping: You have the ability to cause lightning to leap from your hand and strike an opponent.

You may fire one lightning bolt per round using Shooting. Range is 12/24/48. The bolt does 1d8 per level with a maximum of 4d8.



*STORM MASTERY [1/5/10]

Trappings: You are resistant to the damaging effects of storms.

This power functions like *resistance*. You are resistant to all damaging effects of storms (lightning, hail, winds) as well as electrical-based powers.

THUNDERCLAP [3]

Trapping: You are able to summon a deafening thunderclap that stuns opponents.

Everyone within an MBT must make a Vigor -2 roll. On a success, the target suffers a -2 penalty to Notice rolls that involve hearing. On a failure, the target is Shaken and temporarily deafened until the Shaken condition is removed.

The range of this power is Spirit x2 in inches.

Modifiers

- (+2) Area of effect increases to an LBT.

THUNDERSTORM [5/LEVEL]

Trapping: You are able to summon a violent thunderstorm. The area filled by the storm is lashed with torrential rain, high winds, and hail.

You summons a powerful thunderstorm up to Spirit x2 inches away that fills a Large Burst Template. The storm manifests immediately. Once cast, the storm is stationary and remains until dismissed (free action).

Everyone inside the area of effect, other than the person who manifests the storm, suffers the following per power level:

- -1 Pace
- -1 Agility-based rolls
- 1d6 damage (hail) (3d6 maximum)
- -1 Notice
- -1 to Strength roll to hang on to items

LIBER (DIONYSUS) POWERS

DRUNKEN STUPOR [4]

Trapping: You have the ability to cause a single target to instantly experience deep intoxication.

You must make a touch attack on the target. If successful, the target must make an opposed Vigor roll. If the target succeeds, he suffers a -1 to all Agility- and Smarts-based rolls for only one round. If the target fails, the target suffers a -2 to all Agility and Smarts based rolls, -2 to Parry, and loses 2" of Pace. The duration of this power is equal to your Vigor in rounds.

The target is allowed an opposed Vigor roll each round. Immunity to poison does not affect this power. A target may only be affected by this power once in a 24 hour period. Since the effects of this power are instantaneous, *drunken stupor* doesn't count as an active power.

Modifiers

- (+2) The target's Vigor roll suffers a -2 penalty.
- (+2) The power can affect a single target up to 12" away.
- (+2) You can affect everyone in a Medium Burst Template centered on yourself.
- (+4) You can choose who is affected in a Medium Burst Template centered on yourself.

ENTANGLE [5]

Trapping: You have the gift of causing grape vines to sprout from the earth and entangle an opponent.

Vines fill an MBT up to 12" away. Anyone in the area of effect must make a Strength roll. If successful, the target's Pace is reduced by 1/2 (rounded up) and their Parry is reduced by -2 while they are in the affected area. If the target fails, he is rooted in place and unable to move. Duration is equal to your Spirit in rounds.

Modifiers

- (+2) The target's Strength roll suffers a -2 penalty.
- (+3) The power affects everyone in an LBT.



- **(+5)** The power affects everyone in an LBT and you may choose who is affected.

IMMUNITY TO POISON AND DISEASE [3] (A)

Trapping: You are immune to all mundane and alchemical poisons, diseases, and other incapacitating agents. This also includes poisons and diseases from mythical creatures as well.

LIQUID METAL [3/LVL]

Trappings: You can tap into the amazing power of alcohol to become stronger and tougher.

To activate this Power, you must consume a single alcoholic beverage. You can then increase Vigor, Strength and Toughness by one die type per level for the duration of the Power. You also gain the Brave Edge. Unfortunately, the hero

also incurs a -1 penalty to Notice rolls for each level of the power and loose one die type (min d4) in Smarts and Agility per power level for the duration of the power. This power remains active until you choose to end it.

MADNESS [5]

Trapping: You have been given the ability to temporarily shatter the minds of others.

You may affect one target within 12". The target must then make an opposed Spirit roll. If the target is successful, he suffers a -1 penalty to Smarts-based rolls for only one round. If the target fails, you may choose one effect below. If the target critically fails, he suffers one of the effects below. In addition, he gains one permanent mental Minor Hindrance.

The target is allowed an opposed Spirit roll each round to counteract the effects. Otherwise the power lasts a number of rounds equal to your Spirit.

Effects:

- **Crushing Depression:** The target drops whatever it is holding and falls to the ground weeping. Although he can see and hear everything around him, the target simply doesn't care and will not interact.
- **Hallucinations:** The target experiences hallucinations that completely distract him. The target incurs a -6 penalty to all physical trait roles including Notice and Fighting.
- **Hysterical Paralysis:** The target is unable to move or speak, but can still see and hear.
- **Phobic Terror:** The target is affected by, and reacts to, his greatest fear as if the source of that fear is present.

Modifiers

- **(+3)** The hero affects all targets beneath a Medium Burst Template.
- **(+5)** As per above, but you choose who is affected by the power.

*NEVER-ENDING REVELRY [4] (A)

Trapping: You never need to sleep.

This Power functions like *doesn't sleep*. Additionally, you ignore one level of Fatigue.

SLEEP [4]

Trapping: You have the gift of being able to cause a target to fall into a drunken slumber. The faint scent of sour grapes fills the air when the power is activated.

You may affect a single target within 12". The target must make opposed Vigor roll vs. your Spirit. If the target is successful, he suffers a -1 penalty to all Smarts- and Agility-based rolls for only one round. If the target fails, he falls unconscious for 1d4+1 rounds. An unconscious target will be roused if attacked or if an ally spends his action shaking the target awake.

Modifiers

- **(+2)** The target's Vigor roll is at -1.
- **(+2)** The power affects everyone within a Medium Burst Template.
- **(+4)** As per above, but you control who is affected.

STAGE PRESENCE [2] (A)

Trappings: You have the electric personality of a true showman. People are drawn to your magnetic personality.

This power functions like the Charismatic Edge. Additionally, you gain a +1 bonus to all rolls associated with some type of performance.

MARTIAL (ARES) POWERS

BATTLE CRY [4]

Trapping: Your battle cry strikes fear and trepidation into your enemies.

You belt out a fear-invoking scream. Everyone within a Cone Template is affected. Each target is allowed a Spirit roll to resist the effects of *battle cry*. If the target is successful he incurs a -1 penalty

to attack rolls against you. If the target fails, he is Shaken and must make a Spirit roll each time he wishes to attack you. If he succeeds, he incurs a -1 penalty to attack rolls; if he fails, he is at -4.

Duration is equal to Vigor/2 in rounds. A target cannot be affected by this power more than once in a 24 hour period.

BERSERKER [5]

Trapping: Ares has granted you the gift to make yourself into a killing machine.

Berserker turns you into a berserking warrior. Duration is equal to the hero's Vigor/2 in rounds. You gain the following benefits and disadvantages:

- Increase Strength, Vigor, and Fighting by +1 die type.
- +1 Size increase (equipment enlarges to accommodate the size increase).
- Hard to Kill Edge. (If you already have this, then you gain Harder to Kill.)
- Smarts-based skills, including Notice, cannot be used.
- Ranged weapons cannot be used.
- At the end of the power's duration, you are tired and must immediately sleep for eight hours or gain a level of Fatigue. Effects are cumulative if the Power is used again before resting a full eight hours.

Modifiers

- **(+3)** The Power affects everyone in a Medium Burst Template centered on you.
- **(+5)** The Power affects everyone in a Large Burst Template, centered on the hero, and becomes selective.

CHILD OF ARES [2/LEVEL] (A)

Trapping: If there is one thing you are good at, it is fighting. It is as natural to you as walking.

You can increase your Fighting skill one die type per level, up to a maximum of five levels.



***GIFTED COMBATANT [2/LEVEL] (A)**

Trapping: The blood of Ares flows through you and makes you a gifted combatant.

This power functions like *super edge*.

ONE WITH THE BATTLEFIELD [1/LEVEL] (A)

Trapping: Combat has been hardwired into your brain. You instinctively anticipate incoming melee attacks.

You add +1 Parry per level, up to a maximum of five levels.

THROW A PUNCH [3]

Trapping: You have been blessed with the ability to strike a distant target with a melee attack as if he was standing next to you.

You may attack a target using any melee attack at range (10/20/30). All melee-based Combat Edges apply to the attack, except for First Strike and Improved First Strike. Damage is still equal to the weapon's damage. If the weapon is made of orichalcum, that is also reflected in the attack.

TOUGH AS IRON [5/LEVEL] (A)

Trapping: You are incredibly tough and have the ability to ignore damage.

Your Toughness increases by +1 per level. Additionally, a second Shaken result doesn't cause a Wound and you also gain the Nerves of Steel Edge. If you already have the Nerves of Steel Edge, you gain the Improved Nerves of Steel Edge instead.

WEAPON OF WAR [3]

Trapping: You have the ability to summon a melee weapon of great power. The type of melee weapon is left to the hero.

You may summon a single melee weapon of your choice. The weapon is treated as if it were composed of orichalcum, cannot be broken, and you cannot be disarmed. The weapon remains until dismissed. The weapon does Str+d8 damage regardless of what type of weapon is manifested

Modifiers

- **(+2):** The weapon is also treated as AP 3 and you may choose one elemental effect. Each time this modifier is taken, the weapon has an additional AP 1 (up to 3) and a new elemental effect may be chosen. However, only one elemental effect may affect the weapon. This is chosen when the weapon is summoned.
- ♦ **Electric:** The weapon is covered in arcing electricity. Anyone struck by an electric blade, regardless if they incur a Wound or become Shaken, must make a Vigor roll at -1 or lose a die type from Agility-based rolls for one round as the electric charge washes over their body and plays havoc with their muscles.

- ♦ **Flaming:** The blade is on fire and sheds light like a lantern. Flammable targets may catch on fire. Flaming blades add +1 damage per level.
- ♦ **Frost:** The blade is covered in a layer of ice that can quench a small fire. Frost blades add +1 damage per level.

MERCURIAN (HERMES) POWERS

DUMB LUCK [3] (A)

Trapping: You have incredible luck.

This power functions like the Great Luck Edge. Additionally, once per game session, you can cause a single die roll to be repeated regardless of what it is (attack, damage, skill, etc.) and can choose whether the target must take the better or worse of the two rolls. The target cannot use a Bennie to affect this roll, unless the target is you.

GIFT OF TONGUES [1] (A)

Trapping: Anyone hearing you speak will be able to understand you perfectly regardless of the language they speak.

You speak and read all languages, including those of supernatural creatures with a spoken language. If the target speaks multiple languages, you appear to be speaking the target's native tongue with an accent that sounds native. In a room full of people who speak different languages, each individual hears their native tongue when you speak. Additionally, all written languages appear as if they have been written in the your native tongue.

LIKE A WHISPER [3/LEVEL] (A)

Trapping: You have been blessed with unearthly stealth. Your body, clothes, and belongings become semi-transparent and blend into your surroundings

As long as you don't run, you gain a +2 bonus to Stealth per level to avoid being seen or heard. However, *like a whisper* doesn't mask your scent.

LOOKALIKE [4]

Trapping: You have the ability to take on the appearance and physical features of another person.

You mimic the precise features of anyone of no greater than one Size difference that you have touched within the last 24 hrs. You acquire the target's Agility, Strength, and Vigor as well as all physical Edges, Hindrances, Skills, and characteristics, such as voice. You don't gain mental Edges, Hindrances, Skills, or memories of the target.

Duration is equal to your Vigor in minutes. Once you transform into a subject, you may not take on the form of that subject again for a full 24 hours.

MIND SPEAK [2/LEVEL]

Trappings: You have the ability to psychically communicate with anyone.

You can communicate via a mental link to anyone you can see. *Mind speak* doesn't allow you to read the thoughts of others or control their mind; it replaces verbal communication. Each level allows you to communicate with an additional target at the same time. If a target wishes to resist *mind speak*, it becomes an opposed Spirit roll before you can establish a mental link.

SEE THE UNSEEN [5] (A)

Trappings: You can see clearly in dark and dim conditions and can easily see invisible beings.

This power functions like *heighten senses: low light vision*. You also ignore the effects of *invisibility*. Additionally, you may make a Smarts roll to identify an illusory effect. If the illusory effect is mental, you gain a +2 bonus to the opposed roll.

*TELEPORT [5/LEVEL]

Trappings: You travel like Hermes. When teleporting, your body shimmers and fades and does the reverse when arriving at your destination.



This power functions like *teleport*. However, the Power only allows for 12" of normal movement per round per level. Additionally, by concentrating for one round, you can teleport up to 10 miles per level. *Range* and *Traverse* modifiers are unavailable.

UNIVERSAL TRAVELER [3] (A)

Trapping: You are able to walk on any surface without impediment.

While not encumbered, you can walk on water, snow, sand, or other liquid or semi-solid surface as if it was paved, including vertical surfaces. You also gain a +3 bonus to Pace and a +2 bonus to Agility-based opposed rolls.

VENUSIAN (APHRODITE) POWERS

BEAUTY [2] (A)

Trapping: Aphrodite has graced you with nearly unearthly beauty. You have a face that could launch 1000 ships.

This power functions like the Very Attractive Edge.

CAPTIVATING [1] (A)

Trapping: You have a presence about you that is magnetic. People are drawn to you and will follow you based on the force of your personality.

This power functions like the Charismatic Edge.

EMOTION CONTROL (5)

Trapping: You have the ability to manipulate people's emotions through body language or the sound of your voice.

You may only choose one effect per target, per encounter, but can determine how the target perceives *emotion control* (e.g. who the target hates, loves, fears, etc.). Range is equal to Spirit in inches and duration is equal to Spirit in rounds. The target is allowed an opposed Spirit roll each round, modified by Charisma, to negate the effects of *emotion control*. If the target succeeds, he is unaffected. If he fails, the target experiences one of the following chosen effects.

Effects:

- **Despair:** The target is flooded with despair and cannot move. Instead, he drops whatever he is holding and falls to his knees weeping.
- **Love:** The target has a deep romantic connection with another person of your choosing. He will protect that person to the best of his ability.
- **Rage:** The target has a deep hatred for another person or group of your choosing. He gains +1 die type to Strength and +2 to Toughness due to the adrenaline surge, but suffers a -2 penalty on all Smarts-based rolls. The target

instantly attacks the person or group he now hates.

- **Terror:** The target flees at top speed and does nothing else while affected. He will still defend himself, but cannot attack or use any skills.

Modifiers

- **(+3)** You affect everyone beneath a Medium Burst Template.
- **(+5)** As per above, but you choose who is affected.

ENTHRALL [4]

Trapping: You have been blessed with a voice that causes people to instantly trust and befriend you.

A single target must make an opposed Smarts roll vs your Spirit to avoid the effects of *enthrall*. If the target succeeds, there is no effect. If the target fails, he will treat you like his best friend. He is not enslaved, but will help as much as he can. How far the target will go for his "friend" is dependent on his personality traits. If he is asked to do something obviously out of character (e.g. asking a target with *Yellow* to go into harm's way), this provides him another opposed Smarts roll, but with a +4 bonus. The duration of this power is your Spirit in minutes. Each additional use of *enthrall* against the same target within a 24 hour period adds a cumulative +4 to the target's Smarts roll to resist the power.

Modifiers

- **(+2)** This power affects everyone in a Medium Burst Template that can hear your voice.
- **(+4)** As per above, but you choose who is affected.

HEIGHT OF FASHION [1]

Trapping: You have the ability to change your physical appearance and clothing to match any definition of beauty.

This power functions like *chameleon* with a couple of differences. You can alter your physical

appearance and clothing to mimic that of another human of any race and sex. However, you don't gain the physical attributes of your new form nor can you emulate the appearance of a specific human. Clothing gained through this power doesn't offer any additional benefits.

LOOKALIKE [4]

Trapping: You have the ability to take on the appearance and physical features of another person.

You mimic the precise features of anyone of no greater than one Size difference that you have touched within the last 24 hrs. You acquire the target's Agility, Strength, and Vigor as well as all physical Hindrances, Skills, and characteristics, such as voice. You don't gain mental Edges, Hindrances, Skills, or memories of the target.

Duration is equal to your Vigor in minutes. Once you transform into a subject, you may not take on the form of that subject again for a full 24 hours

PAINFUL CARESS [3/LEVEL]

Trappings: Your touch is so captivating and wonderful that it is actually painful.

Your touch causes painful ecstasy that can wound. When you make a touch attack, the target must make an opposed Spirit roll or suffer 1d8 damage per level (maximum of 4d8). Additionally, the target is Shaken, regardless if the attack causes a Wound or not.

STUNNINGLY BEAUTIFUL [4]

Trapping: Your incredible voice and beautiful looks are so intense they stop people in their tracks, when you want them to.

You can affect a single target within 12". The target must make an opposed Spirit roll. Targets with the *Hard of Hearing* Hindrance receive a +4 bonus to the opposed roll.. If the target succeeds, his Pace is half and he incurs a -2 penalty to all Smarts-based rolls until the end of your next turn. If the target fails, he is rooted in place and

is unable to move or speak. Duration is equal to Spirit in rounds.

The target is allowed an opposed Spirit roll each round to break free of the effects. If the hero stops speaking, the effects immediately end. If used on the same target within 24 hours, the target gains a +4 bonus to resist.

Modifiers

- **(+2)** You affect everyone in a Medium Burst Template.
- **(+2)** The range of the power increases to 24”.
- **(+4)** You affect everyone in a Medium Burst Template, but you choose who is affected by the power.

MINOSPAWN POWERS

Minospawns are favored by Ares and have several Powers in common with Martial Paragons. However, they also have gifts unique to these powerful warriors.

CELESTIAL SELF [3/LEVEL]

Trapping: You have the ability to transform yourself into something even more akin to the original Minotaur. The larger you get, the less you look like a human and the more you look like a beast.

This power functions like *growth*. However, you can only attain a maximum of Size +4. Additionally, for each Size you grow, your Intelligence is reduced by 1 die type to a minimum of d4. No modifiers associated with *growth* are allowed.

DESCENDANT OF A LEGEND [2/LEVEL] (A)

Trappings: You are the descendant of a creature created by the Olympians with natural weapons to match.

All of your natural attacks (horns, claws, fists, etc.) considered to be made of orichalcum. In addition, each level allows you to add either AP1, +1 to damage or +1 to Fighting to your natural attack. This is chosen when the power is purchased.

FAVORED BY ARES [2/STEP] (A)

Trapping: If there is one thing you are good at, it is fighting. It is as natural to you as walking.

You increases your Fighting skill one die type per level, up to a maximum of five levels.

*GIFTED COMBATANT [2/LEVEL] (A)

Trapping: The blood of Ares flows through you and makes you a gifted combatant.

This power functions like *super edge*.

ONE WITH THE LABYRINTH [2] (A)

Trapping: You have a heightened sense of smell and direction that helps you to never get lost. You also have a photographic memory when it comes to maps.

You gain a +2 bonus to Notice and Tracking rolls and always know what direction you are traveling. You gain a +4 bonus on any Smarts roll to know where you are currently located and what towns or cities are nearby.

SENSE WEAKNESS [3/LEVEL]

Trapping: The ability to quickly size up an opponent is part of your DNA. You can sense their weaknesses through careful observation.

You can spend a full action to gain a number of points equal to your *sense weakness's* power level. Distribute each of these points between Parry and Fighting. Each point spent provides a +1 bonus against one chosen target. For example, if you have four levels in *sense weakness*, you can increase Parry by +2 and add a +2 bonus to Fighting or Parry +4 and +0 to Fighting, etc.

Although not an “Always On” Power, *sense weakness* does not count toward the number of Powers you can manifest at a time.

TOUGH AS IRON [5/LEVEL] (A)

Trapping: You are incredibly tough and have the ability to ignore damage.

Your Toughness increases by +1 per level. Additionally, a second Shaken result doesn't cause a Wound and you gain the Nerves of Steel Edge. If you already have the Nerves of Steel Edge, you instead gain the Improved Nerves of Steel Edge.

SATYR POWERS

Satyrs gain their powers by performing, unless the power is considered always on. Wherever appropriate, the power is continuous while the Satyr performs. When the Satyr stops performing, the power lasts for one additional round.

BARKSKIN [3/LEVEL]

Trapping: Your skin takes on a brownish hue and looks like the bark of an oak tree.

This power functions like *armor*, but each level only grants 1 armor. *Barkskin* is not considered "Always On" and lasts the duration of a single combat scene once activated.

Barkskin can be activated as a free action and no musical performance is necessary to do so. Although not an "Always On" power, *barkskin* does not count toward the number of powers you can manifest at one time.

CONFUSION [4]

Trapping: You are able to play an incredibly distracting and confusing tune.

A single target within 12" must make an opposed Spirit. If the target is successful, he suffers a -1 penalty to Notice, Fighting, Shooting and Throwing. If the target is unsuccessful, he is Shaken and also suffers a -1 penalty to Notice, Fighting, and Shooting. Unless the target succeeds with a Raise to become Unshaken, he continues to incur the -1 penalty.

Modifiers

- **(+2)** You affect everyone in an MBT.
- **(+4)** You affect everyone in an LBT

EMOTION CONTROL [5]

Trapping: You have the ability to manipulate people's emotions through your performance.

You may only choose one effect per target, per encounter, but can determine how the target perceives *emotion control* (e.g. who the target hates, loves, fears, etc.). Range is equal to Spirit in

inches and duration is equal to Spirit in rounds. The target is allowed an opposed Spirit roll each round, modified by Charisma, to negate the effects of *emotion control*. If the target succeeds, he is unaffected. If he fails, the target experiences one of the following chosen effects.

Effects:

- **Despair:** The target is flooded with despair and cannot move. Instead, he drops whatever he is holding and falls to his knees weeping.
- **Love:** The target has a deep romantic connection with another person of your choosing. He will protect that person to the best of his ability.
- **Rage:** The target has a deep hatred for another person or group of your choosing. He gains +1 die type to Strength and +2 to Toughness due to the adrenaline surge, but suffers a -2 penalty on all Smarts-based rolls. The target instantly attacks the person or group he now hates.
- **Terror:** The target flees at top speed and does nothing else while affected. He will still defend himself, but cannot attack or use any skills.

Modifiers

- **(+3)** You affect everyone beneath a Medium Burst Template.
- **(+5)** As per above, but you choose who is affected.

ENTANGLE [5]

Trapping: You have the gift of causing grape vines to sprout from the earth and entangle an opponent.

Vines fill an MBT up to 12" away. Anyone in the area of effect must make a Strength roll. If successful, the target's Pace is reduced by 1/2 (rounded up) and his Parry is reduced by -2 while in the affected area. If the target fails, he is rooted in place and unable to move. Duration is equal to your Spirit in rounds.

Modifiers

- **(+2)** The target's Strength roll incurs a -2 penalty.
- **(+3)** The power affects everyone in an LBT.
- **(+5)** The power affects everyone in an LBT and you may choose who is affected.

NATURE'S ALLY [2/LEVEL]

Trappings: You have the ability to summon animals to fight or accomplish small tasks. These animals glow faintly as befits their celestial nature.

Summoned animals appear within Spirit in inches from you and remain for as long as you play your instrument or until they die. The type of animal summoned is consistent with your surroundings; this power will not summon fish or other sea creatures nor does it give you the ability to speak to mundane animals. As an action, you can direct the animal to target whomever you choose or follow a simple command (guard, get, etc.). These animals are Extras and treated as if they are made of orichalcum.

- **Level 1:** You can summon one Size -2 animal (snake, bird of prey, mouse, etc.).
- **Level 2:** You can summon two Size -2 animals or 1 Size -1 animal (dog, wolf, bobcat, etc.).
- **Level 3:** You can summon four Size -2, two Size -1, or one Size 0 or +1 animal (boar, cougar, alligator, etc.).
- **Level 4:** You can summon eight Size -2, four Size -1, two Size 0 or +1 animals, or one animal Size +2 or greater (bear, elephant, etc.).

For every 4 points beyond level 4, you may double the number of animals summoned.

Modifier

- **(+2)** The summon animal has +1 Toughness.

NATURE SENSE [4] (A)

Trapping: You have been blessed with supernatural senses. Your eyesight and sense of smell are far superior to most.

You gain the ability to see twice as far as a normal human and gain *heighten senses: low light vision and perception*. You also gain the Danger Sense Edge due to your heightened sense of smell (only if your sense of smell is not dampened). You also gain a +2 to resist illusions or illusory effects.

SLEEP [4]

Trapping: You have the gift of putting a target to sleep by playing a calming tune.

You may affect a single target within 12". The target must make an opposed Vigor roll vs. your Spirit. If the target is successful, he suffers a -1 penalty to all Smarts- and Agility-based rolls for one round. If the target fails, he falls unconscious for 1d4+1 rounds. An unconscious target will be roused if attacked or if an ally spends their action shaking the target awake.

Modifiers

- **(+2)** The target's Vigor roll is at -1.
- **(+2)** The power affects everyone under a Medium Burst Template.
- **(+4)** As per above, but you control who is affected.

SUMMON SWARM [5]

Trappings: As you play a frantic tune, a swarm appears to aid you in combat.

Mechanics: It takes a full round to summon the swarm; Once summoned, it stays until the you stops performing +1 round or until destroyed. The swarm can consist of either rats, biting ants, or wasps (player's choice). You can redirect the swarm's attack each round as an action. Once summoned, the type of swarm cannot be changed and it can never be forced to attack the summoner.

Modifiers

- **(+2)** The swarm's damage increases to 2d6
- **(+4)** The swarm fills a Large Burst Template and can be split into two Medium Burst Templates. The swarm's damage is 2d6.

UNIVERSAL POWERS

AGELESS [3] (A)

Trapping: You do not age. This means you are much older than you appear.

Mechanics: You gain +4 skill points in recognition of your life experiences and advanced age.

DIVINE ATTRIBUTE [1/LEVEL] (A)

Trapping: You have been gifted with increased mental or physical traits.

Mechanics: You may increase an Attribute based on the favored traits of your divine relative (Proteans can choose any Attribute). Each level increases the chosen Attribute by one die type. This Power can be taken multiple times to either reflect a different Attribute or increase a Divine Attribute even further.

Apollo: Vigor, Spirit

Aphrodite: Vigor, Spirit

Ares: Strength, Vigor

Dionysus: Vigor, Spirit

Hermes: Agility, Smarts

Zeus: Strength, Spirit

Minospawn: Strength, Vigor

Satyr: Vigor, Spirit

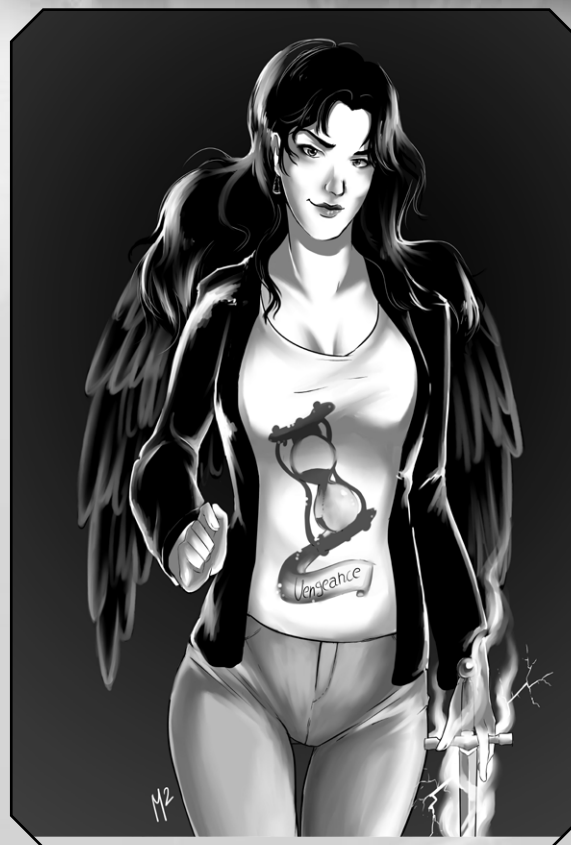
DIVINE SIGHT [FREE] (A)

Trapping: You see the divine aura associated with all demigods and monsters. This power is free to all awakened demigods

Mechanics: With a successful Notice roll, you can sense if someone or something is mundane or divine. However, it doesn't allow you to determine the target's divine form or what powers it has.

NEMESIS LAW

The Nemesis Law was designed to keep normal humans in the dark regarding the presence of divine forces and powers in the world. Anytime normal humans witness a creature manifesting a power or a divine form, that creature is in violation of the Nemesis Law and will be punished by the goddess Nemesis. Some divine



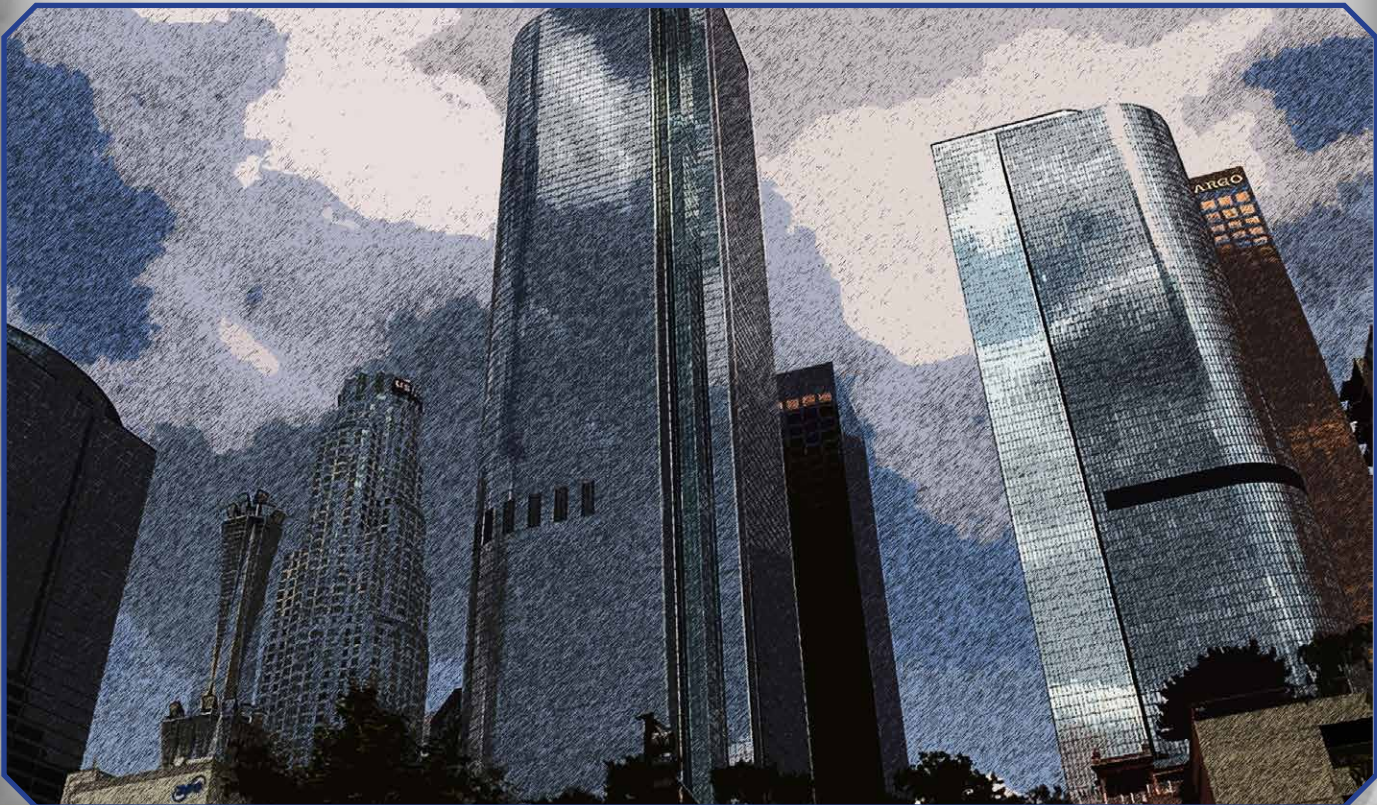
powers have no visible effect while others, like *body of lightning* or *whirlwind*, are hard to hide. However, the GM may allow a player to use a Power with a visible effect in a stealthy manner (requiring a Stealth roll) to avoid detection by normal humans. Players may use the environment or other factors to gain a bonus to their Stealth roll at the GM's discretion. If the player succeeds in an opposed Stealth roll vs. the target's Notice, the normal human either doesn't witness the manifestation of the player's power or simply writes it off as a natural occurrence.

The hero is at a cumulative -1 penalty to his Stealth roll for each sleeper beyond the first that witnesses the Power or divine form. It is easy for one person to write off what they saw or miss it completely, it is another thing when their buddy says, "What was that?"

For every four humans that witness one of these events, the offending hero or NPC draws a card. When multiple cards are drawn, the effects are cumulative; however, a second Shaken result doesn't cause a wound. Instead, the character suffers a -2 penalty to remove the Shaken condition for each additional Shaken result beyond the first.

Alternate Rule: A player may spend a benny to re-draw the number of cards associated with his transgression. The player then takes the results most favorable to him from either draw.

2	Nemesis is not amused by your actions, but ignores them. Nothing happens.
3-4	Nemesis appears in front of you, her weapon stopping inches from your face. You are Shaken.
5-6	Nemesis strikes you lame for the rest of the combat scene and you are Shaken.
7-8	Nemesis strikes you deaf for the rest of the combat scene. You suffer a -6 penalty to all Notice rolls involving hearing
9-10	Nemesis wracks you with waves of pain. Take one level of Fatigue and you are Shaken. This may only be recovered through natural healing.
Jack	Nemesis causes your muscles to spasm and cramp. You are at Pace -1 and also incur a -1 penalty to all trait rolls for the remainder of the combat scene.
Queen	Nemesis is angered by your actions. Take one Wound. This wound cannot be Soaked and may only be recovered through natural healing
King	Nemesis is incensed by what she sees. She strikes you Blind for the remainder of the combat scene.
Ace	Nemesis is enraged by your actions. Your Powers (with the exception of "always on" Powers) cease to function for 24 hours. You revert to your human form (if applicable). You also take one Wound. This Wound cannot be soaked and may only be recovered through natural healing.
Joker	Nemesis secretly approves of your actions. You gain a +2 bonus to trait and damage rolls for the remainder of the combat scene. Any existing effects caused by Nemesis are immediately negated. However, if a character subsequently breaks the Nemesis Law again, they still need to draw and consult the table.





GEAR

MELEE WEAPONS



NOTE: Melee weapons made of orichalcum cost 10 x as much as a mundane melee weapon and ignore mundane armor.

BALLISTIC KNIFE

This weapon is a combat knife with an added surprise. By pushing a button on the handle, the blade of the weapon is launched at a target. The knife blade is propelled either by a strong spring, CO2 cartridge or a blank .22 round.

AUTOMATIC KNIVES

Traditionally, this weapon houses a thin blade within the handle of the knife that pivots out at the push of a button. Known more commonly as a switchblade, the blade was more useful for stabbing than slashing.

Modern combat personnel rely on an updated version of the automatic knife. The modern version is similar to the switchblade in that the blade is housed within the handle and is released at the push of a button. The blade of an automatic knife either comes straight out from the handle when released or on a pivot from the side of the weapon. Either way, the blade of this knife is thicker and designed for both stabbing and slashing.

COLLAPSIBLE BATON

This compact weapon telescopes from 9 inches to a length of 20 inches with just a flick of the wrist. It is a great choice when you need to discretely carry an effective melee weapon.

COMBAT KNIFE

This blade has been the staple of fighting men and women throughout the world. It comes in various styles such as the kukri, ka-bar and other small personal blades.

Name	Range	Damage	Wt.	Cost	Note
Automatic Knife		Str+d4	.5	\$150	
Ballistic Knife	5/10/20	2d6	2	\$300	
Collapsible Baton		Str+d4	1	\$100	
Combat Knife	3/6/12	Str+d4	1	\$100	
Combat Tomahawk	4/8/16	Str+d6	2	\$150	
Sword Cane		Str+d4	2	\$125	+1 Parry
Tactical Pen		Str+1	-	\$50	Wielder treated as unarmed
Tactical Sword		Str+d6	3	\$150	
Throwing Knife	5/10/20	Str+d4	.5	\$25	-1 to Fighting if used in melee
Tonfa		Str+d4	1	\$125	+1 Parry

COMBAT TOMAHAWK

This hatchet closely resembles the Native American weapon of the same name. It sports a small axe head, while some also sport a sharp pick-like point on the opposite side of the axe head. The handle is made of an incredibly strong polymer that keeps the weapon balanced for throwing or melee combat.



THROWING KNIFE

Unlike standard combat knives, a throwing knife is specifically designed to be thrown at a target. The weapon's handle has no grip and is designed to balance perfectly with the blade to allow the knife greater accuracy. It is roughly the same weight and size of a standard combat knife.

TONFA

Also referred to as a T or t-handle baton, the tonfa has made its way from the dojo to the street. This weapon originally replaced the standard night stick of law enforcement until many departments moved to the collapsible baton. The modern tonfa is typically comprised of a plastic polymer

blend that makes the weapon both strong and light. The design allows the wielder to use it both in an offense and defensive capacity. When tucked against the forearm, it allows the wielder to more easily deflect incoming blows.



SWORD CANE

For many years, the sword cane was the weapon of choice for gentlemen who didn't want to appear armed. The blade of the sword is built into the handle of the cane while the body of the cane is hollow and serves as a sheath for the sword. The appearance of this weapon can range from the utilitarian to the high-end depending on the needs and tastes of the wielder.

TACTICAL PEN

True to its name, this is a pen. However, this writing instrument is so much more. The pen is made from aircraft-grade aluminum and has a writing implement on one end and a pointed end at the other suitable for use as a glass break or as a stabbing weapon of last resort. This is a great option when carrying a traditional weapon is not a possibility.

TACTICAL SWORD

When a combat knife just isn't enough, you need a tactical sword. These are weapons typically crafted in the shape of historical blades, such as the gladius or khopesh, but forged using the latest weapon technology. They are crafted using 440 surgical steel with advanced polymers in the pommel. The result is an incredibly sharp and durable blade.

FIREARMS

ARES ARMORY AAH-15

When you hear the name Ares Armory you know you're getting quality, and the AAH-15 is no exception. The AAH-15 is chambered for 9mm and has a 15-round magazine as well as a multifunction, integral laser site system that provides both a traditional and IR laser site in the same package. It can also be easily fitted with a silencer and is favored by Special Forces and SWAT.



BARRACUDA ARMS B10 10 MM PISTOL



This pistol is the preferred weapon by many law enforcement

agencies throughout the world. The weapon sports an 8 1/2 inch barrel and is chambered to fire a 10mm round. The weapon uses a 12-round clip and weighs in at only 2lbs when loaded due to the light polymers used in the weapon.

MILICENT MANUFACTURING SA-3



This weapon, crafted by Milicent Manufacturing, harkens back to a time when fully-automatic fire was reserved for large, crew-operated machine guns. The SA-3 is a single-shot, bolt action rifle that is very accurate and carries quite a punch thanks to the 30.06 round it fires. It is able to accept any modern optical sight and is also available with a 5-round block clip.

PHOBOS ARMS SLIVER GUN (PISTOL)

The Phobos Arms Sliver Gun is the latest in firearm technology. Actually the



term, firearm, would be a misnomer for this weapon since it doesn't launch a weapon using gunpowder. Instead, this weapon fires a sliver of metal using powerful magnets. The result is more akin to a crossbow than a traditional handgun. The flechette has the ability to punch through non-rigid armor with ease, but since the barrel isn't rifled nor is the projectile aerodynamically enhanced, the weapon is only accurate at a fairly short range. This weapon is much quieter than a traditional handgun and resembles the sound of an air pistol when fired.

PHOBOS ARMS SLIVER GUN (RIFLE)



This is the long gun version of the Phobos Arms Sliver Gun. This rifle is 36 inches long and fires the same projectile as the pistol. The main advantages of the rifle version is greater accuracy at a longer range, the ability to fire either single shot or three-round burst, and a large magazine capacity. Like the pistol, the rifle also sounds like its air rifle cousin when fired. This weapon accepts any standard optical scope.

PHOBOS ARMS S-231 SYRINGE PISTOL

The S-231 was originally intended for use as a means of tranquilizing smaller wild animals in need of



medical assistance. However, it has been adopted by both sleeper and non-sleeper forces to deliver drugs that incapacitate or kill their victim. The weapon's short barrel and whisper quiet firing makes it wonderful clandestine tool.

The S-231 is capable of delivering any substance loaded into a syringe cartridge such as:

- Neuro toxin (paralysis)
- Systemic agent (damaging agent)
- Sleep agent
- Healing agent

PILUM 45C .45 HANDGUN



Favored by military and law enforcement agencies that desire a higher

stopping power, the Pilum 45C is a relatively compact, high-powered handgun. This gun is chambered to fire a .45 round and

boasts an 8-round clip as well as incredible reliability expected from Pilum.

PILUM C-12 AUTOMATIC SHOTGUN



This weapon is a monster. The Pilum C-12 is an automatic shotgun that features single-shot or 3-round burst and the weapon can fire either a 12g slug or shot. The weapon can be loaded with a 10-round magazine or a 20- or 40-round drum. The magazine and drum are made from a polycarbonate blend that keeps the weight lower than expected.

RED ANVIL LMG 27



The Red Anvil LMG 27 is the workhorse of the Red Anvil Group. This weapon is used throughout the world and was developed in-house to be a reliable and versatile support weapon. The gun sports a retractable stock with an integrated, switchable laser site. A detachable, folding bipod allows for more stability when firing while prone. However, the weapon is designed to be light enough to be fired while standing. The LMG 27 can be set for 3-round burst or fully automatic, fires a standard 5.56 caliber round, and is designed to accept a 25-round magazine, 50-round box, or 200-round belt.

RED ANVIL VRS-22



The Red Anvil VRS-22 is a weapon platform capable of multiple configurations. The "S" configuration sports a short barrel that creates a compact weapon to bridge the gap between submachine gun and full assault rifle (shown here). The "R" configuration sports a longer barrel that gives the weapon a greater range. The "SN" configuration features a barrel slightly longer than the "R" which gives the weapon an even greater level of precision and range. The "SN" configuration also introduces a foldable bipod.

Each barrel comes standard with a flash suppressor and is capable of receiving a silencer. A multitude of sight options are available along with a breach-loaded, under-mounted single shot grenade launcher. The VRS-22 fires a traditional 5.56 round and is available with either a 20- or 30-round magazine.

STARBRITE FIREARMS M-237

Starbrite Firearms offers their first foray into the military market. The M-237 is a modular weapon that allows for a multitude of configurations.

The weapon is available in both an automatic (M-237 A) model used by modern militaries and a semi-automatic configuration (M-237 S) favored by civilian gun owners. Both weapons feature a bullpup-style configuration and an overall length that allows for greater accuracy. The weapon is both durable and light thanks to a carbon fiber body.

The weapon is available with various accessories such as a single-shot undermounted 30 mm grenade launcher (pictured here) and



a mountable bayonette (pictured here). Also available are front grips, various optics, and an undermounted single-shot 12 gauge shotgun (used primarily for breaching).

STARBRITE FIREARMS PM-33



The Starbrite Firearms PM-33 is an interesting weapon that fills a niche. It is a 9mm handgun capable of single-shot, 3-round burst, and full-automatic firing. It comes standard with a 20-round clip. However, given the

weapon's rate of fire, 20 rounds exit the pistol very quickly.

GRENADES

FRAGMENTATION GRENADE

This is the standard offensive grenade used by modern military forces throughout the world. The grenade releases lethal fragments within an MBT. Anyone within an MBT suffers the effects of the grenade.

SMOKE GRENADE

This tactical grenade releases harmless smoke when activated. The smoke is typically white, but can be color. When released, the smoke initially fills an MBT. On round 2, the smoke grows to fill an LBT. The next round, the smoke dissipates to

Type	Range	DMG	ROF	Cost	Wt	Shots	Notes
Pistol							
Ares Armory AAH-15	12/24/48	2d6	1	550	3	15	Semi-Auto, Laser Sight, AP1
Barracuda B-10	12/24/48	2d6+1	1	650	2	12	Semi-Auto, AP2
Pilum 45C	12/24/48	2d6+1	1	500	4	8	Semi-Auto, AP2
Starbrite PM-33	12/24/48	2d6	3	900	4	20	Semi-Auto, 3RB, Auto, AP1
Shotgun							
Pilum C-12	12/24/48	1-3d6	3	1200	11	10/20/40	Semi-Auto, 3RB
Rifle							
Milicent SA-3	30/60/120	2d8	1	450	10	1 or 5	AP2
RA VRS-22 S	15/30/60	2d8	3	1200	7	20/30	3RB, Auto, AP2
R	24/48/96	2d8	3	1500	10	20/30	3RB, Auto, AP2
SN	30/60/120	2d8	3	1800	11	20/30	3RB, Auto, AP2
Starbrite							
M-237 A	24/48/96	2d8	3	1500	10	30	3RB, Auto, AP2
S	24/48/98	2d8	1	1200	9	15	Semi-Auto, AP2
Machine Gun							
RA LMG-27	24/48/96	2d8+1	4	2000	12	25/50/200	3RB, Auto, AP2, Laser Sight
Other Weapons							
Phobos Arms Sliver Gun (Pistol)	5/10/20	2d8	1	1500	3	10	Semi-Auto, AP3 (Only against Non-Rigid Material), -2 notice to hear weapon fire
Phobos Arms Sliver Gun (Rifle)	12/28/48	2d8	1	2000	8	20	Semi-Auto, 3RB, AP3 (Only against Non-Rigid Material), -2 notice to hear weapon fire
Phobos Arms S231	10/20/30	See Description	1	800	4	7	Semi-Auto

Name	Range	Cost	Weight
Fragmentation Grenade	5/10/20	\$100	2
Smoke Grenade	5/10/20	\$20	2
Stun Grenade	5/10/20	\$50	2
Tear Gas Grenade	5/10/20	\$50	2

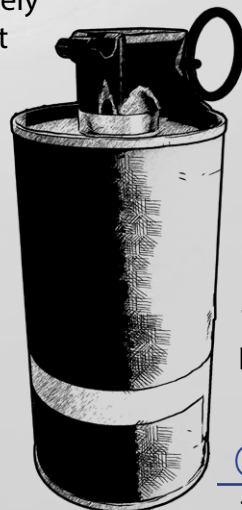
fill an MBT once again. On round four, the gas fills an SBT. On round five, the gas completely dissipates. Everyone inside the gas is at a -2 penalty to all physical actions

STUN GRENADE

When detonated, this grenade releases a blinding flash and high-pitch sound designed to disorient any target within an LBT. Anyone in the area of effect must make an Agility check at -2 or immediately become Shaken.

TEAR GAS GRENADE

This grenade releases a cloud of gas that causes severe irritation to the eyes and lungs within an LBT. Anyone in the area of effect must make a Vigor check at -2 or gain a level of Fatigue, unless they are wearing a gas mask.



ARMOR

ARMORED DRESS PANTS/FATIGUES

These trousers are crafted from a blend of fabrics, including Kevlar, and offer minimal protection from the waste to the top of the foot. They come in various styles such as khaki, fatigue or even other types of dress pants. Given the nature of the fabric, they are only slightly heavier than non-armored pants.

ARMORED JACKET

This is a wonderful option for someone who cannot wear a Kevlar vest. The fabric of the jacket also contains Kevlar fibers, which allows it to be stylish, yet offer minimal protection.

GHILLE SUIT

This garment is all about stealth and is a staple of many hunters and snipers throughout the world. Each suit is tailored to help the wearer blend into a specific environment such as winter, desert and forest. The suit is designed to mimic normal vegetation and wearers can also add pieces of native vegetation to the suit for added realism.

Anyone wearing this suit in the proper environment gains a +2 bonus to Stealth. If the wearer moves, the bonus drops to +1.

Round	Regular Ammo	Orichalcum Ammo
.22LR	\$10.00 (50 Rounds)	1000 (50 Rounds)
.380	\$15.00 (50 Rounds)	1500 (50 Rounds)
9mm	\$15.00 (50 Rounds)	\$1500 (50 Rounds)
10mm	\$20.00 (50 Rounds)	\$2000 (50 Rounds)
.45	\$25.00 (50 Rounds)	\$2500 (50 Rounds)
.30-06	\$50.00 (50 Rounds)	\$5000 (50 Rounds)
5.56	\$30.00 (50 Rounds)	\$3000 (50 Rounds)
7.62	\$50.00 (50 Rounds)	\$5000 (50 Rounds)

NOTE: Armor with Divine Metal threads costs 10x normal cost and work against divine and normal attacks and orichalcum weapons.

HELMET WITH HEADS-UP DISPLAY (HUD)

This helmet resembles a motorcycle helmet, complete with face shield. It allows the wearer to communicate via cellular, satellite or radio frequencies and provides access to the internet via voice commands. The HUD built into the face shield displays basic atmospheric conditions, information and items from the web and information from wireless devices.

THERMAL BLACK SUIT

This body suit covers the wearer from head to toe. The eyes are covered with a specially designed set of goggles. It is designed to aid the wearer against detection in Dim/Dark areas as well as by thermal vision enhancements. It has whisper quiet internal cooling mechanisms that keep the temperature of the suit consistent with the ambient temperature of the current environment.

EQUIPMENT

BINOCULARS

Binoculars allow the user to see much farther than the human eye is typically able to do. Night vision binoculars both magnify sight and allow the user to see more clearly at night by illuminating naturally present light. However, everything appears as shades of green when viewed through the binoculars. In addition, the wearer is very susceptible to bright light, which can momentarily stun the wearer.

BUG DETECTOR

Bug detectors are used to locate miniature listening or video devices by detecting the frequencies they use to broadcast data. By turning on the detector and moving through an area, the device is able to detect these signals. The user is able to find the bug by looking at the signal strength display on the device.

This device adds +2 to Notice rolls to detect a BUG.

CHEMICAL SNIFFER

A chemical sniffer is designed to detect toxic and explosive gases in the air. The device consists of a hand unit which analyzes air samples and an attached wand or flexible hose that captures the air samples.

Name	Armor Value	Wt.	Cost	Note
Armored Dress Pants/ Fatigues	+1/+2	2	\$100	Covers legs
Armored Trenchcoat/ Topcoat/Winter Coat	+1/+2	4	\$150	
Ghille Suit	-	5	\$100	Covers torso, arms, legs; +2/+1 Stealth in proper conditions
Helmet w/ HUD Display	+3 (Head Only)	5		Covers head
Kevlar Vest	+2/+4	8	\$250	Covers torso
Kevlar Vest with Inserts	+4/+8	12	\$1000	Covers torso
Thermal Black Suit	+1/+2	4	\$750	Coverts head, torso, arms, legs; +2 Stealth in Dim/Dark Conditions

FINGERPRINT SCANNER

This device scans a person's fingerprints. This scan is compared to an existing database to establish the person's identity. When coupled with a high-quality printer capable of printing on latex, a copy of the print can be made that can fool fingerprint scanners.

LOCKPICKS

The manual lockpick set consists of one or more tension bars and various picks designed to defeat the tumblers of a lock. This is used to defeat deadbolts and other types of manual locks. The term Electronic Lockpick is really a misnomer. What this device is designed to do is to override various types of electronic controls for locks. The device consists of a handheld unit, a ribbon cable that attaches to the unit and an adapter designed to work on various types of electronic locks.

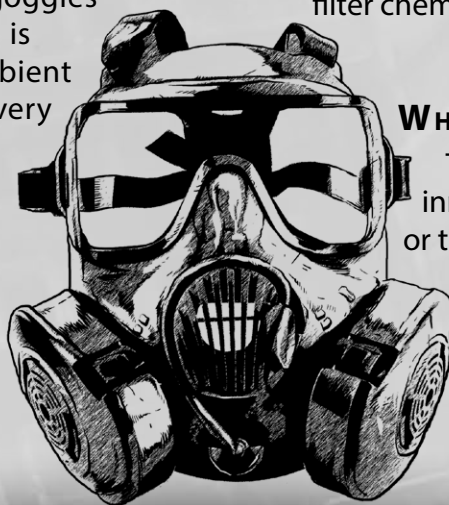
Both devices provide a +2 bonus to Intrusion

PARABOLIC MICROPHONE

A parabolic microphone is a listening device consisting of a parabolic dish with a long microphone in the center designed to capture sound many feet away. A parabolic microphone is unidirectional, so it must be pointed in the direction of the desired conversation.

NIGHT VISION GOGGLES

Night vision goggles amplify light to allow the user to see more easily at night. This can be accomplished one of two ways. Passive night vision goggles illuminate naturally present light; active night vision goggles use a light source (Infrared) which is then amplified along with any ambient light. In both cases, the wearer is very susceptible to bright light, which can momentarily stun the wearer. Additionally, everything appears as shades of green when viewed through the goggles.



SCOPE/SIGHT

The hunting scope, night vision scope, laser sight and red dot sight are four different types of optical aids for shooters. A hunting scope is a telescopic sight that magnifies a target at a great distance. This gives a shooter a greater chance to hit a target much farther away.

A night vision scope combines the utility of a hunting scope with night vision functionality. Like night vision goggles, targets appear as shades of green as the scope amplifies ambient light. A laser sight places a small red dot on a target thanks to a low power laser mounted on the weapon. The downside of a laser sight is that it is easy to trace the laser back to the user.

A red dot sight is a non-magnifying optical sight that contains a red dot within the optical sight. When a shooter looks through the site, they can train the red dot on the target for more accuracy. Unlike a laser sight, the red dot only exists within the optical sight and doesn't paint a target with a red dot. The biggest benefit of the red dot sight is quicker acquisition of targets.

SUCTION CUP CLIMBING POINT

Suction cup climbing points utilize a vacuum to seal the device to an even surface, such as a building. The seal is achieved via a button on the handle that is repeatedly pumped to achieve a vacuum seal. Once sealed, the device can support 175 lbs.

TACTICAL GAS MASK

Unlike gas masks targeted toward civilians, a tactical gas mask has a much larger face plate that allows for a better field of vision. The mask sports a canister filtration system designed to filter chemical and biological agents.

WHITE NOISE GENERATOR

This small device emits an innocuous sound, such as static or the sound of an air conditioner, which serves to mask conversations from listening devices.

ZIP TIE RESTRAINT

This double loop plastic restraint system is used by law enforcement when multiple detentions are expected, such as in a riot or

other type of mass disturbance. The cuffs have a tensile strength of over 400 pounds.

Name	Cost	Wt.	Notes
Binoculars			
Normal Magnification	\$100	2	
Night Vision	\$400	3	Negates Dim/Dark Conditions
Bug Detector	\$200	.5	
Chemical Sniffer	\$150	1.5	
Digital Camera w/ Lenses	\$800	4	
Fiberoptic Scope	\$125	1	
Fingerprint Scanner	\$150	2	
Laptop Computer	\$600	4	
Lockpick			
Manual	\$50	1	+2 to Intrusion
Electronic	\$500	3	+2 To Intrusion
Miniature Listening/Video Device (BUG)	\$100	-	
Parabolic Microphone	\$200	3	
Night Vision Goggles			
Active	\$2000	4	Negates Dim/Dark Conditions
Passive	\$1000	3	Negates Dim/Dark Conditions
Scope/Sight			
Hunting	\$200	2	+2 Shooting(Medium/ Long Range Only)
Laser Sight	\$100	.5	+1 Shooting (Close Range Only)
Night Vision	\$1000	3	+2 Shooting(Medium/ Long Range Only), Negates Dim/Dark Conditions
Red Dot Sight	\$150	.5	+1 Shooting (Close Range Only)
Suction Climbing Points	\$100	3	
Tactical Gas Mask	\$250	4	
White Noise Generator	\$50	1	
Zip Tie Restraints (100)	\$150	2	-4 Strength roll to break cuffs.

ALCHEMY

In **Olympus, Inc.**, alchemy resembles chemistry as much as it mimics magic. Therefore, it is not treated as magic, but rather as an esoteric science.

Most Alchemists are demigods, while a few are actually intelligent mythical beings such as Sphynx. To become an alchemist takes a divine bloodline, years of training and access to alchemical formulas. Formulas that allow awakened individuals to create alchemical compounds are often closely guarded secrets handed down from one practitioner to another for generations. Think of these formulas as trade secrets. This doesn't mean that one family or practitioner has cornered the market on flight or healing. Instead, it typically means the number of practitioners that can craft a certain type of effect (flight, healing, etc.) may be limited. It also

means alchemists continuously experiment and research in order to find new formulas.

It is important to note that alchemical formulas do not work on sleepers nor can sleepers create functional alchemical substances. To benefit from an alchemical substance, the user must either have a Demigod bloodline, be a Mythical Being or a Drone.

NOTE: Drones can benefit from alchemical substances, albeit much less so than demigods and mythical beings. When an alchemical substance is used by or on a drone, the effect is halved (rounded up).

ALCHEMICAL COMPOUNDS

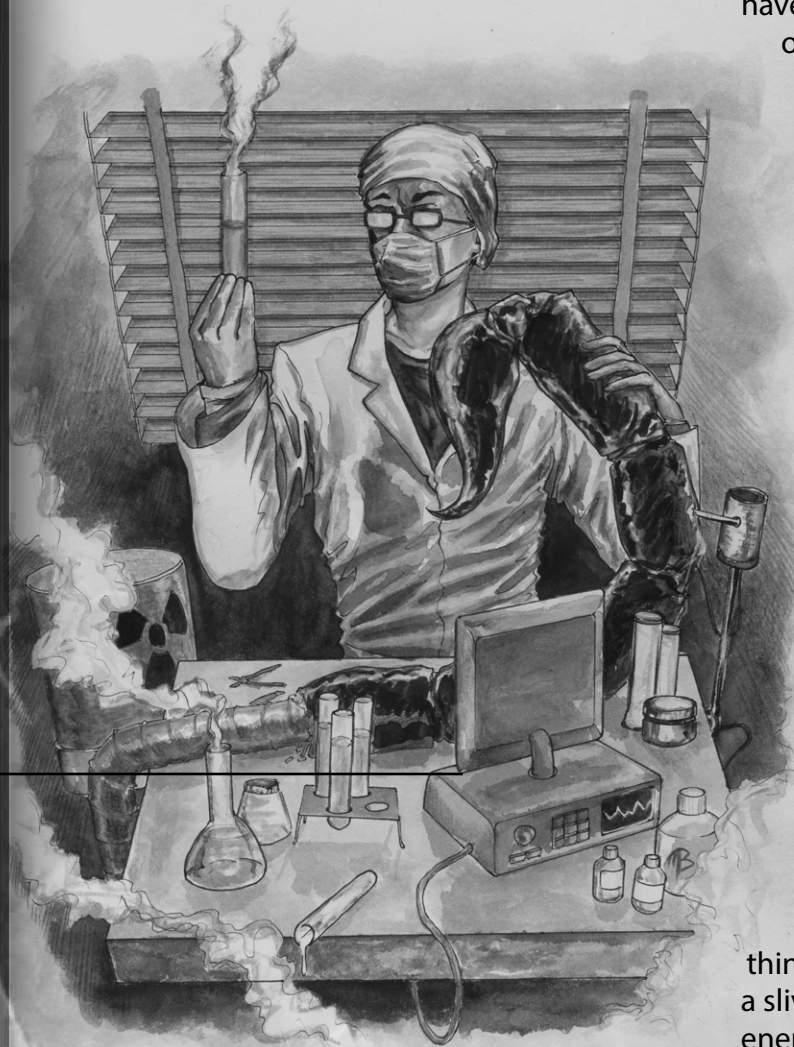
Modern alchemical compounds have become all the rage for demigods and some mythical beings. Not every demigod can fly, go berserk or see like an eagle, but they might like to. This means that demigods and other mythical beings have turned to alchemy to give them a boost on the battlefield or in the minefield of social interaction.

What is possible through alchemy is limited only by the alchemist's skill and the formulas he possesses. There are three ways to introduce alchemical compounds into the body: injection, ingestion or inhalation. When purchasing an alchemical substance, specify how you will take the compound.

Slosi

For centuries, people have been fascinated with places that filled them with either a sense of reverence or dread. The same is true of strangely beautiful or eerily disturbing objects. These places and objects elicit a deep emotional response. However, sleepers have no idea why they feel this way. The reason is because many of these objects and places are filled with divine power.

Objects and places filled with divine power are called slosi in Logos, meaning locked thing. They are called this because they contain a sliver of divine energy locked inside them. This energy was placed there either by an Olympian



Name	Cost	Duration	Notes
Berserk	\$500	4 Rounds	As per <i>berserker</i> power (Self-Only)
Eagle Eyes	\$200	1 Minute	As per <i>eyes of the eagle</i>
Hard As Nails	\$200	10 Rounds	As <i>Nerves of Steel</i>
Healing	\$500	Instant	Removes 1 wound
Liquid O	\$300	10 Rounds	Weapon acts as if it as made of orichalcum. Poured onto the blade
Polyglot	\$100	10 Minutes	As <i>gift of tongues</i>
Shout	\$400	4 Rounds	As <i>battlecry</i>
Silence	\$200	1 minute	Coated object makes no sound
Resemblance	\$500	1 minute	As per <i>lookalike</i>
Synthetic Ambrosia	\$100	Instant	Cures Poison/ Disease
Synthetic Nectar	\$100	Instant	Negate Shaken/one level of Fatigue
Trait Boost			
Agility	\$300	4 Rounds	Adds +1 die type
Fighting	\$300	4 Rounds	Adds +1 die type
Shooting	\$300	4 Rounds	Adds +1 die type
Smarts	\$300	4 Rounds	Adds +1 die type
Spirit	\$300	4 Rounds	Adds +1 die type
Strength	\$300	4 Rounds	Adds +1 die type
Vigor	\$300	4 Rounds	Adds +1 die type

prior to their fall or as a result of a major tragedy or triumph that marks a particular place or object. Some slosi are well known, like the Shield of Achilles, while others have been lost or hidden away. It was even rumored that the famous Greek inventor Daedalus had discovered a way to create slosi, but that knowledge is thought to have been lost.

Given the power that some of these slosi contain, it is no wonder that forces loyal to the Olympians and the Titans actively seek them out. For centuries, demigods and IMBs hunted objects and places based on folklore and myth. One of the best historical examples is the Ahnenerbe during WWII. Under the supervision of Heinrich Himmler, a sphinx, the Ahnenerbe sought out rumored artifacts of power for the Nazi Party in hopes of capturing slosi. However, their efforts were hit and miss. Sometimes the local legends were true, but more often a place or an object of reputed power was proven to be inert. The Ahnenerbe was successful enough to cause the Olympians to form the Delphi Group.

The quest to find and secure slosi continues to this day. Delphi has a division dedicated to finding and securing slosi. Titan aligned corporations use their work in older, less developed parts of the world to discover and secure slosi as well. While the job of finding slosi is typically given to Delphi, some Olympian corporations have also been known to ferret out slosi that might be deemed sacred to their founding Olympian or simply useful to their own plans. The slosi is one tool the Olympians plan to use as they gather resources in the hopes of returning to Mt. Olympus and recapturing their former glory.

Slosi objects have different abilities; places are often power wells used to augment powers or alchemical creations. The level of power an item or place has is relative to its age and the energy invested in it. For example, an ancient holy place might be a powerful slosi due to the energy worshipers might have inadvertently invested in the site over hundreds or thousands of years.

Contrast with that bayonet of a World War I soldier that had been involved in intense trench combat and the power of that bayonet might be minimal. However, any weapon that is a slosi is considered to be made of divine metal for the purpose of harming creatures only affected by that substance.

SAMPLE SLOSI

Mahabodhi Tree, Bodh Gaya, India

The Mahabodhi tree in India is sacred to Buddhists, who have revered this tree since around 500 BCE. The tree attracts Buddhists and non-Buddhists alike who are drawn to the incredible beauty and serenity that emanates from the space. The tree is guarded by awakened monks and under remote surveillance by Delphi.

Mechanics: Any alchemical substance created under the tree has a duration measured in days instead of rounds or minutes. In addition, alchemical healing substances created here have the ability to cure any disease or illness of the mind, regardless if the source of the illness or madness is mundane or not. Jewelry or other items crafted from the wood of the tree give the wearer Resistance to Poison [5] and Regeneration [2].

Durendal, Sword of Roland

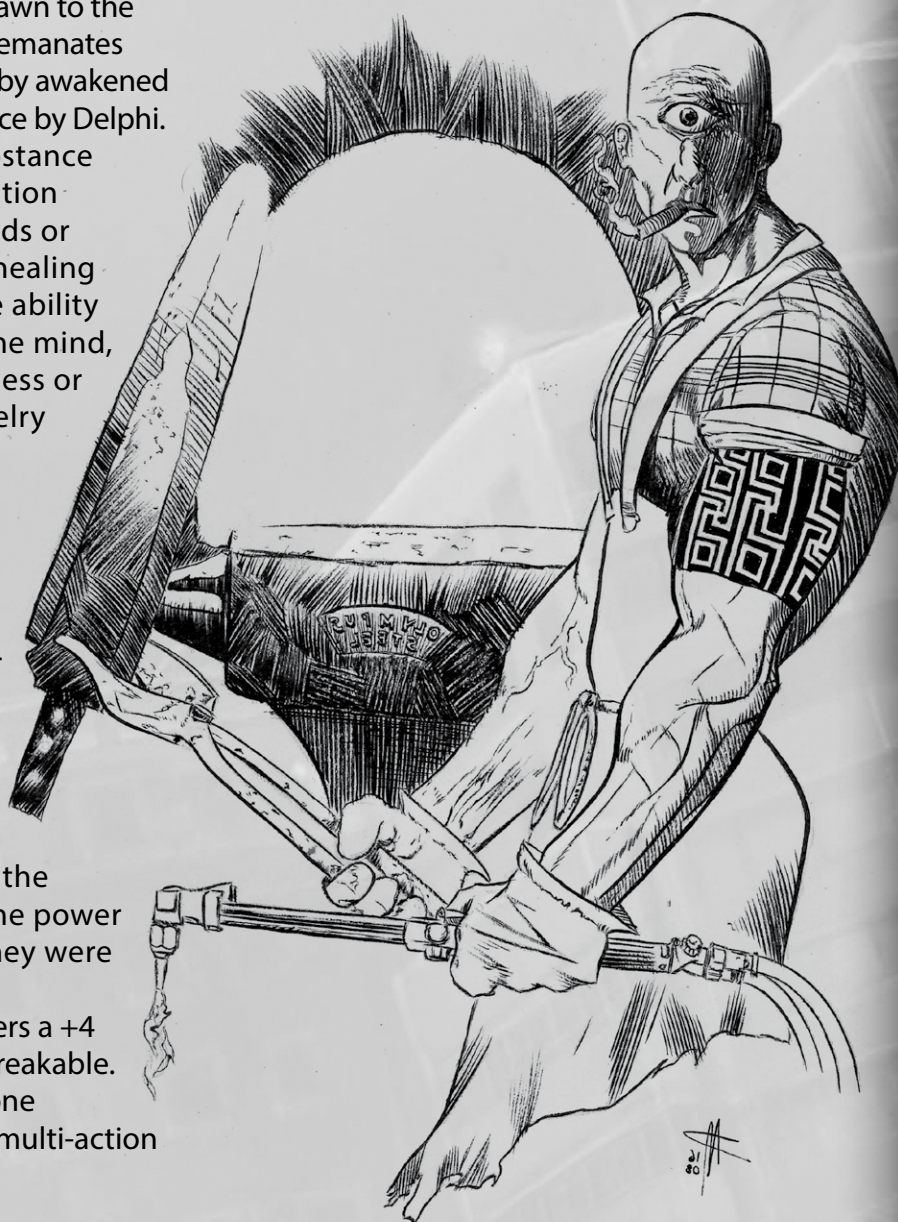
This is the Sword of Roland, a knight in the service of Charlemagne. The sword was purportedly given to Roland by an angel and has some amazing properties. Legends say the sword is indestructible and has the power to cleave through enemies like they were made of butter.

Mechanics: The long sword confers a +4 bonus to damage, AP 6, and is unbreakable. In addition, the sword also grants one extra action without incurring any multi-action penalties and Danger Sense.

ORICHALCUM

BRIEF HISTORY

The word "orichalcum" derives from the ancient Logos word "*orèichalkos*" meaning "bronze of the mount (Olympus)". It was the metal used by Hephaestus to create weapons for the gods and their heroes. Only Hephaestus and his assistants, the cyclopes, knew how to create orichalcum and have kept this a closely guarded secret to this day.



Sleepers cannot tell orichalcum from ordinary bronze. Demigods can recognize the blue flaming aura it radiates when it is inspected using Divine Sight.

OBTAINING ORICHALCUM

What makes orichalcum such a unique metal is the process necessary to create it. It is created when pure forms of two or more precious metals such as gold, silver, or titanium are mixed with the ichor of a mythical creature, like a hydra or sphinx, in a process not much different from how steel is made in the modern age. Ichor from any mythical creature can be used to smelt orichalcum. However, It is rumored that the orichalcum in the legendary weapons crafted by Hephaestus utilized ichor from the most rare and powerful mythical creatures that inhabited the earth.

UNIQUE PROPERTIES

Orichalcum has many interesting properties. It is strong, doesn't rust, and causes normal damage to enemies with a divine constitution. It has two drawbacks: it is very rare and smelting it is a very difficult process that only Cyclospawns can perform.

While the Cyclospawn, descendants of the original cyclopes, continue to craft items from orichalcum based on the knowledge passed down by their ancestors, it is not uncommon for horrific accidents, such as massive explosions, to occur as the orichalcum is refined. It is for these reasons that weapons crafted from this divine metal are rare and highly sought after.

Traditionally, was used to forge melee weapons and arrow heads. However, the rise of guns has led to the creation of ammunition for firearms made from orichalcum. Given the rarity of it, weapons and ammunition created from this divine metal are extremely expensive. Orichalcum hand weapons are worth 10 times more than their mundane counterparts.





NPC TEMPLATES

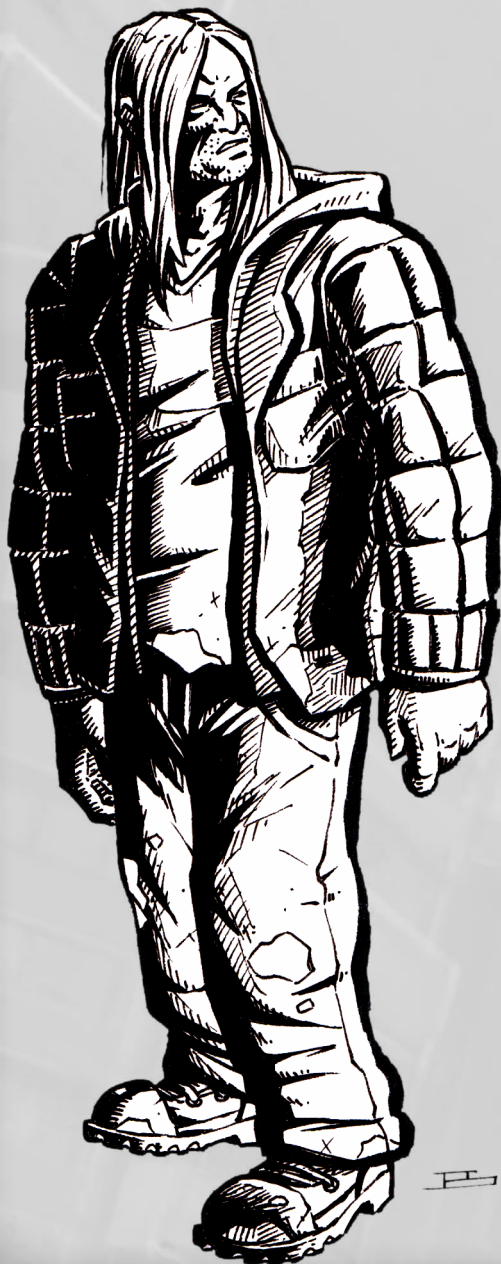
BEAT COP

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d4

Skills: Driving d6, Fighting d6, Knowledge (Law) d4, Notice d6, Persuasion d4, Shooting d6, Streetwise d6

Pace: 6; **Parry:** 5; **Toughness:** 6/8 (2/4)

Gear: Barracuda B-10 (12/24/48, 2d6+1, ROF 1, Semi-Auto), pump action shotgun (in car), 12/24/48, 1-3d6, ROF 1), Stun Gun (2/4/6, ROF1, Target Fatigued+Vigor -2 or shaken 1d4 rounds), collapsible baton (Str+4), Kevlar vest (torso +2/+4), metal handcuffs, radio



CON MAN

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4, Gambling d8, Investigation d6, Knowledge (Psychology) d6, Intrusion d4, Persuasion d8, Stealth d6, Streetwise d6

Pace: 6; **Parry:** 4; **Toughness:** 4

Gear: None

CAT BURGLAR

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Climbing d6, Fighting d4, Intrusion d8, Investigation d6, Notice d8, Repair d4, Stealth d8, Streetwise d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Climbing gear, Electronic Lockpicks, Lockpicks

DETECTIVE

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Fighting d6, Intimidation d6, Investigation d8, Knowledge (Law) d6, Notice d8, Persuasion d6, Shooting d6, Streetwise d6

Pace: 6; **Parry:** 5; **Toughness:** 6/8 (2/4)

Gear: Barracuda B-10 (12/24/48, 2d6+1, ROF 1, Semi-Auto), pump action shotgun (in car) (12/24/48, 1-3d6, ROF 1), Kevlar vest (torso +2/+4), metal handcuffs, radio

EMT/PARAMEDIC

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Driving d6, Healing d6, Knowledge (Medicine) d6, Notice d6, Streetwise d4

Pace: 6; **Parry:** 2; **Toughness:** 5

Gear: Field medical kit (+2 Healing)

GANG MEMBER

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d4

Skills: Fighting d6, Intimidation d6, Notice d4,

Shooting d4, Streetwise d6, Taunt d6
Pace:6; **Parry:**5; **Toughness:** 5
Gear: 9mm Pistol (12/24/48, 2d6, ROF 1, Semi-Auto), switchblade (Str+d4)

MUSCLE/ENFORCER/BODY GUARD

Attributes: Agility d6, Smarts d4, Spiritd4, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8

PRIVATE DETECTIVE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d4, Fighting d6, Intimidate or Persuasion d4, Intrusion d4, Investigation d8, Notice d6, Shooting d6, Streetwise d8
Pace: 6; **Parry:** 5; **Toughness:** 5/7
Gear: Ares Armory AAH-15 (Range 12/24/48, Damage 2d6, ROF1, Semi-Auto Laser Sight [+2 Shooting at close range]), Armored Vest (+2/+4) Lockpicks (Standard and Electronic)

SWAT/ MILITARY

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation d4, Notice d8, Shooting d8, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 10/14 (4/8)
Gear: Ares Armory AAH-15 (12/24/48, 2d6, ROF 1, Semi-Auto, Laser Sight [+2 Shooting at close range]), Starbrite Arms M-237 (24/48/96, 2d8, ROF 3, 3RB, Auto, AP 2), helmet with HUD visor (head +4), armored vest w/ plates(torso +4/+8), radio

WHEELMAN/CAR THIEF

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6
Skills: Driving d8, Fighting d4, Knowledge (Cars) d6, Notice d6, Repair d6, Shooting d4, Stealth d6, Streetwise d6
Pace:6; **Parry:** 4; **Toughness:** 5

Gear: "Slim Jim"

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Ares Armory AAH-15 (12/24/48, 2d6, ROF 1, Semi-Auto, Laser Sight [+2 Shooting at close range]), brass knuckles (Str+d4, attacker is still unarmed), short range radio w/ ear piece



CAST OF CHARACTERS

COUNCILMAN BILL DULCET

Bill is the opposite of most career politicians. He's honest and actually cares deeply about his constituents. Truth be told, Bill actually hates his job. Why has this 34-year old son of a mechanic father and teacher mother served as a councilman for nearly ten years? It is simple: he wants to help others.

When he was a boy, he dreamt of being a doctor or a priest. As he got older, he realized he had a talent for negotiation and the ability to talk to anyone. He parleyed his talents first into a seat on the local school board and then onto the city council. Most people love Bill. Those that don't like him at least respect him for his passionate dedication to the people of the city. Many have said he has a good shot at becoming the city's next mayor. Then, it is on to congress.

Despite being a sleeper, Councilman Dulcet knows something is amiss in his city. He is willing to help those heroes that offer to help the citizens of his city, but will be a staunch opponent of anyone who brings mayhem to his town.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d6, Knowledge (Politics) d6, Notice d6, Persuasion d8+2, Repair d6, Shooting d4, Streetwise d4+2

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Languages: English, Spanish, German

Hindrances: Duty (Minor), Vow (Minor): Help the less fortunate

Edges: Charismatic

Gear: Cell phone, leather messenger bag, various moderately priced suits and ties

ORLANDO JONES-CLUB OWNER-CONCENTRIX

Anyone who travels with the movers and shakers in the city knows Concentrix and its owner, Orlando Jones. Concentrix is the place to be seen and Orlando knows everyone who matters. In reality, Orlando is an urban nymph (Ecyad) tied to the club. He runs the club like his own personal kingdom welcoming sleepers and the awakened alike.

Since he never leaves and seldom seems to sleep, he is a fount of information about the upper echelons of city society and its dirty underbelly. He knows where the bodies are buried both figuratively and literally. Need something to pick you up or help you forget your troubles? You can probably find it (both the magical and mundane kinds) at Concentrix.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d6, Knowledge (Alchemy) d6, Knowledge (Slosi) d6, Notice d8, Persuasion d8, Shooting d6, Stealth d10, Streetwise d10

Charisma: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Languages: English, French, German, Logos, Spanish, Russian

Hindrances: Carousing (Minor), Center of Attention (Minor), Nymphomaniac (Major)

Edges: Connections: Local Crime Family

Gear: Derringer (5/10/20, 2d6+1, ROF 1, Shots 2), Alchemical Compounds (Healing [Ingested], Trait Boost-Spirit [Ingested]), Stylish Club Attire

Special Abilities:

- **Beast Bond:** Urban nymphs have an incredible connection to the wildlife around them. They may spend their own Bennies for any animals under their control.
- **Beast Master:** Since they are a child of nature, animals feel connected to urban nymphs and will not attack them unless attacked or angered.
- **Beauty Slave:** An urban nymph's beauty is such that every member of the opposite sex would gladly do anything for her. This ability can be used twice a day and works

on a single target at Spirit distance from the nymph. The nymph and her chosen target make opposed Spirit + Charisma rolls. If the nymph wins, the target is under her total control for one hour. If ordered to do so, the victim will attack friends and even commit acts against his nature, though such acts allow the victim another opposed Spirit + Charisma roll to regain control. When facing numerous opponents, the nymph uses her beauty slave to fend off attackers until she can escape.

- **Divine Constitution.** Non-orichalcum weapons and ammunition do only half damage against urban nymphs. In addition, urban nymphs are immune to damaging effects caused by mundane means while in their divine form such as mundane diseases and poisons.
- **Divine Ingredient Source:** Skilled alchemists can pick precious samples of an urban nymph's eyelashes, which is an essential ingredient of charisma-enhancing alchemical compounds. A successful Knowledge (Alchemy) roll provides enough for 2d4 doses.
- **Divine Merging:** An urban nymph can physically merge with her sacred focus. During this time, she heals completely in one hour, can hear or see everything within 100 yards, and can't be harmed unless the sacred focus itself is harmed. If she's taken more than 10 miles away from her sacred focus, she must make a Vigor roll each round or die. She can also force a beauty slave to merge with her sacred focus; the target can make a Spirit roll to resist, but failing that, he will be dragged into it. Merged victims live as long as the sacred focus does, remain forever under the beauty slave effect, and can be freed only if the urban nymph wishes so. Should the sacred focus be destroyed, all beauty slaves inside perish.
- **Sacred Focus: Concentrixs:** Every Nymph is associated with a sacred focus that represents her mortal essence. Serious damage dealt to her sacred focus or to her area of influence (breaking a building's door, littering a road, dirtying a monument) truly bothers the

nymph. Total destruction of that area or sacred focus kills her outright.

- **Supernatural Beauty:** Anyone seeing an urban nymph for the first time must make a Spirit roll at -2. Failure means he or she will see the Nymph as a friend, will never do her any harm without a good reason, and will defend her to the best of his or her ability. The urban nymph automatically gains The Drop on the affected target if forced to attack.
- **Urban Defenders:** As a full round action, an urban nymph can call 2d4+2 indigenous animals to come to her aid. These animals understand basic commands such as attach, guard, etc. Additionally, once per day the urban nymph can summon either an Earth or Air Elemental to fight by their side. This ability also works while the urban nymph is merged with her sacred focus.
- **Urban Master:** Urban nymphs gain a +2 bonus to Notice, Streetwise, and Stealth while within 1/4 mile of their sacred focus.

CASSIE STAR-MUSICAL SUPERSTAR

Cassie Star is a pop sensation with a magical story. When she was only 3, both her parents died in a car accident. Her mother and father were only children, so she had no uncles and aunts. Since both sets of grandparents were also deceased, she went into the foster system where she languished.

At the age of 14, she tried out for the first season of a network television show that was trying to find the next great thing. Her melodious voice and amazing stage presence wowed the judges and eventually propelled her to win the grand prize: a recording contract and \$100,000. Now 18, she is one of the most popular and beloved entertainers on the planet.

However, it is all a lie. Cassie is actually a siren. She isn't actually 18, but 125 years old. For decades, she has earned regional accolades as a singer and actor. She has slipped in and out of personas for years like an old shoe. However, Cassie spends as much time as possible in the city. She's even been known to perform sets at

Concentrix without any advanced warning. Her life is all about the music and she has little use for much else.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Perform (Singing) d10, Persuasion d10, Shooting d4, Stealth d6

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Center of Attention (Minor), Daydreamer (Major), Impulsive (Minor)

Edges: Command, Command Presence, Fervor, Leader of Men, Natural Leader

Languages: Chinese, English, Greek, Logos, Russian,

Gear: Alchemical Compounds (Healing [injection], Resemblance [Inhalation]), Rhinestone-Studded Microphone, Various Fashionable Clothing.

Special Abilities:

- **Air/Sound Immunity [D]:** Neo-Sirens ignore attacks and effects involving air or sound while in their divine form.
- **Divine Constitution [D].** Non-orichalcum weapons and ammunition do only half damage against neo-sirens. In addition, neo-sirens are immune to damaging effects caused by mundane means while in their divine form such as mundane diseases and poisons.
- **Divine Ingredient Source:** Skilled alchemists can pick precious samples of a neo-siren's feather wings, which is an essential ingredient in flight-inducing alchemical compounds. A successful Knowledge (Alchemy) roll produces enough to make 1d6 doses.
- **Fatal Attraction:** When she performs, a neo-siren may choose to activate this ability. All creatures (other than neo-sirens) within 300 feet may be affected. Targets must make an opposed Spirit + Charisma roll against the neo-siren's Perform + Charisma. Targets that succeed cannot be affected by the same neo-siren's performance for 24 hours.
- Any targets that fail the roll can do nothing else but move toward the

neo-siren. Once a victim is within 5 feet of the neo-siren, he stands there and offers no resistance. Each time the victim is Shaken or Wounded, he can attempt to break free of the neo-siren's control by making an opposed Spirit + Charisma roll at +2. Otherwise, the effect continues for as long as the neo-siren performs. If the victim is not able to experience the performance of the neo-siren due to a physical impairment, he is immune. However, if he simply covers his eyes and ears, the victim is at +4 to resist the effects.

- **Flight [D]:** Neo-Sirens fly at a rate of 12" with a Climb of 6.
- **Followers:** Due to their powerful charisma, neo-sirens are usually escorted by 1d4+2 followers ready to do anything to protect their master. At the GM's discretion, they could be sleepers, demigods, or IMBs.
- **Shapeshifter:** Neo-Sirens can shift between human [H] and divine [D] form.



ERIC BLADE-MODEL/DSCENDENT OF APHRODITE

Eric had always been quite the physical specimen. He's never been much of an athlete, but is a fitness buff obsessed about his appearance. His parents often worried that he might be stuck flipping burgers since his talents didn't lie with academic pursuits.

When he was 16, Eric was walking to the subway late one night from his job at a record store when three men jumped out of the shadows and surrounded him. They all wore heavy coats and ski masks, which wasn't too out of place in the bitter January cold. One held a baseball bat, another a wicked looking knife, while the last held a huge, rusty pipe wrench. Upon learning they didn't like pretty boys and were going to mess up his pretty face, Eric felt a strange warmth emanate from his toes and explode out of the top of his head.

When his vision cleared, Eric saw each man sprawled on the sidewalk. Their limbs were bent in impossible angles and their faces were all horribly disfigured as if they were each some sort of grotesque impressionistic painting. From that moment on, people began to notice Eric. His parents said he had finally grown into his own skin. He quickly landed a modeling contract with one of the biggest firms in the city and is often seen in runway shows in the fashion district both in the city and abroad.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Fashion) d6, Notice d4, Persuasion d8, Shooting d4, Stealth d6

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Languages: English, Logos

Hindrances: Center of Attention (Minor), Overconfident, Vain

Edges: Arcane Background (Venusian Paragon), Power Points, Rich

Powers: Beauty [2], Divine Attribute: Vigor [1], Divine Sight [-], Emotion Control [8], Painful Caress [9]

Gear: Barracuda B-10 w/ Laser Sight (Range 12/24/48, Damage 2d6+1, ROF1, Semi-

Auto, Laser Sight [+2 Shooting at close range]), Orichalcum Automatic Knife (Str+d4), Fashionable Armored Top Coat (+1/+2), Alchemical Compounds (Resemblance [Ingested]), Trait Boost: Shooting x2 [Injected]), Fashionable Clothing

DR. KIMBERLY BENNET- DISGRACED ER PHYSICIAN- DRONE

Dr. Kimberly Bennet was a rising star in the field of emergency medicine. She had a compassionate demeanor and skillful hands that quickly earned the respect of anyone that met her. She seemed to thrive in the pressure cooker that is a major trauma center. She was always upbeat and ready to go.

Kim had a dark secret. The sights, smells, and relentless pace of the Emergency Department began to eat away at her. It became harder and harder for her to keep pace with the chaos around her, so she turned to science for a little help. When caffeine no longer did the trick, she turned to speed and other forms of uppers to keep her in the game. Soon, "better living through chemistry" became her mantra as she ingested whatever would help her get through the day. Her world came crashing down when she was drug tested following a rather nasty injury involving a scalpel and her left pointer finger.

After she was fired and lost her medical license, she tumbled deeper and deeper down the rabbit hole until meeting a man who promised to give her a high like she'd never felt. It was then she was introduced to the sweet neo-ambrosia that turned her into a drone. Although the creature that first addicted her is long since dead, Dr. Bennet still has a hunger for the divine food. She has cleaned herself up and now offers her services to folks that avoid the prying eyes of the traditional medical system. She treats both mundane and divine clients with little to no regard of what they are or what side they are on, provided they pay her in cash.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Driving d4, Fighting d4, Healing d10+2, Intimidation d6, Investigation d8, Knowledge (Medicine) d8

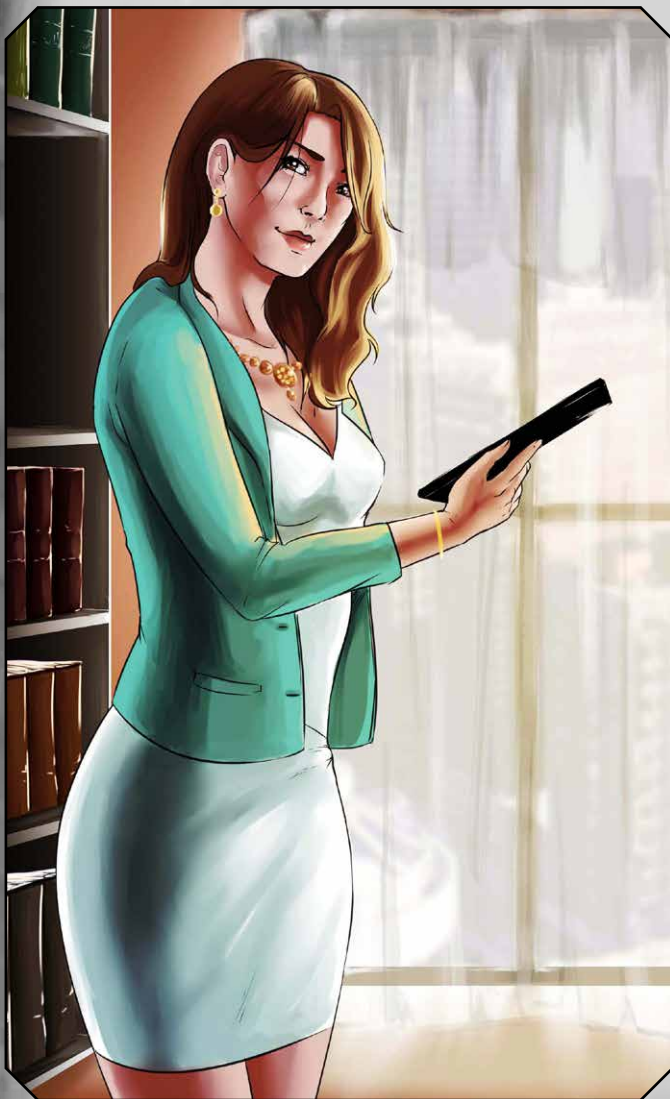
Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Languages: English, Latin, Logos, Spanish

Hindrances: Code of Honor, Habit (Synthetic Ambrosia/Nectar) (Minor), Outsider (shunned by the medical community)

Edges: Healer

Gear: Orichalcum Combat Knife (Str+d4), Armored Long Coat (+1/+2), Alchemical Compounds (Healing [Injected], Synthetic Ambrosia x4 [Ingested], Synthetic Nectar x4 [Ingested]), Field Medic Kit (+2 to Healing Rolls)



ANTON GAITHER-COMPUTER HACKER/PROTEAN/GHOST

Anton "Ant" Gaither is a non-descript 20 year old man with faint traces of his Pacific Islander and Native American ancestry etched onto his features. Ant is the type of person who feels more at home online than in reality. As a young teen, he devoured every scrap of information he could get his hands on pertaining to computer programming, the internet and hacking. By the age of 16, Ant was one of the best hackers in the world. However, Ant had made enemies. On a cold December morning, just after his 17th birthday, one of them came calling.

He heard the door to his tiny apartment explode off of its hinges. Before he could react, three men entered the single bedroom that he had converted into a technological wonderland and yanked Ant out of his desk chair, where he had been dosing. Each man wore a ski mask and brandished a small, wicked looking sub-machine gun. The one that spoke to him had a thick German accent. Apparently, Ant had recently stolen some sensitive data from his employer and he wanted it back. The speaker emphasized the urgency of his request by sticking the muzzle of his gun in Anton's face.

Anton's mind snapped. Reality became a bit too real. He lost the feeling in his feet, then his legs and so on up his body until he passed out. When he awoke, all three men lay on the ground around him. Their clothing and bodies appear scorched as if each one of them was struck by lightning. However, he was unscathed. Now, Ant uses his talents for the highest bidder, either sleeper or divine. He is especially drawn to the tough missions.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d6, Hacking d10, Intrusion d8, Notice d6, Repair d6, Shooting d6

Charisma: -; **Pace:** 6; **Parry:** 4 **Toughness:** 5

Languages: All (see special abilities)

Hindrances: Overconfident, Quirk (Shy), Stubborn

Edges: I Like You Best, Power Points

Powers: Divine Attribute: Smarts [1], Divine Sight[-], Gift of Tongues [1], Lightning [6], Object Knowledge [2]

Gear: Phobos Arms Sliver Gun (Range 5/10/20, Damage 2d8, ROF1, Semi-Auto, AP3 [Only against Non-Rigid Material], -2 notice to hear weapon fire), Orichalcum Knife (Str+d4), Alchemical Compounds (Berserk [Inhaled], Resemblance [Ingested], Trait Boost-Shooting [Inhaled]), Bug Sweeper, Electronic Lockpick, High-End Laptop Computer

ALEXANDER BOZIC-ALCHEMIST/ PROTEAN

To the untrained eye, Alex looks like just another chemist in a small research firm trying to synthesize the next wonder drug. In his small lab, there are beakers, Bunsen burners, and glass piping everywhere. However, the strange body parts wrapped up in the large freezer point to the fact that Alex is something more than just a simple chemist. Alexander Bozic is an alchemist. In fact, he is the latest in a line of Bozics that have taken up the practice of alchemy stretching back over eight hundred years.

Alexander is one of the better alchemists in the city with a wide array of formulas to draw from, thanks in part to his lineage. However, he continues to seek out and create new formulas. It is the desire to find and create new alchemical items that truly drives him. He does have some scruples. For example, he won't create compounds that have a harmful effect.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Healing d6, Investigation d6, Knowledge (Alchemy) d10+2, Knowledge (Chemistry) d8+2, Notice d8, Shooting d6, Throwing d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 5

Languages: English, German, Latin, Logos, Russian

Hindrances: Bad Eyes [Minor], Code of Honor, Tragic Doom [Minor]

Edges: Alchemist, Alchemical Lore x2, Scholar

Powers: Alchemical Formulas (Healing, Polyglot, Resemblance, Shout), Divine Attribute (Smarts) [2], Divine Sight[-], Immunity to Poison and Disease [3]

Gear: Pilum C-12 Shotgun (Range 12/24/48, Damage 1-3d6, ROF 3, 3RB, Auto), Orichalcum Sword Cane (Str+d4), Alchemical Compounds (Healing x2 [Injection], Polyglot [Ingested], Resemblance [Ingested], Shout [Inhaled]), Alchemy Lab, Portable Alchemy Kit

PETE HARRIS-DELPHI-PARAGON OF ARES

To most people, Pete Harris screams ex-military. His close-cropped salt and pepper hair and muscular physique hint at his stint in the military, first as an infantryman and later as a Special Forces operator in the US Army. It wasn't hard for him to make the transition into the NSA doing counterinsurgency and strike team work.

When Delphi learned Pete was a Paragon of Ares, they quickly recruited him. Although he does manage a couple of strike teams and gets out in the field from time to time, he spends most of his time training new and current agents. He hates desk work, but his knees aren't what they used to be after jumping out of multiple aircrafts.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d4, Fighting d12, Healing d4, Intrusion d6, Intimidation d6, Notice d8, Shooting d8, Stealth d8, Survival d4, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 11; **Toughness:** 7

Languages: English, Logos, Russian

Hindrances: Cautious (Minor), Duty (Major)

Edges: Arcane Background (Martial Paragon), Brawny, First Strike, Martial Artist, Nerves of Steel, Power Points, Steady Hands, Sweep

Powers: Child of Ares [4], Divine Attribute: (Strength) [2], Divine Attribute: (Vigor) [2], Divine Sight [-], Gifted Combatant [4], One with the Battlefield [3], Weapon of War (Electric) [5]

Gear: Ares Armory AAH-15 (Range 12/24/48,

Damage 2d6, ROF1, Semi-Auto Laser Sight [+2 Shooting at close range]), Starbrite Arms M-237A (Range 24/48/96, Damage 2d8, ROF3, 3RB, Auto, AP 2), Orichalcum Tactical Sword (Str+d6), Helmet with HUD visor (+4-Head Only), Armored Vest w/ Plates(+4/+8), Alchemical Compounds (Eagle Eyes [ingested], Healing x3 [injected], Shout [inhaled])

ELIZA DENTON-DELPHI-PROTEAN

Eliza Denton is a bit of a misnomer in the halls of Delphi. Whereas most of the non-military employees of Delphi have no government service, Eliza spent several years with the Central Intelligence Agency prior to her awakening. She began her career with the CIA as a field operative prior to moving into a supervisory role. Now in her early thirties, she finds herself working for the spy agency of the Olympians.

Eliza's appearance and strange accent, a product of speaking multiple languages, makes many people uncertain of her nationality. This is a wonderful gift for any field agent that she makes great use of at Delphi. Although she was a supervisor at the CIA, she has moved back into the field both as a field operative and occasionally as a Freelance Team leader. Eliza Denton is a Protean whose gifts further complement her career path.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Intrusion d8, Investigation d6, Persuasion d8, Shooting d10, Stealth d6, Notice d6, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Languages: Arabic, Chinese (Mandarin, Cantonese), English, French, German, Logos, Russian, Spanish

Hindrances: Duty (Major), Loyal, Quirk (hates to use alchemical compounds)

Edges: Arcane Background (Protean), Linguist, Power Points

Powers: Danger Sense [2], Divine Attribute (Agility) [1], Divine Sight [-], Lookalike [4], Object Knowledge [2], Shooting Mastery [1]

Gear: RA VRS-22SN (Range 30/60/120,

Damage 2d8, ROF3, 3RB/Auto, AP 2, Bipod [+1 shooting when prone]), Starbrite PM-33 (Range 12/24/48, Damage 2d6, ROF 3, AP 2, Semiauto/3RB/Auto) Collapsible Orichalcum Baton (Str+d4), Stun Grenade x2, Armored Vest w/ Inserts (+4/+8)

ANTON DEVEREAUX-SHADOW-PARAGON OF HERMES

Anton Devereaux is a slight build man about 5 1/2 feet tall. His slicked back hair and fascination with track suits and thick gold necklaces gives him a greasy appearance that makes you think there's something shifty about him each time you see him.

Anton was young when both of his parents were murdered in a robbery gone bad. Since he had no family and no desire to enter the foster system, he was forced to live on the street, where he was quickly introduced to a life of crime. He began his career as a runner for a small gang and eventually graduated to selling drugs. Anton got out of the drug business and moved into arms trade. He started running guns for local gangs and graduated to selling arms to Freedom Fighters and other International groups. Now he is the go-to guy in the city for anything illegal or hard to find; whether it is weapons or information.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Intrusion d6, Notice d6, Shooting d6, Stealth d8+2, Streetwise d10, Survival d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Languages: Arabic, English, Logos, Spanish

Hindrances: Greedy (Minor), Quarrelsome, Tragic Doom (Minor)

Edges: Arcane Background (Mercurian Paragon), Connections: US Army, Power Points

Powers: Divine Attribute: Agility [1], Divine Attribute: Smarts [1], Divine Sight [-], Dumb Luck [3], Like a Whisper [3], Lookalike [4], See the Unseen [5], Universal Traveler [3]

Gear: Ares Armory AAH-15 (Range 12/24/48, Damage 2d6, ROF1, Semi-Auto Laser Sight [+2 Shooting at close range]), Orichalcum

Automatic Knife (Str+d4), Armored Trenchcoat (+1/+2), Alchemical Compounds (Polyglot [Ingested], Trait Boost-Shooting [Ingested])

PREIS MANUS-FREELANCE SPARTUS

While most sparti find themselves in the service of one of the Titan corporations, Preis has always loved his freedom. He loves the thrill of the underground fight scene and often dons his mundane form in order to mix it up with sleepers. However, the real fun comes from entering the ring with other IMBs or demigods.

While Preis loves the underground fight scene, he also enjoys hiring himself out as muscle to whoever needs his services. However, he is careful about the clients he chooses and will never take a long term contract.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidation d6, Notice d6, Shooting d8, Survival d4

Charisma: -; **Pace:** 6; **Parry:** 8; **Toughness:** 11

Languages: English, Logos

Hindrances: Code of Honor, Overconfident

Edges: Brawny, Improved Frenzy, Martial Artist

Gear: Normal Clothes

Special Abilities:

- **Bite/Claw/Tail [D]:** Str+d8 (Earth)
- **Brawny[D&H]:**-Neo-Sparti are big and tough. They are able to carry 5x more and also gain a +1 to their toughness.
- **Divine Constitution [D].** Non-orichalcum weapons and ammunition do only half damage against neo-sparti. In addition, neo-sparti are immune to damaging effects caused by mundane means while in their divine form such as mundane disease and poison.
- **Divine Ingredient Source:** Neo-Sparti blood is an essential ingredient of alchemical compounds that focus on curing disease or regenerating lost or damaged limbs. A successful Knowledge (Alchemy) roll provides 1d6 doses of the regenerative ingredient.

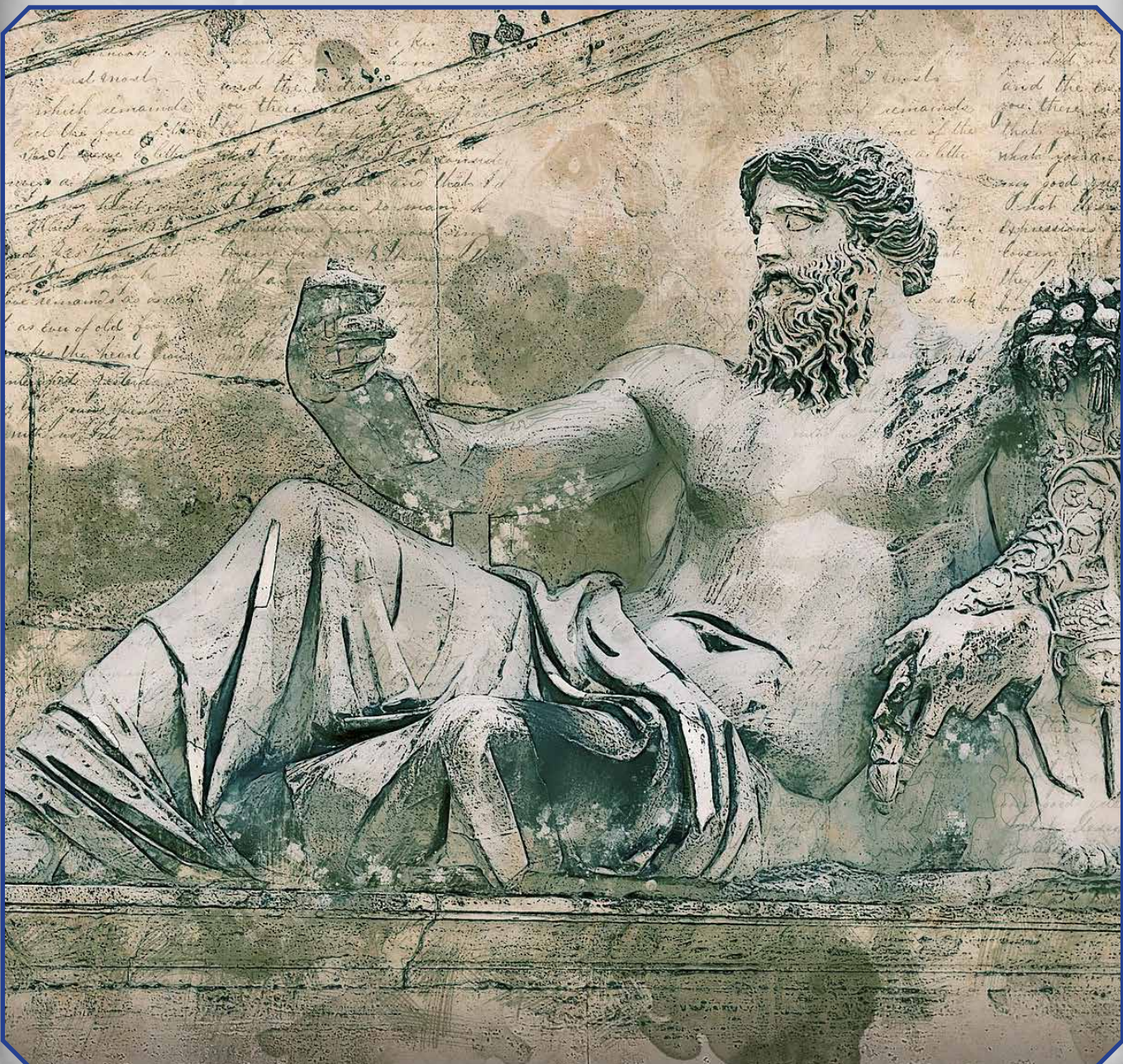
- **Dragon Hide[D]:**-Their thick, scaly hide is very tough. Their hide offers a +2 armor bonus to their toughness.
- **Improved Frenzy: [D]**-A neo-sparti may make two attacks a round without penalty.
- **Neo-Dragon's Blood: [D&H]**- Neo-Sparti have an incredible regenerating power (both in their human and divine forms). Every round, they may make a Vigor roll to heal any damage they have sustained—even after



they have been “killed”. A success heals one Wound (or removes the Incapacitated status), and a Raise heals an additional Wound. This power ability does not work on damage to the head; any damage inflicted to the head must heal normally. Moreover, they gain a +2 bonus to Vigor rolls to recover from being Shaken status. Neo-Sparti can heal grievous

wounds this way as well and they can quickly regenerate any missing body pieces like arms, legs, etc. The only exception is the head; if chopped off or destroyed by other means, the neo-spartus dies immediately.

- **Shapeshifter:** Neo-Sparti can shift between human [H] and divine [D] form.





MYTHICAL ENEMIES

Every hero needs an adversary. In Olympus Inc, this role is sometimes filled by other demigods, but more often the opposition is comprised of Intelligent Mythical Beings or wild mythical creatures. What follows is a brief bestiary filled with fitting foes.

NEW SPECIAL ABILITIES:

SHAPESHIFTER

The creature can shift at will between human and divine forms. If their divine form is larger or smaller than their human form, their clothing (not gear) will disappear and reappear once they return to their divine form. Shapeshifting counts as an action. It does not require rolls to be performed but it causes multi-action penalties if the creature wishes to do something else while shapeshifting. A creature can shapeshift only if it is alert and unimpeded; paralysis, sleep, or other similar conditions, where the creature cannot move or is Incapacitated, impedes the creature's ability to shapeshift.

NOTE: Binding a creature will not stop it from shapeshifting. However, the creature might take damage if their divine form is larger.

Some of the creature's special abilities work only in their human [H] or divine [D] form. While in their human form, the creature can be distinguished from a normal sleeper only by a demigod who uses Divine Sight. When shapeshifting from a human to a divine form, any "mundane condition" (for example: a viper's poison or Yellow Fever) is automatically healed, but the creature becomes Shaken.

Special Abilities tied to a creature's shapeshifting ability are denoted by an "[H]" or "[D]" in its entry. Those denoted by "[H]" are only active when the creature is in its human form. Those denoted by "[D]" are only active when the creature is in its divine form.

Divine Constitution

The creature has a divine constitution that gives it many advantages.

- Non-orichalcum weapons and ammunition do only half damage against the creature.
- The creature is immune to damaging effects caused by mundane means such as diseases and poisons.

INTELLIGENT MYTHOLOGICAL BEINGS (IMB)

IMBs are the most common supernatural creatures the heroes will encounter. Suited to live in an urban environment, IMBs adapted to live side by side with sleepers and demigods by acquiring shapeshifting abilities. IMBs are not necessarily enemies; they have their own agendas that could collide or coincide with the PCs' goals. IMB could be allies or adversaries.

Since IMBs aligned with the Titans don't trust demigods, IMBs are usually the first choice to carry out the plans of Titan-aligned groups or individuals. However, there are also many independent IMBs that serve their own whims. Please note - IMBs are bound by the Nemesis Law.



CYNOCEPHALUS (Pl. CYNOCEPHALI)

Logos name: Κυνοκεφαλος (Πρ. Χυνοκφυλος)

Nicknames (a.k.a.): Watchdog, Brown Nose

Description: The cynocephali are an exotic IMB species with the head of a dog and the body of a man. In their mundane form, they resemble normal men with vaguely canine features. In their divine form, their entire bodies are covered in reddish-brown fur, which becomes shorter as it surrounds their faces and clawed hands to reveal grey colored skin. Their pelts vary from mono-colored to spotted and their eyes are either yellow or black. Legends say they are the cursed offspring of a female dog and a man, or the result of a lycanthrope coupling with a woman. Whatever their origin might be, nowadays they blend into sleeper society as watchmen, private eyes, or trackers. Titan organizations often employ them as guards or escorts, relying on their keen senses to track enemies down or prevent ambushes.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills (Human Form): Fighting d6, Intimidation d6, Notice d8+2, Shooting d6, Stealth d6, Tracking d6+2

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Skills (Divine Form): Fighting d8, Intimidation d8, Notice d8+2, Stealth d6, Tracking d8+2

Pace: 6; **Parry:** 6; **Toughness:** 6

Languages: Logos plus two languages of choice

Gear: Kevlar Vest (torso +2/+4), Starbrite PM-33 (12/24/48, 2d6, ROF: 3), 20 orichalcum rounds

Special Abilities:

- **Divine Constitution [D]:** Cynocephali suffer half damage from non-orichalcum weapons. They are also immune to mundane damaging effects such as poison and disease.
- **Go for the Throat:** Cynocephali instinctively go for an opponent's soft spots. With a Raise on his attack roll, he bypasses the target's armor, unless armored from head to toe.

- **Shapeshifter:** Cynocephali can shift between human [H] and divine [D] forms.
- **Watchman:** Cynocephali gain a +2 bonus to Notice and Tracking rolls due to their sharp sense of smell and keen hearing.
- **Weakness (Small Prey):** Cynocephali go crazy when they spot small prey, such as a cat or rabbit. They must make a Smarts roll or go berserk and attack the creature. This frenzied state ends only when they kill the target, are unable to track it, or are able to make a successful Smarts roll at -2.



COBALUS (Pl. COBALOI)

Logos name: Κοβαλοσ (Πρ. Χβαλοσ)

Nicknames (a.k.a.): Teeth swallowers, Knaves

Description: Cobaloi are mischievous and fond of tricking and frightening sleepers. It has been said that Hera created these creatures to scare and punish young children who didn't obey their parents.

Since mythological times, the name of this creature is synonymous with "knave", "impudent guy", or "funny fellow" and legends about the misdeeds of the cobaloi gave birth in the Anglo-Saxon world to the alleged goblin race. In their divine form, cobaloi are small, slight, and wiry, averaging 3 1/2 feet in height. They are hairless, have long, sharp noses, chins and ears, wide mouths, and green skin. Their arms are long and slender and their fingers deft.

These mischievous creatures love to play pranks, steal objects, and most of all scare children. They have always lived side by side with humans since mythological times and they thrive in modern day sleeper societies. Cobaloi like to blend in and behave like bully kids, young pranksters, or short, kid-looking adults.

Cobaloi like to lurk in the shadows and are often employed by Titan organizations as spies. They rely on their wicked cunning instead of brute strength, preferring to lure enemies into deadly traps or attack foes only when they outnumber them.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills (Human Form): Climbing d6, Fighting d4, Notice d6, Taunt d6, Shooting d6, Stealth d6

Pace: 5; **Parry:** 4; **Toughness:** 5

Skills (Divine Form): Climbing d6, Fighting d6, Notice d6, Taunt d6, Shooting d8, Stealth d10

Pace: 5; **Parry:** 5; **Toughness:** 5

Languages: Logos plus three languages of choice

Gear: Orichalcum Knife (Str+d4), Ares Arms AAH-15 (12/24/48, 2d6, ROF: 1), 5 orichalcum rounds

Special Abilities:

- **Divine Constitution [D]:** Non-Orichalcum weapons and ammunition do only half damage against cobaloi. In addition, cobaloi are immune to damaging effects caused by mundane means while in their divine form such as mundane disease and poison.
Infravision: Cobaloi halve penalties for dark lighting against living targets (round down).
- **Shapeshifter:** Cobaloi can shift between human [H] and divine [D] forms.
- **Size -1:** Cobaloi stand 3-4' tall.
- **Tricky:** Cobaloi gain a +2 bonus to all Tricks.
- **Weakness (Spoiled Kids):** Cobaloi can't stand spoiled kids. If they meet one, they must make a Smarts roll or forget everything else to play the worst possible prank on the spoiled kid.



NEO-HARPY (Pl. NEO-HARPIES)

Logos name: Νεο-Χαρπυία (Πρ. Νεο-χαρπυία)

Nicknames (a.k.a.): Snatchers, Pigeons

Description: During mythological times, Harpies were employed by the Olympians to snatch people and objects from the mortal realm. Nowadays, neo-harpies in their divine form resemble their ancestors; they are a man-eagle hybrid with the head of a human and the body and wings of an eagle.

Being the exact opposite of neo-sirens, neo-harpies cherish anonymity and avoid the spotlight whenever possible. They prefer living on the fringes of sleeper society and follow what they consider nature's law - hunting like birds of prey and stealing whatever they like. In large cities, they tend to disguise themselves as beggars or outcasts. Despite their antisocial behaviors, Titan organizations take advantage of their great kidnapping and observational skills.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills (Human Form): Fighting d6, Intimidation d6, Notice d6, Shooting d4, Stealth d6, Streetwise: d8, Throwing d6

Pace: 5; **Parry:** 4; **Toughness:** 5

Skills (Divine Form): Fighting d6, Intimidation d6, Notice d8, Stealth d8, Streetwise d8, Throwing d8

Pace: 5; **Parry:** 5; **Toughness:** 5

Languages: Logos plus three languages of choice

Gear: None

Special Abilities:

- **Claws [D]:** Str+1d4. They are coated with a poison that inflicts paralysis.
 - ◊ **Poison (Paralyzing) [D]:** Neo-Harpies have poisonous claws that paralyze their victims. If an attack does damage, the victim must make a Vigor roll at -2 or become paralyzed. The target can roll each round to resist the effects of the poison.
- **Divine Constitution [D]:** Non-orichalcum weapons and ammunition do only half damage against neo-harpies. In addition, neo-harpies are immune to damaging effects caused by mundane means while in their divine form such as mundane disease and poison. **Flight [D]:** Neo-Harpies fly at a rate of 6" with a Climb of 3.
- **Poison Source:** The claws of a neo-harpy are sought after by alchemists. A successful Knowledge (Alchemy) roll provides 1d6 doses of poison.
- **Shapeshifter:** Neo-Harpies can shift between human [H] and divine [D] form.



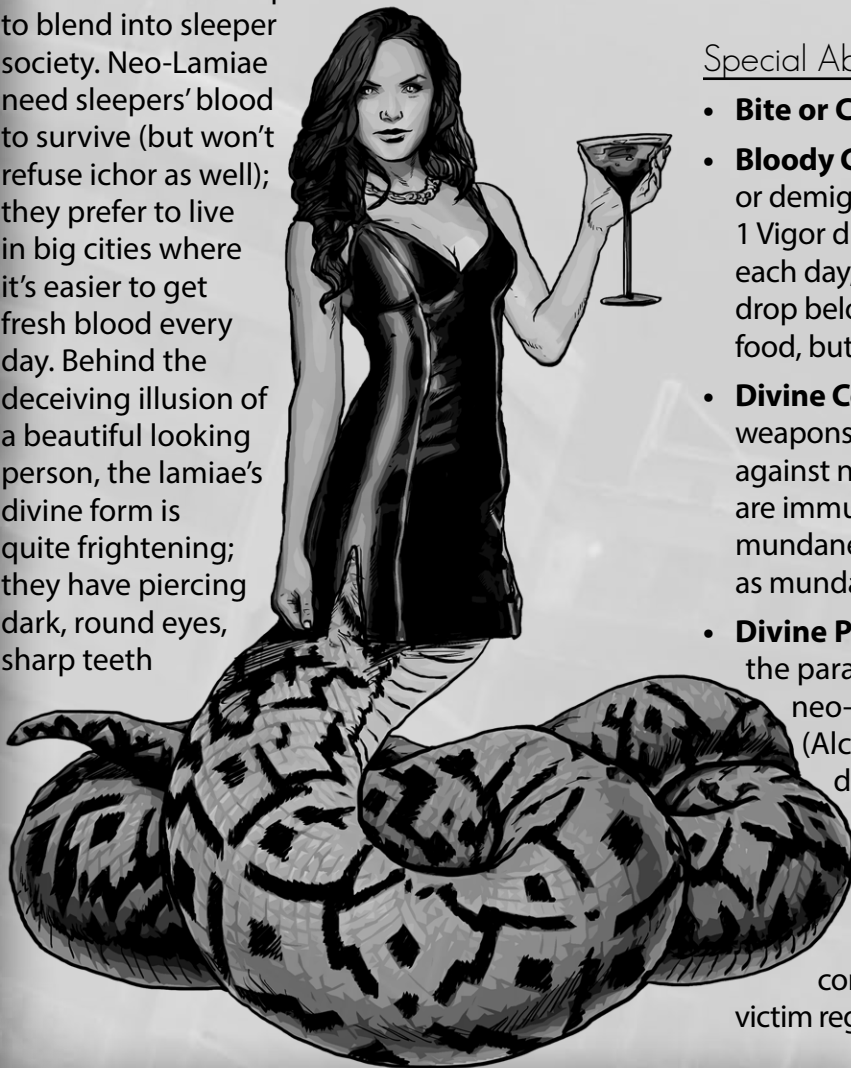
NEO-LAMIA [WC] (PL. NEO-LAMIAE)

Logos name: Νεο-Λαμια (Πρ. Νεο-Λαμια)

Nicknames (a.k.a.): Lizzy, Drainer

Description: Neo-Lamiaes look like beautiful men and women who use their beauty and charisma to attract young men and women in order to feast on their blood. The original Lamia of mythical times was once a Libyan queen loved by Zeus. When his jealous wife Hera learned of their affair, she stole away Lamia's children. Lamia went mad with grief, tore out her own eyes, and committed suicide. Her grief was such that she didn't reach Hades's realm; she instead turned into an undead monster that exacted her revenge by hunting and devouring young boys and turning them into new lamiae.

During the centuries, the lamiae evolved into neo-lamiaes who can shape shift into a human form and are more apt to blend into sleeper society. Neo-Lamiaes need sleepers' blood to survive (but won't refuse ichor as well); they prefer to live in big cities where it's easier to get fresh blood every day. Behind the deceiving illusion of a beautiful looking person, the lamiae's divine form is quite frightening; they have piercing dark, round eyes, sharp teeth



and wicked fangs. Instead of legs they have long, scaly cylindrical bodies that appears to be shiny and wet, but their flesh is dry to the touch. Their huge snake lower half is typically a mottled rust and gold color. Most neo-lamiaes prefer to hunt alone; their ability to blend in and operate independently makes them excellent spies, info gatherers, and assassins.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills (Human Form): Fighting d4, Persuasion d10, Notice d8, Shooting d6, Survival d8

Pace: 6; **Parry:** 4; **Toughness:** 7

Skills (Divine Form): Fighting d10, Intimidation d12, Notice d8, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Languages: Logos plus four languages of choice

Gear: Barracuda B10 (12/24/48, 2d6+1, ROF: 1), 10 orichalcum rounds

Special Abilities:

- **Bite or Claw [D]:** Str+d6 (Necromantic)
- **Bloody Curse:** Neo-Lamiaes must drink human or demigod blood to survive. They need at least 1 Vigor die worth of human or demigod blood each day, or else they lose 1 Vigor die until they drop below d4. They can eat other kinds of food, but that will not satisfy their hunger.
- **Divine Constitution [D].** Non-orichalcum weapons and ammunition do only half damage against neo-lamiaes. In addition, neo-lamiaes are immune to damaging effects caused by mundane means while in their divine form such as mundane disease and poison.
- **Divine Poison Source:** Alchemists can extract the paralyzing poison from the lips of a neo-lamia. On a successful Knowledge (Alchemy) roll, the alchemist extracts 2d6 doses of Neo-Lamia's poison.
- **Draining Bite [D]:** Neo-Lamiaes can drain 1 Vigor die of blood from its victim every 2 rounds. If the victim's Vigor drops below d4, he dies and is considered exsanguinated. Otherwise, the victim regains 1 Vigor die per day.

- **Paralyzing Lips [H]:** Neo-Lamiae have the ability to paralyze its victim whenever it wishes simply by touching the victim's skin with its lips. Anyone touched by a neo-lamia's lips must make a Vigor roll at -2, if he fails he is completely paralyzed. The victim may roll each round to recover from the effects of the paralysis.
- **Shapeshifter:** Neo-Lamiae can shift between human [H] and divine [D] form.
- **Tempting Lure [H]:** The unearthly beauty of a neo-lamia is difficult to resist. The neo-lamia can choose one target within Spirit inches from her that can see her. That individual must make a Spirit roll at -2 or instantly fall in love with her. The target trusts her implicitly and will protect her from danger to the best of his ability. Any attacks on the target by the neo-lamia are treated as having The Drop, although the attack negates this ability. If the target is asked to do something that goes against his nature, he may make a Spirit roll to break free of this power. This ability can only be used on the same target once per week and lasts 24 hours.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties.
- **Undying Curse:** Any sleeper fully drained of their blood by a lamia has a 50% chance of becoming a lamia himself in 1d4 days.

NEO-EMPUSA [WC] (PL. NEO-EMPUSAE)

Logos name: Νεο-Εμπουσα (Πρ. Νεο-Εμψα)

Nicknames (a.k.a.): Assleg, Bakebrains (B.B.)

Description: Neo-Empusae look like bat-winged men and women with a fiery head and mismatched legs who frighten unaware sleepers to death before consuming their raw flesh. Female neo-empusae have one brass leg and a normal one while one leg of a male neo-empusae is that of a donkey and the other is a normal human leg. Empusae were once demons sent from the goddess Hecate to frighten humans who travelled in savage lands. Over the centuries, they evolved into neo-empusae who can shape shift into a human. Neo-Empusae love hunting; their favorite way of doing it is by scaring their preys to death and then eating their still pounding, frightened hearts. That is why they prefer to live in large cities where there are plenty of stressed out sleepers. Although they eat the flesh of sleepers, their favorite food is demigods.

In human form, neo-empusae serve as bodyguards or private security. Some have even been known to run violent street gangs that spread terror throughout the territory they control. Most are territorial creatures and don't like the presence of other neo-empusae or other powerful hunters. They are also serve those aligned with the Titans, acting as soldiers, spies, and security guards.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills (Human Form): Fighting d10, Intimidation d6, Notice d8, Shooting d8, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Skills (Divine Form): Fighting d10, Intimidation d12, Notice d8, Shooting d8, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 11(4)

Languages: Logos plus three languages of choice

Gear: Kevlar Vest w/ Insert (torso +4/+8), RA VRS-22R (24/48/96, 2d8, ROF: 3), Pilum 45C (12/24/48, 2d6+1, ROF: 1), 30 orichalcum rounds for each firearm.

Special Abilities:

- **Divine Constitution [D].** Non-orichalcum weapons and ammunition do only half damage against neo-empusae. In addition, neo-empusae are immune to damaging effects caused by mundane means while in their divine form such as mundane disease and poison.
- **Fear [D]:** Whoever sees a neo-empusa in its divine form must make a Fear check.
- **Fiery Head-butt [D]:** Str+d6 (Fire); the target has a 50% chance of catching on fire.
- **Fire Immunity [D]:** Neo-Empusae are immune to fire in their divine form.
- **Flesh Hunger:** Neo-Empusae must eat the raw flesh of a frightened human or demigod at least once per week; without it they lose 1 Vigor die until they drop below d4, at which time they perish. They can eat other kind of food, but that will not satisfy this hunger.
- **Flight [D]:** Neo-Empusae can fly at their basic Pace and even "run" while flying. It costs 2" of Pace to gain 1" of height.
- **Retractable Claws [D]:** Str+d10, AP2
- **Shapeshifter:** Neo-Empusae can shift between human [H] and divine [D] form.
- **Smell of Fear [D]:** Neo-Empusae facing a hero that has failed a Fear check can make two Fighting attacks against that target without incurring a multi-action penalty.
- **Weakness (Water):** Neo-Empusae hate water; it hinders their burning hair where their hateful essence resides. They suffer double damage from water- or ice-based attacks.

NEO-SIREN [WC]

Logos name: Νεο-Σειρηνά (Πρ. Νεο-Σειρηνά)

Nicknames (a.k.a.): Canary, Fledgling

Description: During mythological times, sirens were beautiful winged creatures that lured passers-by into deadly traps with their melodious voices. Since then, they have evolved into neo-sirens, who are more interested in fame than killing passers-by. Thanks to their shapeshifting ability, they stand above the sleepers' crowd as real superstars. They strive to be famous singers, actors, or whatever role involves being on a stage and having a roaring crowd cheer you on.

Neo-Sirens are valued by divine corporations for their role as great frontmen and are very happy to employ them as representatives, team leaders, and public relations. Their charisma is so great that many people (sleepers and awakened alike) devote their lives to them, following their every move. Some unaligned neo-sirens have even created cults to leverage their incredible charisma. However, they despise dirtying their own hands. If threatened, they prefer to lure their opponents into deadly traps or let their followers or the police take care of them (under their precise instructions, of course).

Attributes: (Human and Divine Forms)Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (choose a method of performing) d10, Notice d8, Persuasion d10, Shooting d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Languages: Logos plus four languages of choice

Gear: Stylish Designer Clothing, Phobos Arms Sliver Gun (5/10/20, 2d8, ROF: 1)

Special Abilities:

- **Air/Sound Immunity [D]:** Neo-Sirens ignore attacks and effects involving air or sound while in their divine form.
- **Divine Constitution [D].** Non-orichalcum weapons and ammunition do only half damage against neo-sirens. In addition, neo-sirens are immune to damaging effects caused

by mundane means while in their divine form such as mundane disease and poison.

- **Divine Ingredient Source:** Skilled alchemists can pick precious samples of a neo-siren's feather wings, which is an essential ingredient in flight-inducing alchemical compounds. A successful Knowledge (Alchemy) roll produces enough to make 1d6 doses.
- **Fatal Attraction [D/H]:** When she performs, a Neo-Siren may choose to activate this ability. All creatures (other than Neo-Sirens) within 300 feet of the Neo-Siren may be affected. Targets must make an opposed Spirit roll against the Neo-Siren's Perform skill. Targets that succeed cannot be affected by the same Neo-Siren's performance for 24 hours. Any creatures that fail the roll can do nothing else but move toward the Neo-Siren. Once a victim is within 5 feet of the Neo-Siren, he stands there and

offers no resistance. Each time the victim is Shaken or Wounded, he can attempt to break free of the Neo-Siren's control by making an opposed Spirit roll at +2. Otherwise, the effect continues for as long as the Neo-Siren performs. If the victim is not able to experience the performance of the Neo-Siren due to a physical impairment, he is immune. However, if he simply covers his eyes/ears, the victim is at +4 to resist the effects.

- **Flight [D]:** Neo-Sirens fly at a rate of 12" with a Climb of 6.
- **Followers:** Due to their powerful charisma, neo-sirens are usually escorted by 1d4+2 followers ready to do anything to protect their master. At the GM's discretion, they could be sleepers, demigods, or IMBs.
- **Shapeshifter:** Neo-Sirens can shift between human [H] and divine [D] form.



NEO-SPARTUS (PL. NEO-SPARTI)

Logos name: Νεο-Σπαρτος (Πρ. Νεο-Σπαρτος)

Nicknames (a.k.a.): Bragon, Dragonette

Description: The mythological spartus (pl "sparti", in Hellenic language: "the Sowed Ones") was a mighty dragon-looking warrior that springs up from the soil when a dragon's teeth were sown in sacred places. The sparti's fighting spirit, derived from their dragon blood, was indomitable. The sparti evolved into the neo-sparti, who can shape shift into a human form, using this ability to assimilate into sleeper culture. They love fighting and are often found engaging in underground fights.

Sparti are not very smart. This, combined with their feral dragon instinct and their incredible regenerative abilities, makes them very impulsive in combat situations. They tend to plunge headfirst into battle with little or no plan. Sparti rarely use weapons preferring to use their fists, feet, and claws.

Both Titan and Olympian aligned organizations make use of sparti and their fighting prowess as muscle in various capacities.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidation d6, Notice d6, Shooting d6, Survival d4, Throwing d8

Pace: 5; **Parry:** 7; **Toughness:** 11(2)

Languages: Logos plus two languages of choice

Gear: None

Special Abilities:

- **Bite/Claw/Tail [D]:** Str+d8 (Earth)
- **Brawny[D&H]:**-Neo-Sparti are big and tough. They are able to carry 5x more and also gain a +1 to their toughness.
- **Divine Constitution [D].** Non-orichalcum weapons and ammunition do only half damage against neo-sparti. In addition, neo-sparti are immune to damaging effects caused by mundane means while in their divine form such as mundane disease and poison.
- **Divine Ingredient Source:** Neo-Sparti

blood is an essential ingredient of alchemical compounds that focus on curing disease or regenerating lost or damaged limbs. A successful Knowledge (Alchemy) roll provides 1d6 doses of the regenerative ingredient.

- **Dragon Hide[D]:**-Their thick, scaly hide is very tough. Their hide offers a +2 armor bonus to their toughness.
- **Improved Frenzy: [D]**-A neo-sparti may make two attacks a round without penalty.
- **Neo-Dragon's Blood: [D&H]**- Neo-Sparti have an incredible regenerating power (both in the ie human and divine forms). Every round, they may make a Vigor roll to heal any damage they have sustained—even after they have been "killed". A success heals one Wound (or removes the Incapacitated status), and a Raise heals an additional Wound. This power ability does not work on damage to the head; ; any damage inflicted to the head must heal normally. Moreover, they gain a +2 bonus to Vigor rolls to recover from being Shaken status. Neo-Sparti can heal grievous wounds this way as well and they can quickly regenerate any missing body pieces like arms, legs, etc. The only exception is the head; if chopped off or destroyed by other means, the neo-spartus dies immediately.
- **Shapeshifter:** Neo-Sparti can shift between human [H] and divine [D] form.

NEO-SPHINX [WC]

Logos name: Νεο-Σπηνξ (Πρ. Νεο-Σπηνξ)

Nicknames (a.k.a.): Abecedary, Windbag

Description: During mythological times, sphinxes were winged monsters with the body of a lion and the head of a woman. They had incredible knowledge, but they put it to ill use. They challenged travelers with inextricable riddles only to make fun of them before slaughtering them.

Sphinxes evolved into neo-sphinxes who can shape shift into a human form. Neo-Sphinxes crave culture and strive to acquire more knowledge. Living things have little or no value to them other than a means to an end. They pursue knowledge with laser focus and will go to great lengths to acquire it. They are equally loath to part with knowledge and often demand a test or exchange in return.

Some neo-sphinxes are dedicated scholars, busy researchers, and enlightened scientists. Others use their vast knowledge to ill use, becoming criminal masterminds or scheming plotters behind the scenes. They enjoy the thrill of manipulating the human chessboard of corporate and governmental politics. Titans and Olympians value their incredible intellect and employ them as researchers, inventors, and business analysts. In the case of Titan-aligned organizations, neo-sphinxes even serve as presidents and CEOs.

Attributes (Human Form): Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Investigation d10, Knowledge (choose 5 Specialties) d12, Notice d8, Persuasion d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Attributes (Divine Form): Agility d10, Smarts d12, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d10, Investigation d10, Knowledge (choose 5 Specialties) d12,

Notice d10, Persuasion d6, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 10

Languages: Logos plus six languages of choice

Gear: AAH-15 (12/24/48, 2d6, ROF: 1), armored trench/top coat (torso, arms, legs, +1), Laptop, 45 rounds of orichalcum ammunition

Special Abilities:

- **Bite or Claw [D]:** Str+d8
- **Divine Constitution [D].** Non-orichalcum weapons and ammunition do only half damage against neo-sphinxes. In addition, neo-sphinxes are immune to damaging effects caused by mundane means while in their divine form such as mundane disease and poison.
- **Flight [D]:** Neo-Sphinxes fly at a rate of 6" with a Climb of 3.



- **Improved Frenzy [D]:** Neo-Sphinxes may make two Fighting attacks without incurring a multi-action penalty.
- **Low Light Vision [D]:** Neo-sphinxes ignore penalties for dim and dark lighting.
- **Pounce [D]:** Neo-Sphinxes often pounce on their prey in order to bring their mass and claws to bear. When it utilizes this attack, a Sphinx may add 1d6" of movement and gain +4 to attack and damage. However, Its Parry is reduced by -3 until its next action.
- **Shapeshifter:** Neo-Sphinxes can shift between human [H] and divine [D] form.
- **Size +2 [D]:** A transformed neo-sphinx can weigh over 700 pounds.
- **The Riddle [D]:** A neo-sphinx may choose to engage one or more enemies in a mental contest. To do so, the creature cannot be in combat with the targets and the targets must agree to the contest. The ability affects all sentient creatures within a Large Burst Template who can hear the neo-sphinx. The neo-sphinx then asks a very difficult question in the form of a riddle (GMs are strongly encouraged to create a suitable riddle for the heroes to solve). Anyone affected by this ability must make a Smarts roll at -4. (Alternately, the players could simply solve a difficult riddle). Only one hero in the affected area may answer the riddle. If the hero successfully answers the riddle, the neo-sphinx is compelled to truthfully answer three questions on any subject it has knowledge of. If the heroes fail, they are all dazed and confused. As a result, they are all Shaken, at 1/2 Parry, and -2 to all trait rolls.

NEO-TRITON

Logos name: Νεο-Τριτον (Πρ. Νεο-Τριτον)

Nicknames (a.k.a.): Minnows, Salties

Description: Tritons were sea creatures born from the union of Poseidon and Amphitrite. They had silvery skin that faded into silver-blue scales on the lower half of their body. Their hair was deep blue or blue-green and they were about the same size and weight as a human. Triton society was very feudal in nature. The Tritons were ruled by a king, only answerable to Poseidon himself. Groups were further divided into smaller communities known as pods. These were led by a ruler known as an igetis. Tritons were fiercely independent and often warred against any sea creature they considered a threat to them

Over the centuries, tritons evolved into neo-tritons, gaining the ability to shape shift into humans and blend into society. While the feudal structure of the original triton society still exists, many neo-tritons choose to live in the world of humans. Since neo-tritons have a deep love of the sea, they are often employed by sleepers as naval officers, marines, merchant ship captains, or sailors when in human form.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Boating d8, Fighting d8, Notice d6, Shooting d6, Swimming d8

Pace: 5; **Parry:** 5; **Toughness:** 8(2)

Edges: Brawny

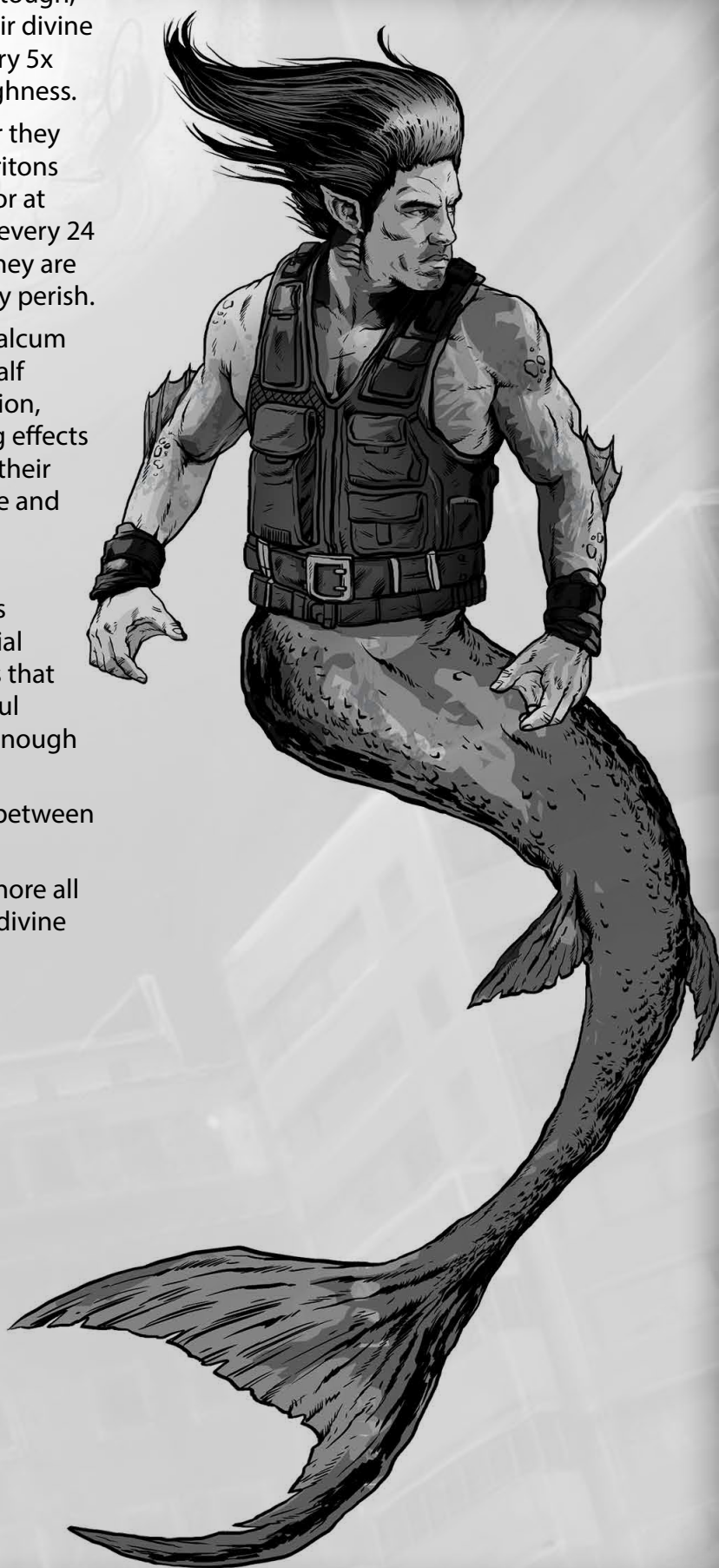
Languages: Logos plus three languages of choice

Gear: Bangstick (3d6), Kevlar Vest w/ insert (torso +2/+4), orichalcum knife (Str+d4), Pilum 45C (12/24/48, 2d6+1, ROF: 1), RA VRS-22R (24/48/96, 2d8, ROF: 3) 30 orichalcum rounds for each weapon.

Special Abilities:

- **Aquatic [D]:** While in their divine form, neo-tritons can live and breathe underwater. They cannot drown, swim at twice their Pace, and are immune to the cold and high pressure of deep water.

- **Brawny [D]:** Neo-Tritons are big and tough, regardless of whether they are in their divine or human forms. They are able to carry 5x more and also gain a +1 to their toughness.
- **Dehydration:** Regardless of whether they are in their human or divine forms, Tritons must immerse themselves in water (or at least take a shower) one hour out of every 24 or become Fatigued each day until they are Incapacitated. The day after that, they perish.
- **Divine Constitution [D].** Non-orichalcum weapons and ammunition do only half damage against neo-tritons. In addition, neo-tritons are immune to damaging effects caused by mundane means while in their divine form such as mundane disease and poison.
- **Divine Ingredient Source:** Skilled alchemists can pick precious samples of neo-triton gills, which is an essential ingredient of alchemical compounds that allow for water breathing. A successful Knowledge (Alchemy) roll provides enough for 1d6 doses.
- **Shapeshifter:** Neo-Tritons can shift between human [H] and divine [D] form.
- **Water Immunity [D]:** Neo-Tritons ignore all water and ice damage while in their divine form.



URBAN NYMPHS [WC]

Logos name: Υρβα Νυμφε (Πρ. Υρβα Νφμφε)

Nicknames (a.k.a.): Baby Sitter, Dollface

Description: Nymphs are divine female creatures who nowadays guard important places in cities. During the mythological age they appeared, when they deigned to appear to humans at all, as ravishingly beautiful women strongly associated with some kind of natural, ecological phenomena, such as glades, rivers, lakes, or trees. As cities grew, a brand new class of nymphs appeared: urban nymphs. Like their woodland cousins tied to natural elements, urban nymphs, who are tied to modern places like buildings, monuments, bridges, etc. Unlike their woodland brethren, both male and female urban nymphs exist. The most common urban nymphs are the Ecyads, Mnemeids, and Triodeids.

Urban nymphs indulge in the kidnapping of beautiful men and women in order to have fun with them. Any male or female human with the Attractive or Very attractive Edge is a potential target for a nymph's special attentions.

Every Nymph is associated with a "Sacred Focus" that represents her mortal essence: Ecyads are associated with buildings, Mnemeids with monuments, and Triodeids with crossroads. Serious damage dealt to her sacred focus or to her area of influence (breaking a building's door, littering a road, dirtying a monument) truly bothers the nymph. Total destruction of that area or sacred focus kills her outright.

A nymph's area of influence extends within a 1/4 mile radius from her sacred focus. She is able to sense any threat to her sacred focus within her sphere of influence. She is also able to instantly travel to any point within her sacred focus. However, she may not move beyond the area of influence of her sacred focus. If an urban nymph moves outside the area of her sacred focus, she gains 1 wound every 15 min. This wound may only be healed once the urban nymph returns to her sacred focus.

Urban nymphs rarely carry weapons. However they often have urban animals and powerful allies ready to defend them. Hurting a nymph or despoiling her area without a good reason is

never a good idea. Titans and Olympians would do anything to have a nymph guarding their most important corporate buildings and other places they wish to defend. Many try to strike a bargain with urban nymphs in exchange for allowing them to operate within the boundaries of their sacred space.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Notice d8, Persuasion d8, Streetwise d8, Shooting d4, Stealth d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Languages: Logos plus four languages of choice

Gear: none

Special Abilities:

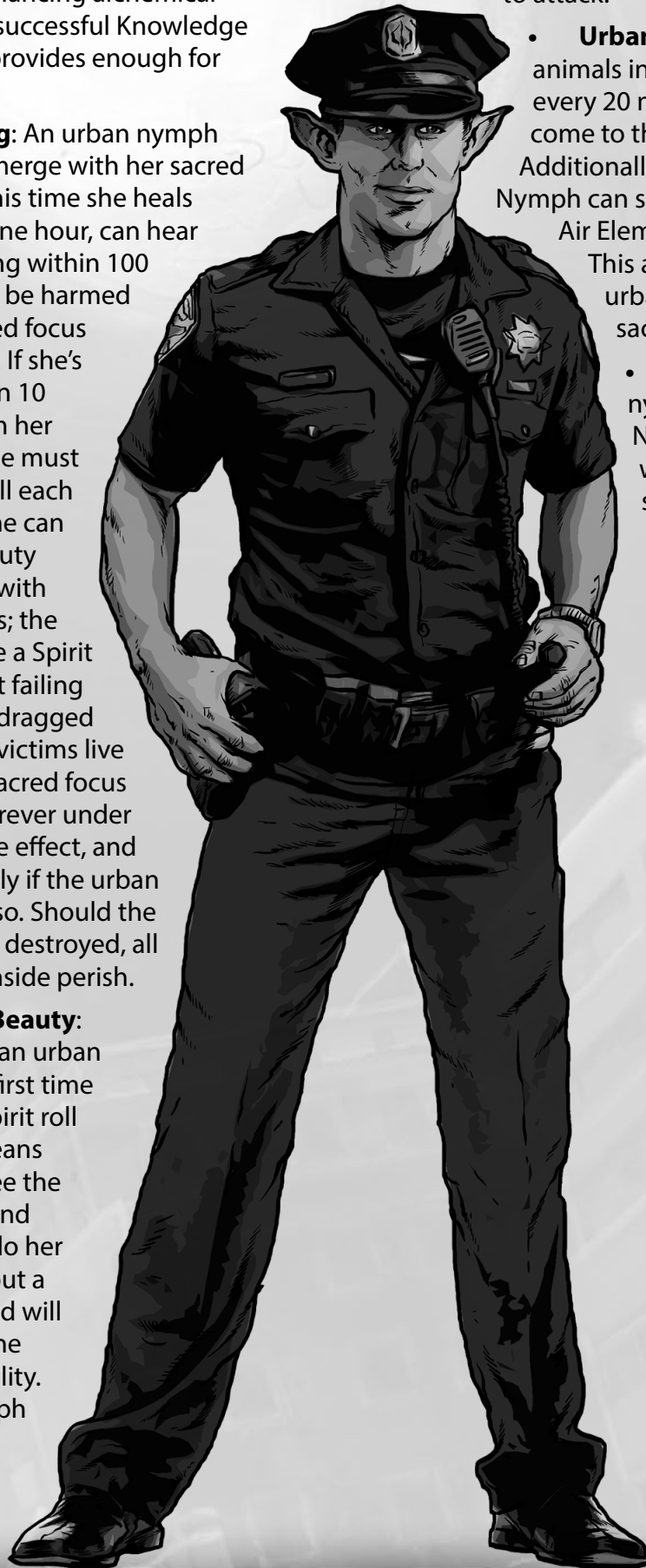
- **Beast Bond:** An urban nymph has an incredible connection to the wildlife around them. They may spend their own Bennies for any animals under their control.
- **Beast Master:** Since they are a child of nature, animals feel connected to urban nymphs and will not attack them unless attacked or angered.
- **Beauty Slave:** An urban nymph's beauty is such that every member of the opposite sex would gladly do anything for them. This ability can be used twice a day and works on a single target at Spirit distance from the nymph. The nymph and her chosen target make opposed Spirit rolls. If the nymph wins, the target is under her total control for one hour; if ordered to do so, the victim will attack friends and even commit acts against his nature, though such acts allow the victim another opposed Spirit + Charisma roll to regain control. When facing numerous opponents, the nymph uses her Beauty Slave to fend off attackers until she can escape.
- **Divine Constitution.** Non-orichalcum weapons and ammunition do only half damage against urban nymphs. In addition, urban nymphs are immune to damaging effects caused by mundane means while in their divine form such as mundane disease and poison.
- **Divine Ingredient Source:** Skilled alchemists can pick precious samples of an urban nymph's

eyelashes, which is an essential ingredient of charisma-enhancing alchemical compounds. A successful Knowledge (Alchemy) roll provides enough for 2d4 doses.

- **Divine Merging:** An urban nymph can physically merge with her sacred focus. During this time she heals completely in one hour, can hear or see everything within 100 yards, and can't be harmed unless the sacred focus itself is harmed. If she's taken more than 10 miles away from her sacred focus, she must make a Vigor roll each round or die. She can also force a beauty slave to merge with her sacred focus; the target can make a Spirit roll to resist, but failing that, he will be dragged into it. Merged victims live as long as the sacred focus does, remain forever under the beauty slave effect, and can be freed only if the urban nymph wishes so. Should the sacred focus be destroyed, all beauty slaves inside perish.
- **Supernatural Beauty:** Anyone seeing an urban nymph for the first time must make a Spirit roll at -2. Failure means he or she will see the Nymph as a friend and will never do her any harm without a good reason and will defend her to the best of their ability. The urban nymph automatically

gains The Drop on the affected target if forced to attack.

- **Urban Defenders:** All indigenous animals in the area (1d4+2 animals every 20 minutes at GM's discretion) come to the urban nymph's aid. Additionally, once per day the urban Nymph can summon either an Earth or Air Elemental to fight by their side. This ability also works while the urban nymph is merged with her sacred focus.
- **Urban Master:** Urban nymphs gain a +2 bonus to Notice, Streetwise, and Stealth while within 1/4 miles of their sacred focus.



SAVAGE MYTHICAL CREATURES

These creatures fall under the monster category. They do not blend into sleepers' society and whenever they appear, they wreak a lot of havoc. Most of them are Echidna's spawn, eager to exact revenge on demigods and Olympians alike. Demigods should beware.

NEO-ORTHURUS (PL. NEO-ORTHRI)

Logos name: Νέο-Ορθρος (Πρ. Νέο-Ορθρος)

During mythological times, Echidna and Typhon sired Orthrus, a two-headed dog that guarded the giant Geryon's cattle in the faraway western island of Erytheia, land of eternal twilight. It was Cerberus's brother and it was so fierce that only the great hero Heracles could overcome it. Nowadays, Echidna has spawned a new, terrible creature very similar to the original Orthrus. It likes lurking in the dark, showing its glowing eyes only before devouring its unfortunate victims.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12 Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Bite:** Str+d8
- **Divine Constitution:** Non-orichalcum weapons and ammunition do only half damage against neo-orthrus. In addition, they are immune to damaging effects caused by mundane means such as mundane disease and poison.
- **Double bite:** Neo-Orthri can bite opponents two times in

a round without incurring any multi-action penalties.

- **Fleet-Footed:** Neo-Orthri roll d10s instead of d6s when running.
- **Go for the Throat:** Neo-Orthri instinctively go for an opponent's soft spots. With a Raise on its attack roll, it hits the target's most weakly armored location.
- **Size +1:** Neo-Orthri weigh 300 Pounds
- **Twilight Curse:** Each time a hero sees a neo-orthrus, he must make a Spirit roll. If he fails, he suffers one of the following effects until the neo-orthrus is defeated.

◇ 1-2: -1 To All Physical Trait Rolls

◇ 3-4: -1 To All Mental Trait Rolls

◇ 5-6: Loose one Benny



WICKED SPIRIT

Logos name: Μαλπιρτα Σπιριτο (Πρ. Μαλπιρτα Σπιριτο)

Wicked spirits are the restless souls of the dead who have not received proper burial and, for this reason, never reached the Underworld. In some cases, those who have died a violent death return in the form of an evil spirit to haunt their murderers or search for an empty vengeance on any living being. Only divine weapons can stop the wicked spirits.

Wicked spirits usually appear as pale and blurry images, but can also manifest as evanescent lights or strange anthropomorphic gas clouds. Normally, they are not visible, but they may become tangible when interacting with the living and forcing them to avenge their deaths. Wicked spirits retain a perfect memory of what happened to them in their past life, so they can be a very useful (although very dangerous) source of information.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Energy Drain:** With a successful touch attack, a wicked spirit's target takes a Wound; with a Raise it takes two Wounds. This attack is considered Necromantic/Void in nature.
- **Ethereal:** Wicked spirits can only be harmed by divine weapons or Powers.
- **Fear -2:** Wicked spirits cause Fear checks at -2 when they let themselves be seen.
- **Manifestation:** Wicked spirits cannot interact with living ones indefinitely. When they decide to interact with the living ones, they become visible and can use their Special Abilities for a number of rounds equal to two times their Vigor die (12 rounds); after that they become invisible again and cannot interact with living creatures for 2d6 hours.

Possession: If a wicked spirit moves into a space occupied by a living creature, the wicked spirit can try to possess the creature. To do so, the wicked spirit must win an opposed Spirit roll. If it succeeds, it gains total control of the host body. If it fails, it is unable to try again for 24 hrs. While possessing a creature, the wicked spirit gains total control of the victim for a number of hours equal to Spirit. The victim will obey every command of the wicked spirit. If the victim is struck by a divine weapon or Power, the wicked spirit takes the same amount of damage.



ADVENTURE ORACLE

Even the most creative GM sometimes runs out of ideas or might need a little help to improve his campaign. That's when the adventure generator comes in handy to help the GM create urban adventures in no time with a cool *Olympus Inc* mood. He only needs only to sit down, shuffle his Action Deck and let the Muses inspire him.

As usual, the Muses demand a little offering before everything can start: your imagination. The more imagination and creativity you put into this simple process, the better the adventure comes out. Let Calliope guide you while your imagination unfolds...

ADVENTURE DIVINATION USING THE ACTION DECK

To begin, draw four cards from the deck and place them side-by-side. The suit and value of each card will provide you useful tools to create your adventure. More specifically, the suits of the cards will give you broad ideas about the adventure's *concept*, while their values will give you hints about the *unfolding* story.

The concept is the raw structure of your story, basically "who, where, what, why" of your tale. It is up to you to breathe life into these details. Even the simplest story can be very enjoyable and remembered forever if it has dynamic characters, clever twists and a clear story line.

THE CONCEPT

Now, let's focus on the four drawn cards. Starting from the first card on the left, the adventure's Scenario, Antagonist, Motivation and Reward will be determined.

FIRST CARD'S SUIT – THE SCENARIO

Olympus Inc adventures usually take place in an urban environment, but this doesn't necessarily mean that every corner of the city is the same. For example, sneaking into Krokos Airlines corporate office to retrieve some precious data is very different from sneaking past some Neo-Empousae in an abandoned parking lot. This card gives you some hints on where the main part of your adventure could take place. However, feel free to add more locations at will. For each scenario, the Muses will provide you with a list of urban locations particularly suited to house *Olympus Inc* adventures.

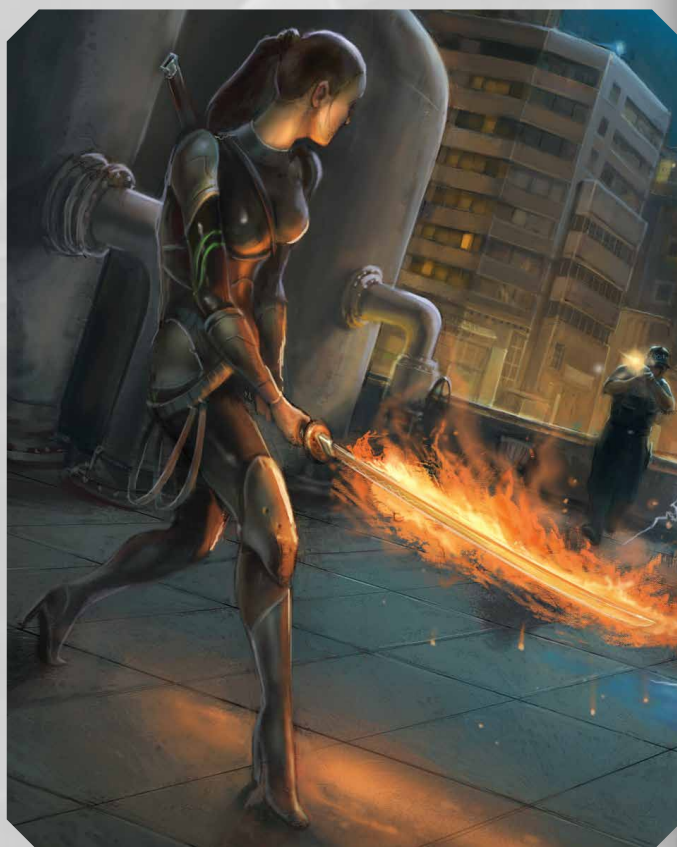
Spades – Corporate/Government building.

The action takes place either in the Central Business District of a city and/or in a Government Building. Missions usually involve the recovery of stolen data, acquisition of new technology or data or the kidnapping/recovery of human resources. Just remember, you can't outrun the government.

Corporate / Government locations suggested by the Muses: a corporate skyscraper, an embassy, the Stock Exchange, a CIA/FBI office, a government building

Hearts – Trendy/Public Place. The action takes place in one of the most crowded and/or coolest places in town! These are locations filled with Sleepers and Awakened, so be careful. Missions usually involve things like covert meetings, information/money exchanges, and surveillance. Just remember, Nemesis is always watching.

Trendy/Public places suggested by the Muses: train stations, bars, nightclubs, stadiums, concerts, public festivals, restaurants



Diamonds – Research/Production facility.

The action takes place in a big facility full of heavy machinery, dangerous areas and/or delicate equipment. Missions usually involve things such as stealing a prototype, gathering information on the status of a new technology, or destroying a deadly new weapon. Remember, factories are dangerous places filled with deadly equipment, biohazards, and other dangers.

Research/Production facilities suggested by the Muses: mass-production factories, hi-tech laboratories, alchemical workstations, secret experimental sites

Clubs – Slums/Abandoned areas. The action takes place in the dark, abandoned areas of the city far away from prying eyes. Missions involve things like a dark, rundown alley where Neo-Harpies play, an abandoned playground transformed in an underground fighting ring or even a crumbling building serving as a street gang's hideout. Remember, the gloves are off since the Sleepers aren't around to spoil things.

Slums/Abandoned areas suggested by the Muses: dark alleys, empty parking lots, rundown playgrounds, crumbling buildings, dismissed facilities, dusty warehouses, old schools.

Joker – Another World. The action takes place somewhere beyond this world. The heroes will cross boundaries of reality and find themselves well beyond their normal haunts. Missions involve things like the recovery of legendary items from fantastic locations, going back in time to save the future and anything else that your imagination can cook up. Remember, these locations are the stuff of legends.

Another World locations suggested by the Muses: A Slosi where worlds overlap, a dream, the future, the past, the Underworld, any other mythical location.

SECOND CARD'S SUIT – THE ANTAGONIST

The more powerful the Antagonist, the more epic and awe-inspiring the adventure becomes. The second card's suit gives the GM hints about who the antagonist is, and their nature and behavior. An antagonist can either be a physical person or an organization. The card's suit tells you the Antagonist's "archetype". It is up to you to bring these bad guys to life.

Spades – the Creepy One. This kind of villain relies on weirdness and fear to achieve his goals. He is driven by needs and goals very different from human standards, so the heroes will probably never fully understand them. Adventures with a creepy antagonist tend to be quite dark.

Creepy antagonists suggested by the Muses: strange cults, reckless alchemists, Empousa, Lamia, Wicked Spirits

Hearts – the Plotter. This villain loves scheming. He views life as a chess board and he is moving the pieces. Often, this type of villain lives in plain sight and even tries to gain the trust of the heroes. Uncovering his scheme will be an important part of the adventure, while dealing with the Plotter's minions will be essential. Although he doesn't usually like fighting, this doesn't mean he can't defend himself.

Plotter antagonists suggested by the Muses: Sphinxes craving forbidden knowledge, Ghosts, secret members of the New Liberation Front

Diamonds – the Master. This adversary is either very rich, very powerful or both. He might lack the Plotter's smarts, but he has a whole organization under his command. Masters are usually obsessed with power and want more and more. Followers and subordinates are bound to the Master for a variety of reasons such as duty, faith or family bonds. In any case, facing the Master directly will not be easy, since his minions will always be in the way.

Master antagonists suggested by the Muses: corporation/organization heads, high-ranking government officials, wealthy entrepreneurs

Clubs – the Mighty One. The Mighty One is physically strong and relies mainly on violence and sheer brute force to get what he wants. He despises scheming and subtlety. Instead, they prefer a direct, head-on approach. He could be anything from a huge solitary monster to a violent street gang boss who controls his minions by using violence, threats and intimidation.

Mighty antagonists suggested by the Muses: big and mean monster, a violent street gang boss, an enemy demigod

Joker – the Divine One. The heroes have incurred the wrath of a Titan or another powerful divine being, possibly even Nemesis herself. Their identity and nature is up to you. Want to flesh this out a bit more? Draw another card and consult the antagonist list. Perhaps this divine being will be content to plot while another might simply attempt to employ brute force. The second card can help you decide. Follow your imagination and everything will work out just fine.



THIRD CARD'S SUIT – MOTIVATION

Ok, now you know where the adventure will take place and who the main opponent is. But why does the antagonist oppose the heroes? Which goal does he want to attain? The third card's suit will reveal it. Alternatively, this card's suit could be used to determine the motivations of the heroes that drive them to challenge the Antagonist. Whatever your decision will be, the third card's suit is to be interpreted as follows.

Spades – Nature's Harsh Law. The antagonist believes that his life, his well-being, his future and/or his environment is being seriously threatened by something or someone and reacts accordingly. For example, an urban nymph could start kidnapping plumbers who were called to do maintenance work in her own building because she feels threatened. Somewhere else, a once-famous young beauty pageant diva could be poisoning younger girls who threaten to take her crown. A Neo-Lamia kills and drinks human blood to survive.

Nature's motivations suggested by the Muses: food, self-esteem, vital resources, survival of the species, innate cruelty, wicked curiosity, instinct, harsh education, sense of superiority.

Hearts – Strong Emotions. The antagonist's soul is torn by a very strong passion. It might be anything ranging from deep hate to blind love. Why did this passion arise and who is the target of it? How are the heroes involved? The GM can answer these questions as he best sees fit. For example, the antagonist could be deeply in love with a NPC who rejects him. The antagonist could seek revenge for the death of a loved one and the heroes get caught in the middle.

Emotional motivations suggested by the Muses: honor, lust, revenge, piety, madness, justice, love (reciprocated or not), fear, hate, desperation.

Diamonds – Possession. The antagonist craves something and is ready to do anything to obtain it. The object of their desire can vary depending on the antagonist's nature, but it is always something very valuable to him. For example, a

Neo-Sphinx could be desperately looking for a lost scroll, an alchemist could be searching for a lost formula or a corporate head could plot the destruction of a competitor's company.

Possession's motivations suggested by the Muses: wealth, power, knowledge, very powerful and/or very valuable items, higher social rank.

Clubs – Prophecy. The Antagonist's actions are heavily influenced by Fate. His actions could be led by the interpretation of an Omen, the attempt to fulfill a prophecy or avoid tragic doom. In such cases, Fate acquires a prominent role in the adventure's unfolding.

God's whims motivations suggested by the Muses: Awakening of a Sleeper, fulfilling a prophecy, avoiding a tragic doom

Joker – Complicated Issue. The antagonist's motivations are numerous and involve him deeply in the plot. Draw two cards and mix them. For example, if your Antagonist is a Demigod who runs a corporation, a heart (strong emotions) and a club (prophecy) might mean that the CEO is in love with one of the heroes, but a prophecy states that "His lover would kill him in the end". That's why he sent his men to kidnap the hero.

FOURTH CARD'S SUIT – THE REWARD

The fourth card's suit answers the question, "What's in it for me?" Obviously money is the normal payout, but what else? There are things that might be even more valuable to a group of heroes than just cash.

Spades – Reputation. Sometimes a great reputation is worth more than gold. After completing the adventure, you will gain street cred that you can parlay into higher paying and more frequent gigs. People remember you and ask for you by name.

Reputation rewards suggested by the Muses: fame, street cred

Hearts – Relationship. After completing the adventure, the heroes gain the favor of a powerful person or group. Remember, it isn't what you know, but who you know.

Relationships rewards suggested by the Muses: high-Level corporate executive, powerful government contact, wealthy individual

Diamonds – Wealth. After completing the adventure, you will be rewarded with a big bonus. Always remember that the greater the wealth, the more unwanted attention it attracts.

Wealthy rewards suggested by the Muses: Money!

Clubs – Bring back your skin. Sometimes, the best reward you get from an adventure is your sheer survival.

Bring back your skin rewards suggested by the Muses: Smile! Tomorrow will be a better day!

Joker – Unexpected Outcome. Against all odds, the adventure ends in a surprisingly bad or in an incredibly good way. At the end of the adventure, draw two cards. The heroes get the result of both.

THE UNFOLDING

By now, thanks to the Muses' inspiration, the adventure's base concept (the four W's: where, who, what and why) should be complete. Let's focus now on the adventure's unfolding or "how". The values of the four cards will provide essential details about the adventure's main theme, its start, its twists and its principal scene. Let's go back to the first card and let's take a look at its value.

FIRST CARD'S VALUE – THE MAIN THEME

The first card's value will provide useful hints about the adventure's goal as well as its general atmosphere, which will make the "background" for the entire story. Of course, if you've already come up with a very good theme, skip this part entirely.

Deuce – Crime. A criminal action is the adventure's main theme. If this card is red, the heroes are on the law's side and should investigate to find the culprit. If the card is black instead, the heroes are on the criminal side, committing illegal/murderous actions and trying to get away with it.

Three to Six – Quest. The quest for an object, a person or an important information is the adventure's main theme. If this card is red, the heroes must actively look for something or someone. If the card is black instead, the heroes must destroy, hide or actively defend something/someone from pursuers.

Seven to Nine- Intrigue. Whether they are aware of it or not, the heroes fall into a vipers' nest. Treachery, cheating and pretending are this adventure's keywords. If this card is red, the heroes must help a NPC who's caught in a web of deceit. If the card is black instead, the heroes must spin the web of deception in order to reach their goals.

Ten – Horror. Fear is this adventure's main theme. If this card is red or black, the heroes will face their inner fears, a terrifying creature or a spooky environment.

Jack – Journey. Travelling is this adventure's main theme. If this card is red or black, the adventure will focus on dangers and challenges of the journey rather than on what to do once arrived.

Queen – Love. Love is this adventure's main theme. This doesn't mean that the adventure should necessarily become a soap opera: remember that the worst atrocities are carried out in the name of love. If the suit is red, then the heroes are directly involved. Perhaps a sibling or spouse is in trouble. If the suit is black, one of the heroes is the subject of unwanted attention. Perhaps they have a stalker or a lover that they have scorned in the past.

King – Keep your word. Keeping promises and/or obeying orders are this adventure's keywords. If this card is red, the heroes or a NPC must try hard to behave honorably against all odds. If the card is black instead, the heroes or a NPC are forced or are cheated into behaving in a dishonorable way.

Ace – Secrets. Mystery is this adventure's main theme, that's why something will be kept secret (the patron's identity, the mission's object, the villain's goals etc.) If this card is red, the secret is not directly related to the heroes. If the card is black instead, solving the mystery would mean revealing a hero's (hidden) secrets too.

Joker – Major Event. An exceptional occasion is this adventure's main theme. This event's importance could be anything between a world war and a child's birthday. If this card is red, the event would probably be a celebrative or a happy one like a festival. If this card is black instead, this event could be a tragic catastrophe such as an earthquake.

SECOND CARD'S VALUE – THE START

The second card's value will provide hints on how to get the heroes involved in the adventure. These cards provide strong hooks that serve to engage players and pique their interest.

Deuce – the Unwilling party. Someone or something “forces” the otherwise reluctant team to start the adventure. Perhaps, they’ve been robbed of everything and now wish to get revenge and/or their precious equipment back. Alternatively, they could have contracted a debilitating disease or been poisoned and are forced to find a cure.

Three– Unexpected “treasure”. The heroes retrieve an exceptional object or piece of info that starts the adventure. For example, among the items that they retrieve from the safe, they retrieve a piece of paper that looks like a piece of a map. How did it get there? Where are the other pieces? And where does the map lead? If this card is red, the team will have all necessary info to start with. If the card is black instead, the heroes will have only a vague hint and must investigate further.

Four to Nine – Hired. Someone (usually a Shadow) recruits the team to fulfill a mission on someone else’s behalf. This “classical” hook is perhaps the most frequent one. If this card is red, the adventure will start when the patron approaches them, giving the team the opportunity to refuse, to bargain and to ask more questions. If the card is black instead, they will already have accepted the job. GMs who want to start right away would probably choose the second option.

Ten – I’m not the one you’re looking for. For some reason, at least one of the heroes is mistaken for someone else and this misunderstanding starts the adventure. Since this is a very peculiar hook, it should be used with moderation. If this card is red, a hero will be mistaken for someone important, revered or loved, putting him into a favorable position. If the card is black instead, a hero is mistaken for a criminal, a murderer or someone deeply hated, putting the party in serious trouble.

Jack – You are not alone! A relative, a friend or one of team’s patrons ignites the adventure. If this card is red, the person is in serious trouble and requests the help of the team. If the card is black instead, the heroes are in serious trouble and someone comes to their rescue.

Queen – Personal issues. Every hero has his problems. This time, one of them will start the adventure. Choose a Hero: one of his *hindrances* will come to haunt the party. For example, a lover whom the hero abandoned years before could approach the hero in disguise and poison him. If this card is red, the chosen hero will be the target of his own problems. If the card is black instead, the chosen hero’s problems will affect another hero in the party or someone else close to the hero.

King or Ace – Strike first, think later! The adventure starts in a fast and furious way with the heroes in the middle of a fast-paced scene (it could be a firefight, a car chase, etc.) You can either describe what happened that led them to this point or let the players describe it in a sort of flashback (remember: they cannot die while “reenacting the memory”). Either way, the adventure moves on!

Joker – Paradox. This adventure starts in a really weird way that throws the heroes right into the adventure. For example, everyone is turned into a different animal or someone suddenly loses his memory.

Alternatively, draw two additional cards and mix them. For example, drawing a six (Hired) and a Queen (Personal Issues) might either mean that the heroes are hired by one of their former personal adversaries or that they are hired to protect someone they deeply despise.

THIRD CARD'S VALUE – THE TWIST

Fate can be a fickle mistress. Just when the heroes think they've got a complete picture of what's going on, that's when something unexpected occurs. This could be a boon or a nasty pitfall. In any case, it's up to the GM to decide whether to twist the story and how much it should be twisted. If you prefer a plain, direct adventure skip this step entirely. Otherwise, listen to the Muses' advice.

Deuce – Sudden death. During the adventure, an important NPC unexpectedly dies, leaving the heroes in big troubles. For example, their wealthy patron dies of a heart attack during a banquet before giving them their hard-earned reward. Or the scholar who should have translated their ancient scroll was murdered the day before the heroes arrive. In any case, this sad event should make things extremely complicated.

Three or Four – Excruciating dilemma. At some point, the heroes must make a difficult choice, better if a moral one. For example, the heroes are hired to kill someone who is working against them only because someone has kidnaped their child. Will the heroes carry out their duties or will they join the unemployed workers' cause? The GM can choose whatever topic he pleases, remembering that the more difficult the choice is, the more effective this twist will be.

Five to Seven – Changes. All of a sudden, the GM changes one or more adventure's aspects (Antagonist, Location, Patron etc.) For example, the team wakes up naked in a prison, side by side with the person they've been hired to find.

Eight or Nine – Never trust anybody! A friendly NPC suddenly changes side and/or allegiance. For example, a previously allied street gang could join your enemy's ranks during the final battle, or the scholar you've always trusted provides you with the wrong translation of an important document. If the card is red, the NPC has always been an enemy in disguise. If the card is black instead, the NPC is forced to betray the heroes.

Ten – Not quite right. For some reason, what the heroes believe to be true really isn't. For example, the kidnapped girl they've been hired to find actually left of her own free will in order to marry a man that her father despises. If the card is red, the heroes are the victims of a misunderstanding or a coincidence. If the card is black instead, someone has manipulated the heroes.

Jack – When the going gets tough, the tough get going! The more the heroes get involved in the adventure, the tougher it seems. For example, the heroes could realize that the enemy they're about to face is far more powerful than they expected and/or has dozens of allies. If the card is red, they realize their predicament. If the card is black, they have no idea that they are outmatched until it is too late.

Queen – Any help is welcome! When the heroes are about to fail, help arrives from an unexpected source. For example, If this card is red, help comes from a friendly or neutral NPC. If the card is black instead, a hostile NPC changes side and rescues the team.

King – Mission impossible. The heroes realize that this mission is nearly impossible. If this card is red, the heroes will find themselves in this situation due to negligence and/or ignorance. If this card is black instead, someone engineered this situation in order to to kill or deeply humiliate them.

Ace – Great powers mean great responsibilities. The heroes' actions will have overarching consequences beyond their mission. For example, they might recover a stolen object that is actually a weapon that could wipe out thousands of people. If this card is red, their actions will have a neutral or even positive outcome. If the card is black instead, the heroes will unwittingly aid in a potentially devastating plan.

Joker – Double Twist. Draw two additional cards and mix them. For example, drawing a ten (Shocking Reality) and an Ace (Great

Responsibilities) could mean that one of the heroes seduces a beautiful, mysterious woman who turns out to be Goddess Echidna herself, who will give birth soon to a monster even more powerful than Typhon...

FOURTH CARD'S VALUE – THE MAIN SCENE

The main scene is the climax of the adventure. Players could forget everything else about the adventure, but they would definitely remember this part. This is where the GM's storytelling reaches its peak and where the heroes' skills are really put to a test.

Deuce – Unexpected reinforcements. When the conflict's outcome seems set, unexpected help suddenly arrives, drastically changing the odds and providing a moving main scene. If this card is red, unexpected allies come to the heroes' rescue. If it is black instead, some uninvited enemies come to support the villain.

Three or Four – Daring escape. Whether the heroes are the hunters or the prey, a fast-paced chase or a daring escape from a really dangerous place is this adventure's main scene. If this card is red, the heroes will be the "hunters", running after something or someone in a dangerous situation like a fast-paced car chase at rush hour as they pursue the fleeing villain. If the card is black instead, the heroes will be the one chased, like escaping from a security force with the information they were sent to retrieve.

Five to Seven – Epic battle. Whether it's a massive firefight or an epic duel, a memorable battle will be this adventure's main scene. If this card is red, the battle will involve all the heroes. If the card is black instead, only one Hero will be involved in this main scene's battle.

Eight or Nine – Unveiled secrets. An important and dramatic discovery or revelation is this adventure's main scene. For example, the heroes could realize that their most hated sworn enemy is actually the brother of one of

their team members or one of the heroes comes face to face with the person responsible for something tragic in their life.

Ten or Jack – Stalemate. This is a tension filled main scene, where the heroes are locked in a standoff with the villain and the slightest error could have heavy consequences. For example, the villain threatens to destroy something or someone precious to the team.

Queen – Retrieval. This awe-inspiring main scene peaks when the heroes finally manage to snatch the long sought artifact and/or rescue the proverbial damsel in distress. Whether it's a stealthy, covert operation or a furious battle, the focus of this main scene is the daring retrieval of someone and/or something.

King – Challenging Fate. The heroes knew too well that this mission was opposed by Fate. Grim prophecies warned against a sad ending. However, they must find a way to overcome the impending doom and triumph. It will take cleverness, not force of arms, to overcome this challenge.

Ace – Time is running out! The heroes must hurry, or else something really bad might happen. For example, they must disarm a very powerful bomb before it blows the entire city away or they must hastily find an antidote for the poison that is slowly killing their friend. If the GM wishes, the entire scenario could be a "race against time" or the "hurry up!" part could be limited only to the main scene.

Joker – Mix it up! Draw two additional cards and mix them up to obtain an even more dramatic scene. For example, drawing an eight (Unveiled Secrets) and a four (Daring Escape) might mean that Olympunks discover that the Corporation they were working for would rather kill them than paying their bill, so they must somehow escape from the hostile and heavily guarded building.

PUTTING IT ALL TOGETHER

By using the adventure generator, you should be able to devise a rough plot and some ideas on how the adventure could unfold. All you need to do now is add as much details and flavor as possible: the more, the better. What follows is some advice to make this adventure generator work for you.

Follow your heart.

The cards are a great source of inspiration, but don't let them override your own ideas. Your ideas are all that really matters, the cards are there only to help you and provide you with useful tips. So, feel free to ignore "unwanted help" from the cards and add as many features as you want (two Antagonists, three main scenes etc.). Nothing is more epic than following your heart.

Look out for Matches.

Sometimes it happens that two or more cards share the same suit or the same value: this is called a Match. For even more inspiration, focus on matches to build an intriguing plot. For example, if the first card's value is an Ace (Secrets) and the fourth card is an Ace too (Time is running out), the adventure's main theme and main scene match. An interpretation of this match could be that the whole adventure is a race against time to uncover some kind of secret. Matches are as important as star alignments, so don't forget them!

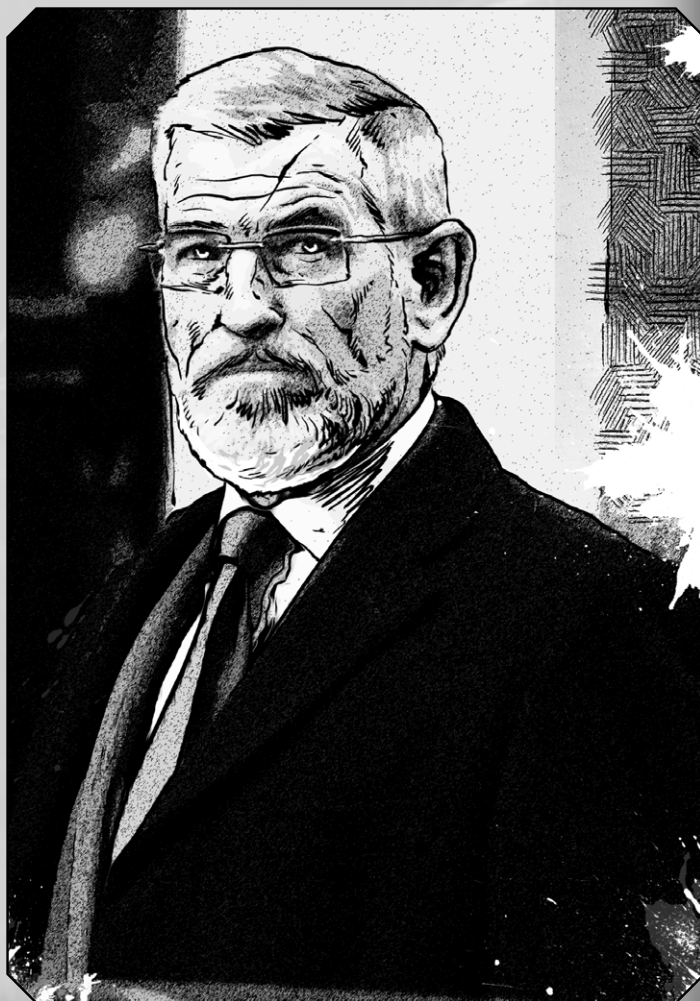
Breathe life into your NPCs.

Creating a plain, nameless character and creating a truly memorable adversary require about the same amount of your precious time. The real difference is how much passion you put into her creation. When your passion flows into a NPC, it becomes truly alive and ready to take on the world; this provides excitement and addictive entertainment for both players and GM. Don't simply fill in the stats, but ignite your NPCs with the power of your own emotions! Build a story that will highlight his motivations, devise subtle plots to strike the heroes where it hurts most and finally, let him escape in a cunning way so he can bother the heroes again or, when his time finally comes, let him die in an epic way.

Always remember: epic storytelling means strong characters. Nobody will remember the guy who led the three-hundred man army if you didn't put enough passion into creating him. But everyone will remember the mighty Xenocrates, son of Callimachus, who led three hundreds hoplites in a last stand against more than a thousand Atreides soldiers under Mycenae's Lions Gate ...

Flavor it up!

Devising a sturdy plot is the best way to create a great scenario. However, in order for an adventure to really capture the players' hearts, flavoring is the key. The more details you put in it, the more the players will feel emotionally involved in your story. Every minute you spend in adding flavor to the story will be rewarded tenfold. Finding a great name for NPCs, giving a vivid description of places and providing a true epic atmosphere are great ways to help your players slide into the adventure.



ADVENTURE'S DIVINATION EXAMPLE

So far, we've talked about theory. Let's put all of this into practice!

I've shuffled my action deck and drew four cards in a row, which are:

2 of Clubs
Queen of Diamonds
10 of Diamonds
3 of Hearts

A picture begins to form. What if a person, who the team thought was dead, sought revenge by framing them for a crime? What if this same person's real end game had nothing to do with actually ruining the lives of the team members, but something completely different? Ruining their lives could just be an added bonus for the villain.

Here's what I came up with:

TO HELL TO GET A DRINK

2 Clubs- Crime(Heroes Committing) / Slums/
Abandoned Area
Queen Hearts- Personal Issues/ Plotter
10 Diamonds-Victim of Misunderstanding/
Possessions
3 Hearts-Daring Escape (Heroes Hunting)/
Relationships

The Adventure:

The heroes have been hired to break into an abandoned warehouse that actually belongs to the Riverbend Institute. They are hired to retrieve a prototype weapon that is being stored there. When they arrive, the team finds the warehouse empty except for the body of a prominent socialite and a laptop. It is easy to determine that the socialite was killed by multiple gunshot wounds to the chest and head. She has also been badly beaten and presumably tortured.

Suddenly, the laptop flickers to life and a face fills the screen. Instantly, one of the heroes is

frozen with fear as realization spreads across his/her face. The man on the laptop screen is David Jacobs and he should be dead. Why? Because one of the heroes killed him two years ago.

"Reports of my death have been greatly exaggerated," the man says with a grin. "However, it looks like you have been a bad boy... actually, you all have misbehaved terribly. Seems my old friend there has captured, tortured and killed that young lady on the ground. To top it all off, he used this laptop to broadcast it over the net. The police are on their way. Your picture is all over the news. Your life is over. Have fun." Sirens fill the air.

As they exit the building and avoid capture, it is easy to corroborate the man's story. Every local and national news source has featured your teammate's picture and the story that David Jacobs created, complete with video proof.

The heroes have two options: They can try to run, but they will be captured/killed or they can try to track down the man who framed them. Given that the job was a trap, their Shadow is happy to hook the team up free of charge with a Ghost who is a digital bloodhound. Eventually the Ghost tracks David Jacobs to an upscale apartment on the west side of town.

Once inside, the team tears apart the apartment and finds schematics for the headquarters building of Tannin Enterprises. It is not hard for the team to put two and two together. The woman in the warehouse was also an executive at Tannin Enterprises. She was tortured and her right index finger and right eye were missing. Everything to this point has simply been misdirection.

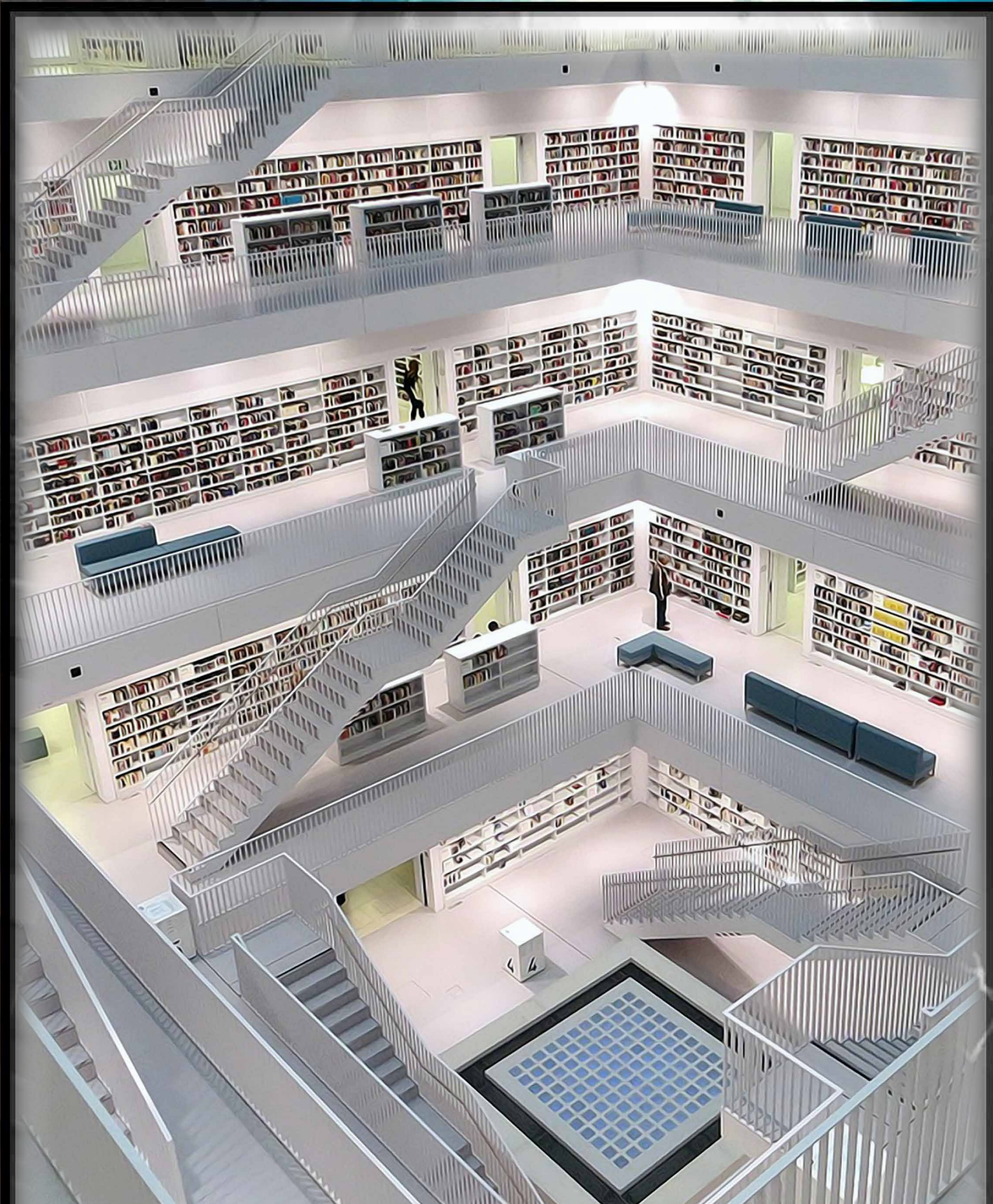
The team races to the Tannin Enterprises headquarters building only to find that all the guards have been incapacitated by some sort of gas or other type of chemical agent. The team meets some resistance from some nasty creatures and a few drones who give their boss the chance to escape. As they defeat the last of the drones, the team catches a glimpse of the

man as he exits the building. Smiling, the man drifts off into the crowd.

However, the team gives chase and eventually catches the man, much to his chagrin. The team is able to find evidence that clears them and

points back to David Jacobs as the culprit of the horrible murder. Tannin Enterprises is happy to have the formula back for their new alcoholic energy drink. Seems this whole thing was simply about theft and it seems that the team has made a new, powerful friend.





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EMPLOYEE INFORMATION FORM 0151971-089



Olympus
Inc.

Olympus Inc. Use Only—Do Not Write In This Space

Name: _____

Race:

Description:

Rank:

Total Experience Points:

ATTRIBUTES

d	AGILITY
d	SMARTS
d	SPIRIT
d	STRENGTH
d	VIGOR

DERIVED ATTS.

	PACE
	PARRY
	TOUGH
	CHAR

BACKGROUND

HINDRANCES

SKILLS

[illegible][illegible]

GEAR

Total Wt. Carried

Weight Limit

$$\begin{bmatrix} -1 & -2 & -3 \end{bmatrix}$$

ARMOR

Head: _____

Torso: _____

Arms: _____

Legs: _____

EDGES

[illegible]

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

POWERS/RACIAL TRAITS

Power/Trapping	Cost	Range	Damage/Effect	Duration
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[illegible]

WEAPONS

<i>Weapon</i>	<i>Range</i>	<i>RoF</i>	<i>Damage</i>	<i>AP</i>	<i>WT</i>	<i>Notes</i>
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So...been through a lot have you? Motor vehicle accident, total humiliation, family murdered? No? Ah...a bunch of guys tried to kill you. I figured it was something like that or we wouldn't be having this conversation.

Was there a moment where every cell in your body cried out and you felt every emotion at the same time? Did you feel like you could do anything and were one with the universe for a split second? That is what we call the Awakening. Congratulations, today is your birthday. Today you are no longer asleep. Instead, you have Awakened. You are a demigod.

For the most part, things are exactly as you knew before you experienced the Awakening. Let's start with the basics. This is stuff you probably already knew or at least suspected. Twelve massive corporations control most of the world's commercial, medical, scientific, and industrial production via a plethora of subsidiaries. To some extent, governments still hold megacorporations in check and the media is a mixed bag.

What you don't know is that you're now knee deep in a war for the survival of our world. Good Luck!

Welcome to the world of Olympus, Inc where demigods and mythical creatures battle in the shadows for the future of our world.

