ATLANTIS: THE SECOND AGE CORE BOOK
MSRP: $49.99
Product number KHP022
368 pages Hard Cover full color (8.5”x11”)

Atlantis is a sword and sorcery game inspired by the works of Fritz Lieber, Michael Moorcock, Robert E. Howard, and Clark Ashton Smith. Atlantis; a strange, wondrous and sometimes horrific antediluvian age where heroes survive by their wits, courage, and strong sword arms.

ATLANTIS: GEOGRAPHICA
MSRP: $39.99
Product number KHP023
ISBN: 978-0-9960952-0-4
256 pages Hard Cover full color (8.5”x11”)

The Geographica is the first companion book for the role-playing game Atlantis: The Second Age. The Geographica details the people and culture of the antediluvian world once ruled by the kingdom of Atlantis.
CHAPTER ONE
Prelude to Adventure

What Is Atlantis?

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

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

Twelve Revelations

1.) WHAT IS ATLANTIS ABOUT?

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

2.) WHAT DO THE CHARACTERS DO IN ATLANTIS?

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

3.) WHAT IS THE RESOLUTION MECHANIC OF ATLANTIS?

Atlantis incorporates the Omega System, which uses a D20.

4.) HOW DOES CHARACTER CREATION IN ATLANTIS REINFORCE

WHAT THE GAME IS ABOUT?

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

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

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

6.) HOW DOES ATLANTIS’ SETTING REINFORCE WHAT THE GAME

IS ABOUT?

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

INSCRIPTIONS

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

INFLUENTIAL WRITERS

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

Clark Ashton Smith: The writer of four very important sword
and sorcery series; Averoigne, Hyperborea, Mars, Poseidonis,
Zothique. Smith, along with
Howard are the fathers of fantasy
that ATLANTIS is trying to
emulate.

Robert E. Howard: The creator of
Conan, Kull, Solomon Kane, and
Bran Mak Morn.

Fritz Leiber: Creator of Fafhrd and
the Gray Mouser series.

Michael Moorcock: Creator of Elric
and the concept of the Eternal
Champion.

COMIC BOOKS:

Warlord: a sword and sorcery comic
book published by DC Comics.
Created by Mike Grell and infused
with just enough nutty super
heroic to make it outstanding.

Savage Sword of Conan: the
black and white Marvel Comics
magazine that exploded my brain
as a kid. I think I learned to read
with this magazine.

Age of Bronze: Eric Shanower’s
epic retelling of the Trojan War,
produced by Image comics.
MOVIES AND TELEVISION:
Conan the Barbarian: the movie adaptation of Robert E. Howard’s classic hero.
Fire and Ice: Who could forget this Frank Frazetta inspired sword and sorcery adventure. This movie packs in a lot of high action adventure and very iconic imagery.
Krull: A group of Heroes band together to fight impossible odds.
The Never Ending Story: Wonderful fantasy adventure with many sword and sorcery elements filtered through a child’s story book.
Deathstalker: This 80’s fantasy movie is like watching a car wreck. You know it’s horrible but you just can’t stop watching.
The Sword and the Sorcerer: Who didn’t have a tri-sword in the D&D game after seeing this movie?

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

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

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

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

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

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

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

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

WWW.ATLANTISRPG.COM
The contents are TM and © 2016 Khepera Publishing. The Khepera Scarab and the Atlantis logo are © Khepera publishing. No portion of this book may be reproduced by any means without written consent from the publisher, except for review purposes. Any resemblance to persons living or dead is purely coincidental or used for the expressed purpose of parody.
“Omega System” and the Omega System logo are Trademarks owned Khepera Publishing.
**ATTRIBUTES**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Hero Points = 5+ (Charisma Attribute)

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

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

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

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

- Players may spend Hero Points to increase a roll by +2. Hero Points may be spent after the roll is made.
- One Hero Point may be used to negate a mishap or Critical Failure.
- One Hero Point will add +4 to damage inflicted.
- Hero Points may be spent to negate 4 points of damage per point spent. The Hero can spend up to his maximum amount of Hero Points in this way.

Example: Donobey is fighting a giant Lemurian machine construct on an archipelago in the Elysium Ocean. At his disposal are three Hero Points. The machine shoots a gout of flame at the nimble Hero, hitting him for 30 points of damage! Donobey is in the pursuit of a Diomedean bridle and so this would be a good time to use his Hero Points to negate the damage. Donobey’s player spends all three Hero Points and negates 12 points of damage.

- Two points will give the Hero one extra action for one round of combat without any multi-action penalty.
- Two points can be spent to negate the unconsciousness effects of a critical hit.
RENOWN

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

BELOW IS A BENCHMARK LIST OF WHAT RENOWN IS

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

SOCIAL AFFAIRS

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

EARNING RENOWN

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

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

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

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

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

THASHESHI HUMAN BURGLAR

DISADVANTAGES

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

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

Hero Points | Hit Points | Wealth Rating
7 | 21 | +1

Skills

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

Talents

Great Escape

Gear

Lightweight half suit of armor, Dagger, Gladius Sword, Thieves tools, Horse, and Traveler's Gear

Dagger

WR DoD +0
Acc | DR | WT | STR | RoF | AMMO | Rng
+2 | 6√ | 0.9kg | +0 | - | - | -

Gladius

WR DoD
Acc | DR | WT | STR | RoF | AMMO | Rng
- | 8√ | 1.8 kg | +0 | - | - | -

Armor

Light Half Suit PR2

Shield

N/A

HUMAN RACIAL ABILITIES

ZEAL

Tyawaedi may add +2 to one roll per adventure

TYCHE

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

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

**Nubian Human Soldier**

**Disadvantages**
- Sworn Enemy of Any Devil (O)
- Will Never Back Down (O)
- Loves to carouse (O)

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

**Hero Points**

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

**Skills**

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

**Talents**

- Advanced Militia Training

**Gear**

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

**Spear**

<table>
<thead>
<tr>
<th>Acc</th>
<th>DR</th>
<th>WT</th>
<th>STR</th>
<th>RoF</th>
<th>AMMO</th>
<th>Rng</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>12 †</td>
<td>2.7</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>6m</td>
</tr>
</tbody>
</table>

**Pinga**

<table>
<thead>
<tr>
<th>Acc</th>
<th>DR</th>
<th>WT</th>
<th>STR</th>
<th>RoF</th>
<th>AMMO</th>
<th>Rng</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>8 Ω</td>
<td>1</td>
<td>+1</td>
<td>1</td>
<td>1</td>
<td>12m</td>
</tr>
</tbody>
</table>

**Bow, Short (2H)**

<table>
<thead>
<tr>
<th>Acc</th>
<th>DR</th>
<th>WT</th>
<th>STR</th>
<th>RoF</th>
<th>AMMO</th>
<th>Rng</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>8 †</td>
<td>2.7</td>
<td>+0</td>
<td>1</td>
<td>1</td>
<td>40m</td>
</tr>
</tbody>
</table>

**Armor**

- Medium Half Suit PR5

**Shield**

- Medium Shield, +1 defense, +2 Parry

**Human Racial Abilities**

**Zeal**

Donobey may add +2 to one roll per adventure.

**Tyche**

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

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

**ATLANTEAN HUMAN SAINT**

**DISADVANTAGES**

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

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

**Hero Points** | **Hit Points** | **Wealth Rating**
---|---|---
7 | 20 | +1

**Skills**

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

**Dominion Access, Righteous Words**

**Gear**

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

**Quarterstaff** | **WR DoD** | **Acc** | **DR** | **WT** | **STR** | **RoF** | **AMMO**
---|---|---|---|---|---|---|---
- | +2 | 5v† | 1.8 | +0 | - | - | -

**Armor** | **Shield**
---|---
Light Half Suit PR2 | N/a

**MINOR ABILITIES AS A FOLLOWER OF OBATALA**

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

- **Boost**: The Hero can use the energy of the sun to enhance an attribute or ability (chosen when the power is granted). The Hero may enhance the ability by a number of points equal to 3. The Hero affects allies in a radius around him equal to 15km. The benefit last for 6minuts. Those so imbued glow, radiating a golden aura.
- **Healing**: The healing rays of the sun may heal everyone within a radius of 30m. Everyone within the glowing radius heals 4Hit Points, while undead or demons suffer the same amount as damage. This favor may be used once per request.
- **Flash Attack**: The Hero may emit a burst of energy that blinds all his foes, causing them a penalty, equal to -3, to all sight based actions for 3 rounds. The attack may be resisted with a PER+ Evade roll, versus a DoD -12. The Hero may use this power 7 times. Undead suffer double the effect.
- **Luck**: Those with love in their hearts gain 5 of dice rerolls. The benefit affects 3 people. This favor may be used once per request.
- **Detect Guilt**: Know the guilt of 20 people by looking into their eyes. The Hero knows what the person has done and why they performed the transgression. A Hero may use this ability 4 times per request.
### Caerwyn

#### Lemurain Lemurian Scholar

##### Disadvantages
- Enemy Lemurain Scholar O
- Must know the truth O
- Bad temper O

<table>
<thead>
<tr>
<th>INT</th>
<th>PER</th>
<th>WIL</th>
<th>CHA</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>SPD</th>
<th>CR</th>
<th>MR</th>
</tr>
</thead>
<tbody>
<tr>
<td>+5</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+3</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>-2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Hero Points</th>
<th>Hit Points</th>
<th>Wealth Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>20</td>
<td>+1</td>
</tr>
</tbody>
</table>

##### Skills
- Athletics +4, Evade +5, Handicraft (Alchemy) +13, Influence +4, Instinct (Danger Sense) +4, Investigate/Search +7, Literacy (Atlantean) +1, Literacy (Lemurian) +6, Lore (Medicinal plants) +5, Lore (Alchemical Formulas) +7, Medicine +9, Perform +5, Profession (scholar) +10, Speak Language (Lemurian) +10, Speak Language (Atlantean) +8, Weapon (Ranged)+5

##### Talents
- Alchemical Scientist

##### Gear
- Several tomes of scholarly work, Ancient trinkets or collectables (toss +4 Treasure), Dagger, Horse, and Traveler’s Gear

**Dagger**

<table>
<thead>
<tr>
<th>Acc</th>
<th>DR</th>
<th>WT</th>
<th>STR</th>
<th>RoF</th>
<th>AMMO</th>
<th>Rng</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>6</td>
<td>½</td>
<td>+0</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**The Lawgiver (Gas Pistol)**

<table>
<thead>
<tr>
<th>Acc</th>
<th>DR</th>
<th>WT</th>
<th>STR</th>
<th>RoF</th>
<th>AMMO</th>
<th>Rng</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>9</td>
<td>3</td>
<td>+0</td>
<td>6</td>
<td>20m</td>
<td>20m</td>
</tr>
</tbody>
</table>

##### Armor
- Light Half Suit PR2

##### Shield
- N/a

---

### Lemurian Racial Abilities

#### Primordial Might

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

#### Masters of the Natural World

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

#### Logic of the Lawgiver

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

### Elixirs on Hand

#### Panacea (2 doses)

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

#### Potions on Hand

##### Ruwa liqueur (1 vial)

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

The effects last for 4 rounds

##### Dragon’s Breath (3 vials)

When concocted, yields a very strong, noxious gas that fills an area of 4m per dose (doses can be combined to increase the area). The gas will burn exposed skin, causing blisters and rashes and burning the eyes. Those in the area will suffer CON -10 points of damage, plus a penalty to all physical actions equal to their DEX -5. The cloud last for 2 rounds and then settles on the ground as an inert red crystal powder. The damage effects are immediate, but the penalty last for CON -5 rounds.

##### Powders on Hand

##### Muhraq (2 doses)

This powder ignites upon contact with air. When poured out, or exposed by more violent means, it creates fire (DR 10) and dense smoke (5m radius). Normally stored in amberglass vials or spheres for safety, it can instead be placed inside much more fragile glass containers and used as a volatile projectile.
**Thalmia**

**Antillian Triton Sorcerer**

**Disadvantages**

Wijica, a highborn Atlantean noble
Too inquisitive
Horrible belly scar

<table>
<thead>
<tr>
<th>INT</th>
<th>PER</th>
<th>WIL</th>
<th>CHA</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>SPD</th>
<th>CR</th>
<th>MR</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>+0</td>
<td>+1</td>
<td>+0</td>
<td>+0</td>
<td>+1</td>
<td>+0</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
</tr>
</tbody>
</table>

**Hero Points**

5

**Hit Points**

20

**Wealth Rating**

+1

**Skills**

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

**Talents**

The Gift, Fast Cast

**Gear**

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

**Dagger**

<table>
<thead>
<tr>
<th>WR</th>
<th>DoD</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td></td>
</tr>
</tbody>
</table>

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

**Armor**

Light Half Suit Pr5

**Shield**

Medium Shield, +1 defense, +2 Parry

**Triton Racial Abilities**

**Silver Allergy**

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

**Aquatic**

Thalmia may move at +9 SPD in water and breathe freely in water.

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

**Beast Language**

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

**Night Vision**

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

**SAMPLE SPELLS**

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

**ATTACK SPELLS**

**Ice Shards (Casting DoD-10)**

An attack on a single opponent for 10DR. range 20m

**Sea Tick Sting (Casting DoD-19)**

Attacks a single target for DR10 for 3 rounds

**Thunder Blossom (Casting DoD-17)**

Attacks an area for 8 DR. affect everyone in a 3m radius

**MANIPULATE SPELL**

**Strength of Grom**

Adds +5 to the targets STR. Last for 1 minute

**Casting DoD-15**

**Skin Shifting (Casting DoD-10)**

The targets skin shifts on his body changing his appearance, lasting for 5 minutes.

**Empyrean Fire (Casting DoD-10)**

The target of this spell is enlightened by the heavenly flames of god.

Increases the level of a skill by +5 for 5 minutes

**SHIELD SPELLS**

**Wind of protection**

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

**Ward (Casting DoD-11)**

The elemental fires of haven encircle an area allowing no harm to come to the hero. Anyone inside the are of the ward is protected and may add +10 to the DoD to affect them. Area of effect is 2m radius
**Talent Explanation**

**Advanced Militia Training**

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

**Alchemical Scientist**

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

**Dominion Access**

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

**Fast Cast**

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

**Great Escape**

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

**Righteous Words**

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

**The Gift**

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

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

The Results Table

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

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

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

Results Table Key

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

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

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

The action achieves the intended result.

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

Rounding Numbers

Sometimes a number will have to be divided because of a Partial Success or some other reason. When rounding numbers, always round UP to the next whole number.
**Atlantis Example of Play**

Jerry and some friends are sitting down to play a session of Atlantis: the Second Age. They are picking up from a previous session wherein their characters were being pursued by a group of assassins tied to the Dogs of Jhunn. The game starts with the Heroes huddled in a tavern room cut off from the port where their ship awaits. Somewhere on the streets below, a group of assassins stalks.

Doug wants his Lemurian to head onto the balcony. His intent is to attempt to spot the assassins. Renee, the GM, asks if Doug’s character, Caerwyn, is also intending to hide. Doug says no, that his priority is spotting the threat.

This is fairly straightforward contested skill roll. Caerwyn is attempting to spot some hidden assassins, so Renee has Doug roll Perception against a difficulty of the Assassins’ Dex + Stealth. Doug has a total of +4, but he has to subtract the Assassins’ skill rating of +12 as a difficulty modifier, so Doug is rolling a d20 with a modifier of -8. Luckily, he gets a 17. That modifies down to a 9, so he has a Partial Success.

Caerwyn spots where two of the assassins lie in wait in an alleyway across from the tavern. Kieran’s character, Thalmia, is concerned because there were at least five of the assassins pursuing them before. Thalmia wants to try to remember as much as she can about the Dogs of Jhunn in the hopes that she’ll recall something that might help.

Kieran’s intent is to remember some bit of Lore that might help. Thalmia has the skill Lore: Arcane Arts.

**Attributes and Attribute Rolls**

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

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

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

**Skill Rating**

Skill Rating = Skill Level + Attribute

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

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

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

**Intent**

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

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

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

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

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

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

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

OPPOSED ACTIONS

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

Example: Dayn the thief wants to use his Stealth skill to sneak past a watchman. Because this is an Opposed Action, the Degree of Difficulty is the watchman's ability to detect the thief.
The watchman has a Perception of +3 and an Investigate/Search skill of +3 for a total of +6. Dayn's Stealth Skill Rating is +9. Dayn's player rolls a D20 and adds +9 Versus a DoD of -6 (the watchman's Perception + skill) as a penalty.

MULTIPLE ACTIONS

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

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

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

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

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

COOPERATIVE EFFORTS

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

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

TIME IN THE GAME

One Round = 6 seconds

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

ABILITIES RELATED TO ATTRIBUTES

REACTION ROLLS

Reaction Roll = CHA Attribute + applicable Skill

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

PERCEPTION CHECKS

Perception Check = PER Attribute

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

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

RESISTANCE ROLLS

Physical Resistance = CON

Mental Resistance = WIL

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

Examples: A Hero ingests a Strength 7 poison. The Hero must make a CON roll DoD-7 or suffer the DR of the toxic concoction.

Example: A Hero is traveling through a particularly dangerous jungle and is bitten by an insect that carries a virulent disease. The strength of the malady is 4. The Hero must make a CON roll with a DoD-4.

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

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

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

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

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

**Jumping**

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

**Climbing**

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

**Swimming**

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

**DETERMINING DEGREE OF DIFFICULTY (DoD)**

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

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

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

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

**SPEED TABLE**

<table>
<thead>
<tr>
<th>SPD</th>
<th>M/rd</th>
<th>KPH</th>
</tr>
</thead>
<tbody>
<tr>
<td>-6</td>
<td>.12</td>
<td>.07</td>
</tr>
<tr>
<td>-5</td>
<td>.25</td>
<td>.15</td>
</tr>
<tr>
<td>-4</td>
<td>.5</td>
<td>.3</td>
</tr>
<tr>
<td>-3</td>
<td>1</td>
<td>.5</td>
</tr>
<tr>
<td>-2</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>-1</td>
<td>10</td>
<td>6</td>
</tr>
<tr>
<td>0</td>
<td>15</td>
<td>9</td>
</tr>
<tr>
<td>1</td>
<td>20</td>
<td>12</td>
</tr>
<tr>
<td>2</td>
<td>25</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>30</td>
<td>18</td>
</tr>
<tr>
<td>4</td>
<td>35</td>
<td>21</td>
</tr>
<tr>
<td>5</td>
<td>40</td>
<td>24</td>
</tr>
<tr>
<td>6</td>
<td>45</td>
<td>27</td>
</tr>
<tr>
<td>7</td>
<td>50</td>
<td>30</td>
</tr>
<tr>
<td>8</td>
<td>55</td>
<td>33</td>
</tr>
<tr>
<td>9</td>
<td>60</td>
<td>36</td>
</tr>
<tr>
<td>10</td>
<td>65</td>
<td>39</td>
</tr>
</tbody>
</table>

*Sample file*
To Roll Or Not To Roll

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

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

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

Combat

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

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

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

Combat Rating (CR): The Hero’s Attribute
Combat Skill Rating: The total of the Combat skill and the Combat Rating

Combat Rounds And Turns

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

Damage & Protection

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

Damage Rating (DR)

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

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

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

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

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

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

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

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

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

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

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

Example: A Hero has a DoD-10 to hit an opponent. If the opponent had a medium shield, the Hero would have a DoD-11 to hit the opponent.
When used to parry, the shield provides a bonus to the roll determined by the size of the shield.
Example: The Hero has a Shield Parry skill total of +10; with a medium shield his total is +12.

COMBAT IN DETAIL

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

Bursting out from the door of the tavern, leaving a wake of startled patrons who flock to the front windows, Caerwyn raises a Lemurian thunder lance rifle to her shoulder and takes aim at one of the Dogs of Jhunn who is sprinting down the street. Doug says that his Intent is to shoot the assassin before the attacker can reach the alleyway where Donobey is fighting. Unfortunately, the assassin spots the Lemurian and starts to duck and weave his way down the street.

Caerwyn's target is within range, but is moving at a full run. The assassin's Dexterity + Evade is a +10, which acts as a penalty to Caerwyn's roll. The assassin's Speed is another -4 penalty. Caerwyn only has a total of +11 with her CR + Weapon: Ranged, so Doug is rolling a d20-3. The die comes up a 15; the total is a 12, which is a hit. The rifle does DR 12 to the assassin. Doug says that he's going to spend two Hero Points to boost the DR by another +8. A total DR of 20 should be enough, he hopes, to kill the assassin.

Thalmia, coming up from behind Caerwyn, surveys the street. Kieran asks Renee if there's any water out on the street. So far no mention has been made of rain or water, but Renee
The character with the highest Initiative total is allowed to act first. The combatant with the next highest total goes next, and so on until all the combatants have taken their turns. In the case of a tie those involved acts simultaneously.

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

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

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

2. PLAYER/GM STATES INTENT

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

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

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

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

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

3. GM DETERMINES BONUSES OR PENALTIES

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

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

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

When an attack is opposed, the Degree of Difficulty would be based on such factors as the target’s range and degree of cover, not the opponent’s combat abilities.

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

- The DoD to hit a an opponent in combat is usually equal to the target’s DEX + Evade skill.
  
  Example: Dayn has a Melee Weapon Skill Rating of +10. His opponent has an Evade Skill Rating of +6. Dayn has a DoD+4.

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

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

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

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

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

4. PLAYER/GM ROLLS TO ATTEMPT THE ACTION

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

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

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

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

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

---

**Character Life and Death**

**Hit Points (HP)**

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

**Stun**

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

**Death & Dying**

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

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

**Synopsis**

**Who:** A young Atlantean Merchant Prince named Ghanye and his father Omari  
**Where:** The city of Tartessos in the land of Tharshesh  
**What:** The Heroes are tasked with finding and returning the wayward son of a wealthy merchant prince

The Heroes are asked to find Ghanye, the son of a wealthy Atlantean Merchant Prince. Ghanye has decided to have a night of debauchery with his new friends, a band of cutthroats, while trolling the seedier taverns in the trade city of Tartessos.

**NPCs**

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

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Omari</td>
<td>The Merchant prince and father of Ghanye.</td>
</tr>
<tr>
<td>Ghanye</td>
<td>The young and impetuous young man having a night on the town.</td>
</tr>
<tr>
<td>Kardaz</td>
<td>A thief friendly to Ghanye with greedy motives.</td>
</tr>
<tr>
<td>Jorga Grimfinger</td>
<td>A mercenary hired by rivals of Omari to find and hold the son hostage.</td>
</tr>
<tr>
<td>Malifrey Mordix</td>
<td>A rival Atlantean merchant prince and enemy of Omari.</td>
</tr>
</tbody>
</table>

**Act One**

The Heroes are tasked with finding Ghanye, the son of the merchant prince Omari.

**Hook**

- The adventure starts in media res with Omari throwing a bag of coins on the table, saying, “you will get the rest when my troublesome son is returned”.
- The bag is filled with gold coins minted in Atlantis and is enough for each hero to have 2 Treasure.
- Ghanye was last seen by a house servant who saw him sneaking from the rented villa and heading toward the waterfront port district known as the “Naked City”. The servant says the young master always frequents the seedy and dumplings of the area.
- The Heroes know that the Naked City is where anything can be found and indulgence is granted for a price.
- The servant says that Ghanye frequents a tavern called the Golden Monkey.
- At the Golden Monkey the Heroes witness several dead people being carried outside and thrown in a heap behind the building. A number of scavengers are picking the bodies clean of any wealth left on them. The Heroes see a body wearing the Atlantean robes with the symbols of Ghanye’s merchant house.

**Conflict**

- The scavengers will not fight to the death, but they aren’t afraid of trying to intimidate anyone they believe is trying to bilk them of what’s theirs.
  - The Heroes can intimidate the scavengers with a CHA + Intimidate roll DoD -5
  - Bribe them with one of their Treasure Points
  - Persuade them with an CHA + Influence roll DoD-7
  - or simply fight them, in which case they will fight for one round and then try to escape.
Act Two

Hook
- Daddy’s Lap is a lotus bar filled with dirty straw-filled mattresses, hookah-style water pipes, and attendants to refill the lotus and address any of the patrons’ needs. The bar is dimly lit, choked with lotus smoke, and dank with human depravity.
- Each Hero must pay to get inside (a paltry sum that the heroes easily manage) and are escorted to a private area where they may lounge and smoke the white lotus at their leisure. The establishment is filled with whispers, coughing, and the occasional crying.
- If the Heroes are looking for Ghanye, they find him among several patrons speaking lazily to a brutish man.

Conflict
- Ghanye is in a private room with five other people. Four of them include Kardaz and her three young friends (two men and a younger girl) and the brute—Jorga Grimfinger.
- With a PER + Investigation roll DoD-5, the Heroes see hiding in the wings just outside the private room are Jorga’s henchmen, five in total.
- As the Heroes move up they hear the following conversation:
  - Jorga will tell Ghanye that he is to come with him to the home of Malifrey (the Heroes will know that he is a very powerful Atlantean Merchant Prince).
  - Ghanye will decline, saying that he is here to enjoy the night with his new friends.
  - Jorga will say he can fix that problem and crushes the skull of the closest young companion’s head, killing him. The three youths and Ghanye will laugh until they realize that the young man is dead and then they start to scream and wail.
- At this moment, the henchmen will move in with long knives to kill the entourage and Jorga will grab Ghanye by the hair.
- The henchmen are not aware of the Heroes and will only take orders from Jorga, who is intent of taking the boy to his master.
- Jorga and his men will not fight to the death and will try to flee and regroup if attacked.
- During the confusion, Ghanye and his new “friends” will also try to escape, not knowing who the Heroes are.

Act Three

Hook
- The Heroes are either following Ghanye as he escapes back to his home or they are escorting him there.
- Jorga or his henchmen follow the Heroes; in the distant behind them they can hear shouting, “I see them, over there!” and “Get the boy—he will make us rich!”
- The heat is on for the Heroes, but they can see the towers of Omari’s home in the distance.

Conflict
- The Heroes must use not only their martial abilities but their wits and athletics.
- The conflict is subdivided into three tasks:
  - Roaming bands of ruffians
    - The Heroes must hide or con their way past a roving band of mercenaries looking for the boy. Use either INT + Stealth to hide in plain sight and continue to move or CHA + Deception to con their way past. Both have a DoD-5.
  - The Heroes are accosted by street rabble.
    - The Heroes must fight a small band of street urchins for a round as they claw at Ghanye to collect the bounty. They will not put up much effort and the first hit will send them running.
  - The Heroes have to climb a wall to make it into the private gardens of Omari.
    - This requires the Heroes to make DEX + Athletics to climb the wall with a DoD-5.

Resolution
- Ghanye and his new love are delivered safely home to the merchant prince Omari.

Rewards:
- Adventure Renown: 20
To determine the Ability Levels for both Atk and Def, the GM uses the Ability Level for one of the abilities and half of the Ability Level for the other. This will give the Adversary either a high Attack Level or a high Defense Level, but not both. When the creature is chosen, the GM decides which score is which and it stays fixed.

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

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

**Jorga**

Human slaver

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

<table>
<thead>
<tr>
<th>INT</th>
<th>PER</th>
<th>WIL</th>
<th>CHA</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>+2</td>
<td>+3</td>
<td>+2</td>
<td>+2</td>
<td>+0</td>
<td>+0</td>
</tr>
</tbody>
</table>

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

**Att/Dam**

Short sword DR8

**Armor**

A large leather belt PR 2

**Special Abilities**

Magic use. Jorga has the ability to cast the following spells:

- Poison Tongue
  
  He can strike with his tongue up to a distance of 20m doing DR8 damage. He can do this twice.

- Cloak of Flies
  
  Jorga can summon a plague of flies to protect his person, giving him a shield with 20 Hit Points. Once the points are expended, the shield falls. He may do this once.

**Jorga's Men**

Human slavers and Mooks

Jorga's hired help. They exist to be dispatched by the Heroes.

<table>
<thead>
<tr>
<th>INT</th>
<th>PER</th>
<th>WIL</th>
<th>CHA</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SPD</th>
<th>HP</th>
<th>HrP</th>
<th>Ren</th>
<th>AL</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td>12</td>
<td>0</td>
<td>0</td>
<td>8</td>
</tr>
</tbody>
</table>

**Att/Dam**

Spear DR8, short sword DR8

**Armor**

None

**Ragamuffins and Street Urchins**

Human detritus

The filthy smear of humanity that reside in the Naked City and will do anything to further their own selfish ends.

<table>
<thead>
<tr>
<th>INT</th>
<th>PER</th>
<th>WIL</th>
<th>CHA</th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SPD</th>
<th>HP</th>
<th>HrP</th>
<th>Ren</th>
<th>AL</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td>10</td>
<td>0</td>
<td>0</td>
<td>4</td>
</tr>
</tbody>
</table>

**Att/Dam**

Club DR5

**Armor**

None