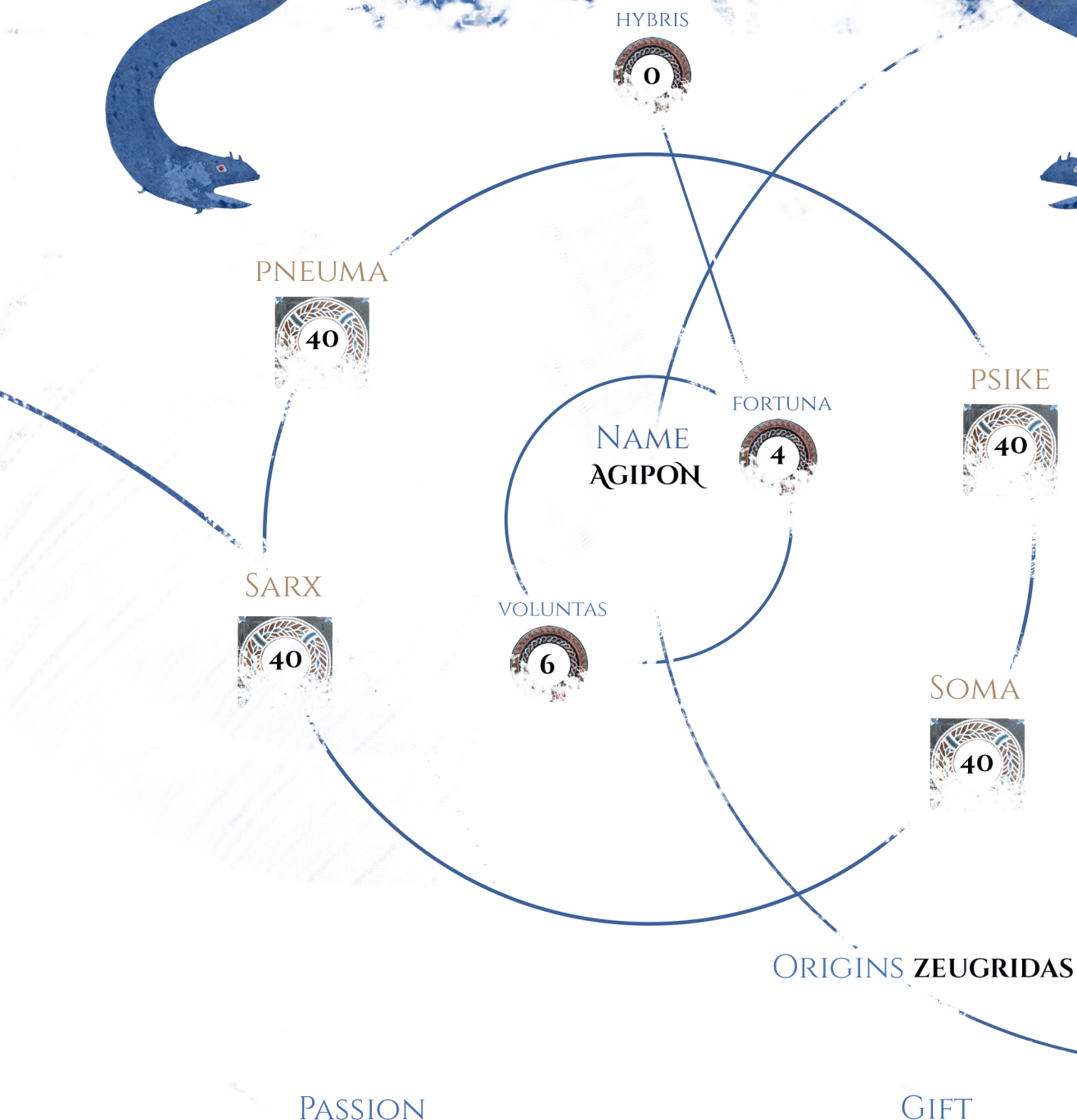


FRAGMENTS OF THE PAST



PASSION

GIFT

Melancholy: You have a mutable temperament similar to the nature of the Moon Goddesses. You don't know where this mysterious sadness comes from, but it can fill your mind with dark thoughts. Effects: At the beginning of each Scene, roll on your Fortuna score. If you fail, you lose a Voluntas point.

Nephiogenos: It is said that you are born from an illicit relationship and that one of your birth parents was more than just a mortal. Whatever the truth, you feel a strange fascination for mist, clouds and the waters of the rivers and oceans.

Effects: You can spend a Fortuna point to affect these elements: for example, a compact fog could rise from rivers, or heavy rain could break out. The effects occur gradually.

FRAGMENTS OF THE PAST

GHERAS AND EQUIPMENT

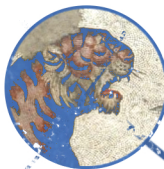


Robes of the Moray Eel Thiasus: You wear ancient fashioned clothes that that bring to mind the Etoi matriarchy elegance. A white linen cloak, a colourful, gem-embellished belt, and elegant leather boots.

Effects: +02 on all Sarx persuasion and seduction rolls.

Beitris War Knife (x2): You wear an elegant Beitris bronze dagger at your waist.

Effects: +02 Soma on all combat rolls. Damage: 15 Light class.



LINEAGE / THIASUS : ACAMANTIDAI



EPITHETS

Winner of the Taurobolium: You have learned the art of fighting bulls, wolves and all kinds of beasts in the sacred enclosures dedicated to the Gods. In particular, you have triumphed many times in the Taurobolium, the holy game in which brave athletes face an adult bull armed only with a knife or a short spear.

Effects: You gain +15 Soma in every fight against beasts. Also, at the end of the dangerous Taurobolium, you can roll on your Pneuma: if you are successful, you gain a Fortuna point and a Voluntas point.

Etoi Aristocrat: You were educated according to the refined customs of the Erotioi, the ancient Etoi aristocracy. You can be courteous and elegant, as well as menacing just as naturally. Your voice, your body and your gaze command respect.

Effects: +10 Sarx on all rolls.

FRAGMENTS OF THE PAST

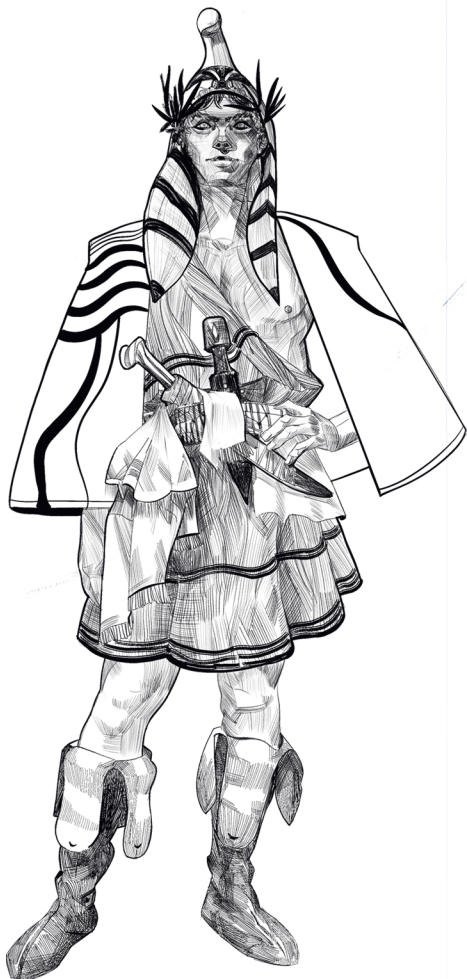
EPITHETS

Iatromantis: You have learned the arts of healing through the teachings of the masters and by serving in the shrines dedicated to Ciria Iatromantis, the Healer, or those consecrated to Methymelan Igeus. You combine an extraordinary devotion to these Immortals with the practical experience and the study of medical arts.

Effects: You gain +20 Psyche on all medical arts rolls. If you are successful on a healing roll and have no more than 1 Hybris point, you can double the amount of Soma points that the patient regains from your intervention.

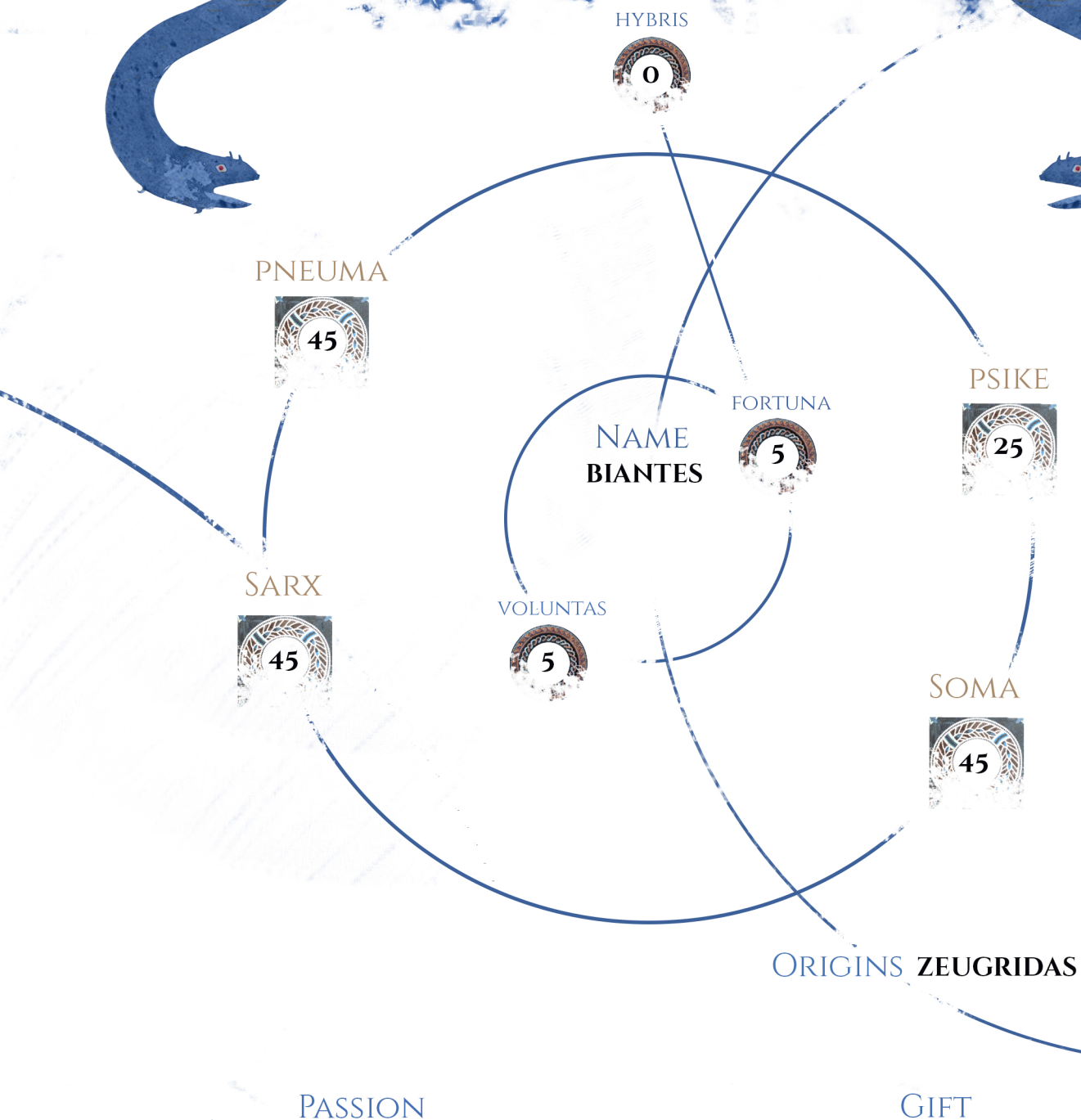
Dice Player: You love dice games and all the competitions that put mortals at the mercy of chance. Remember, the Gods protect those who know how to risk wisely, but they punish those who challenge Destiny.

Effects: You gain +2 on all Fortuna rolls. Also, you can re-roll any failed roll once per Scene. The new result will replace the old one.



BLESSINGS, CURSES AND STATUS EFFECTS

FRAGMENTS OF THE PAST



Fury: Anger can consume you as a flame burns dry wood. When you are blinded by rage, you can do and say terrible things. Be careful.

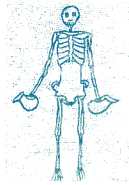
Effects: You are easily enraged. When you feel offended, roll on your Psike score. In case of failure, you must express your furious temper or spend 2 Voluntas points to contain yourself.

Keeper of the Talisman: You own an ancient talisman with a wonderful history, it is priceless. Your exploits are part of the fantastic tales that are told about this prodigious Gheras.

Effects: As long as you retain possession of it, you gain a +05 on all seduction and intimidation rolls. [Aegis of the Acamantidai]

FRAGMENTS OF THE PAST

GHERAS AND EQUIPMENT



Aegis of the Acamantidai: A long drape made from bull skin, surmounted by the majestic head of the animal. It is said that it was given to Acamante, the progenitor of the Lineage, by Crino, son of the God Methymelan. Other legends say that Tesmi the Iskuzai placed it on the matriarch's tomb as a sign of respect.

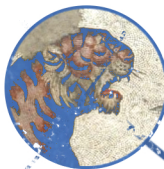
Effects: The Aegis protects the head and torso. You can wear armour under it, but not a helmet. Protection: 25 Medium class.

Beitris War Knife (x2): You wear an elegant Beitris bronze dagger at your waist.

Effects: +02 Soma on all combat rolls. Damage: 15 Light class.

Javelin: A shaft equipped with a sharp metal tip.

Effects: Damage: 15 (melee) Damage: 35 (ranged) Medium class.



LINEAGE / THIASUS : ACAMANTIDAI



EPITHETS

Winner of the Taurobolium: You have learned the art of fighting bulls, wolves and all kinds of beasts in the sacred enclosures dedicated to Gods. In particular, you have triumphed many times in the Taurobolium, the holy game in which brave athletes face an adult bull with only a knife or a short spear for a weapon.

Effects: You gain +15 Soma in every fight against beasts. Also, at the end of the dangerous Taurobolium, you can roll on your Pneuma: if you are successful, you gain a Fortuna point and a Voluntas point.

Iskuzai Athlete: As many Iskuzai, you are used to physical exercise to prepare for war or compete in great sacred games. Effects: +10 Soma on all rolls.

FRAGMENTS OF THE PAST

EPITHETS

Fearless: Perhaps the rite of initiation has strengthened your heart, or perhaps the Gods wanted to instill immortal courage in you. In any case, there is no danger, however terrible, that can scare you.

Effects: You are immune to fear. Your example inspires your friends, who gain +2 on all Voluntas rolls to resist fear when you are nearby.

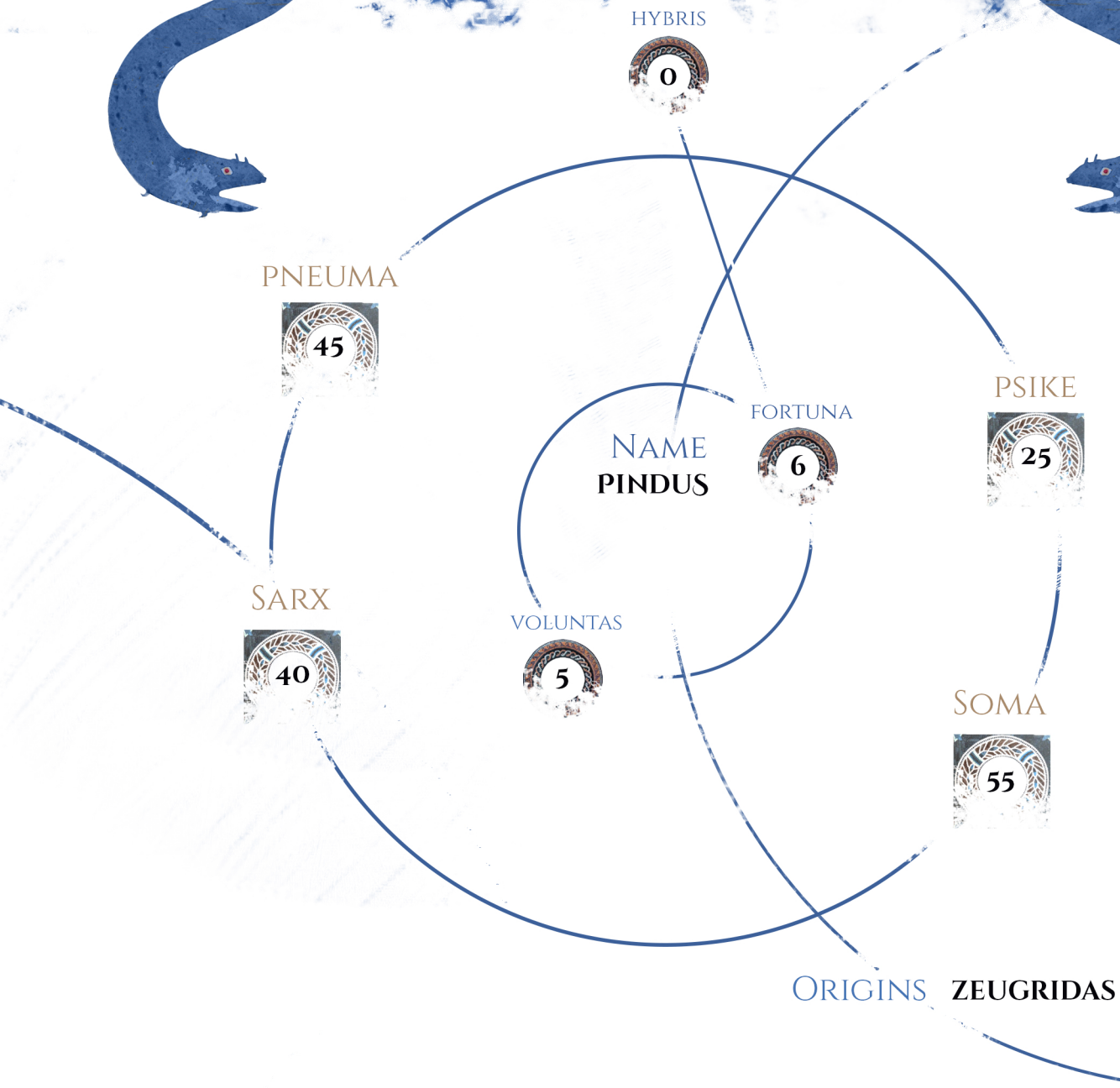
Statue-like: Your physique is shaped by constant exercise. You are similar to the statues that adorn temples; your movements are elegant, your muscles taut and supple like those of a panther.

Effects: You roll on your Soma, instead of Sarx, to seduce and intimidate.

BLESSINGS, CURSES AND STATUS EFFECTS



FRAGMENTS OF THE PAST



PASSION

Mad: Why has Fate cursed you with terrible visions and voices? Or maybe it is the Gods who whisper into your mind secrets too big for the human mind?

Effects: You are prey to terrible visions. At the beginning of the Scene, roll on your Pneuma. If you fail, you suffer -10 Pneuma and Psike until the end of the Scene, and you cannot spend Voluntas points on rolls related to these Attributes. However, fools are dear to the Gods: you have +1 Fortuna.

GIFT

Aoidos: The Two Moons have given you poetic inspiration. The Goddesses whisper verses and enchanting rhythms to you, filling your mind with precious knowledge about human history, the legends of Gods and the secrets of the Kingdom of Dolphins.

Effects: At the beginning of the Scene, you can roll on your Fortuna score. If you are successful, you gain +20 on each Singing, Chanting and Music roll, and on all Knowledge rolls until the end of the Scene. Your words can plunge your listeners into despair or fill their hearts with joyful passion; therefore, all the effects generated by your performance are doubled.

FRAGMENTS OF THE PAST

GHÉRAS AND EQUIPMENT



Etoi Antelope-harp: A wooden harp with parts made from tortoise shell, bull tendons and antelope horns, painted and sculpted in the fashion of the Etoi.

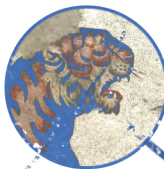
Effects: +2 on all rolls related to its use. Light class.

Beitris War Knife: You wear an elegant Beitris bronze dagger at your waist.

Effects: +02 Soma on all combat rolls. Damage: 15 Light class.

Pantherion: A Bronze helmet decorated with a feline figure. It is a symbol of the Iskuzai warrior aristocracy, crafted for those who fight in the phalanx.

Effects: +02 on all Intimidate rolls. Protection: 30 Heavy Class.



LINEAGE / THIASUS : ACAMANTIDAI



EPITHETS

Giant: You dominate those around you with your mighty stature. Your physique naturally implies extraordinary strength and endurance. Effects: Increase your Soma Attribute by 5. However, you suffer a -10 penalty on all rolls that require grace and elegance. In addition, your stature and muscles are often enough to deter attackers; you gain +10 on all Intimidation rolls.

Coreuta: You love dancing, music and songs. You can perform elaborate warrior dances; you can intone the darkest funeral laments or play the most seductive rhythms. The flash of wonder in the eyes of your audience is your joy. Effects: +10 on all rolls related to musical arts. At the end of the performance, roll on your Sarx to determine its beauty and elegance. If you are successful, you gain 1 Voluntas point.

FRAGMENTS OF THE PAST

EPITHETS

Iskuzai Hoplite: You were trained to fight in the renowned phalanx. Sometimes, being part of this prestigious regiment is reserved for aristocracy, as in Mindos. In other cases, it is expected from all citizens, as in the warmonger Letheia. Whichever is true for you, your life has been marked by long marches, the sharp profile of the spear and the weight of the large bronze shield called hoplon.

Effects: When you wield a heavy class shield and a spear, you gain +10 Soma on all rolls. In addition, you can parry an additional attack for a total of two attacks in the same exchange. You can use additional parries to deal with multiple opponents or protect a friend standing next to you. Still, they do not allow you to reroll a failed parry.

Iskuzai Athlete: As many Iskuzai, you are used to physical exercise to prepare for war or compete in great sacred games.

Effects: +10 Soma on all rolls.



BLESSINGS, CURSES AND STATUS EFFECTS

FRAGMENTS OF THE PAST

PASSION

Envious: You are corroded by envy. You compare your merits, your misfortunes and possessions with those of the others, often harbouring contempt and resentment. Poets say there is no more painful torment than envy.

Effects: Any circumstance that exposes you to these comparisons requires a roll on your Voluntas score. In case of failure, you lose 2 Voluntas points.

GIFT

Glaucopis: Your large, gleaming eyes have earned you the epithet of Glaucopis: the-one-with-the-bright-eyes. You have unusually sharp eyesight that can capture minor details even at dusk. Your extraordinary sensitivity also applies to probing the thoughts of others and deciphering their innermost secrets.

Effects: +20 Pneuma on all rolls, except those related to sacred rites. Furthermore, anyone who tries to deceive you will suffer a penalty of -10 to all relative rolls.



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VOLUNTAS



ORIGINS ZEUGRIDAS

GIFT

Effects: Any circumstance that exposes you to these comparisons requires a roll on your Voluntas score. In case of failure, you lose 2 Voluntas points.

Glaucopis: Your large, gleaming eyes have earned you the epithet of Glaucopis: the-one-with-the-bright-eyes. You have unusually sharp eyesight that can capture minor details even at dusk. Your extraordinary sensitivity also applies to probing the thoughts of others and deciphering their innermost secrets. Effects: +20 Pneuma on all rolls, except those related to sacred rites. Furthermore, anyone who tries to deceive you will suffer a penalty of -10 to all relative rolls.

FRAGMENTS OF THE PAST

GHEDAS AND EQUIPMENT



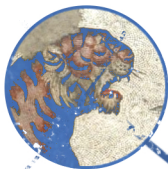
Robes of the Moray Eel Thiasus: You wear ancient fashioned clothes that bring to mind the Etoi matriarchy elegance. A white linen cloak, a colourful, gem-embellished belt and elegant leather boots.

Effects: +02 on all Sarx persuasion and seduction rolls.

Regent's ring: An old golden ring of your Lineage shines on your finger - a sign of your power. The ring bears the family crest accompanied by an ear of wheat.

Effects: It is the material symbol of your power over an Iskuzai Lineage. +04 Sarx on all rolls involving members of that family. [Acamantidai].

Etoi horn bow: A light bow made from ibex horns painted with green and red plant motifs. Damage: 25. Light class.



LINEAGE / THIASUS : ACAMANTIDAI



EPITHETS

Iskuzai Athlete: As many Iskuzai, you are used to physical exercise to prepare for war or compete in great sacred games. Effects: +10 Soma on all rolls.

Scribe: Few are those who know the secret of the alphabets. Written language and its mysteries are reserved for the most refined scholars. You have studied the numbers, letters and hieroglyphs of many peoples; you know how to write and perform complex geometric and mathematical calculations.

Effects: Increase your Psyche or Pneuma Attribute by 5. In addition, when you come into contact with a new language, roll on your Voluntas score. If you are successful, you can express yourself correctly in that language, having learned it previously.

FRAGMENTS OF THE PAST

EPITHETS

Tenacious: You are used to enduring the arrows of outrageous fortune and rely on your proud and indomitable will.

Effects: Whenever you spend 1 Voluntas point, roll a d10: a result between 1 and 5 allows you to take back the point you just spent. This effect does not allow you to acquire more than one Voluntas point.

Etoi Archer: You were trained in the elegant technique of Etoi archery. The shooting style employs small and robust bows often made from the horns of the mountain ibex or other animals. This technique is based on absolute precision, coordination and breath control.

Effects: Roll on Pneuma instead of Soma to use the bow. In addition, each Voluntas Point spent on the roll allows you to gain +15 instead of +10.



BLESSINGS, CURSES AND STATUS EFFECTS