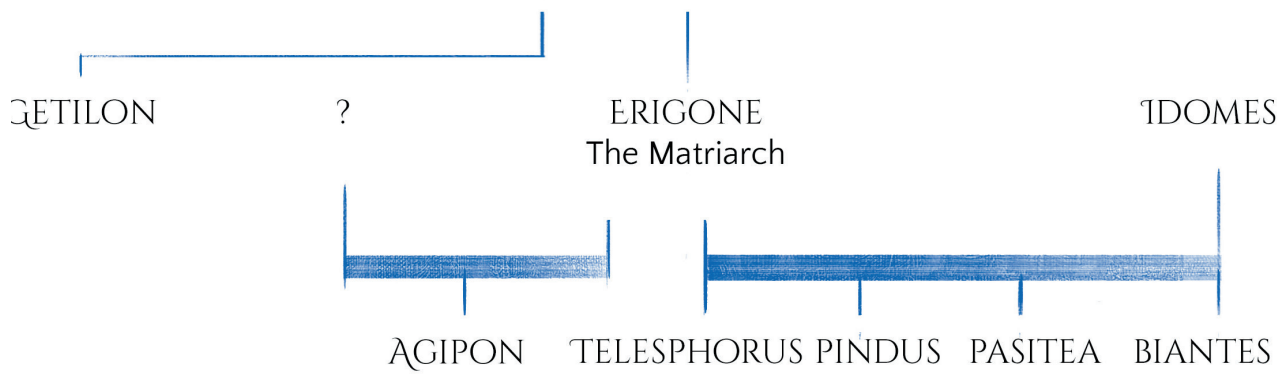


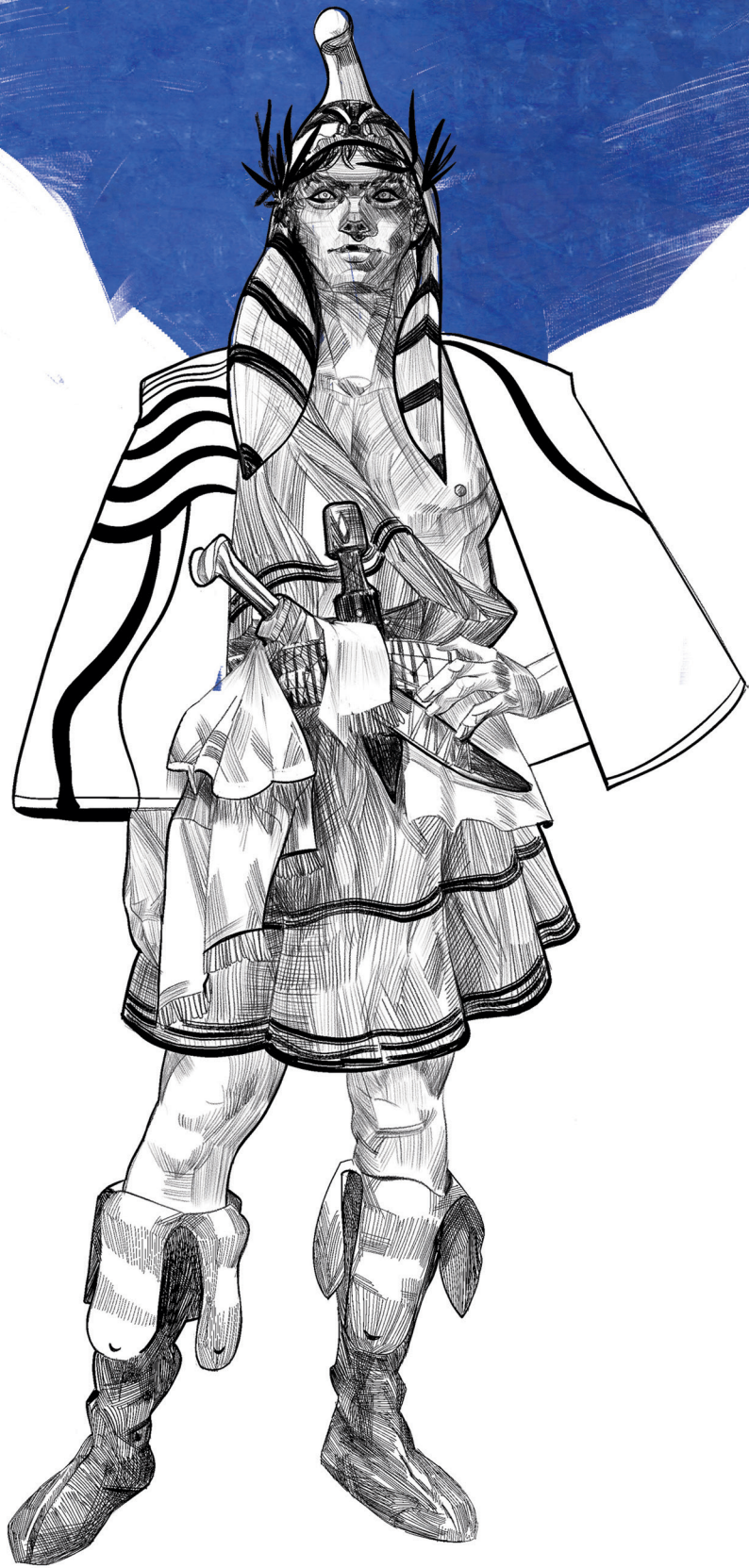


ACAMANTIDAI

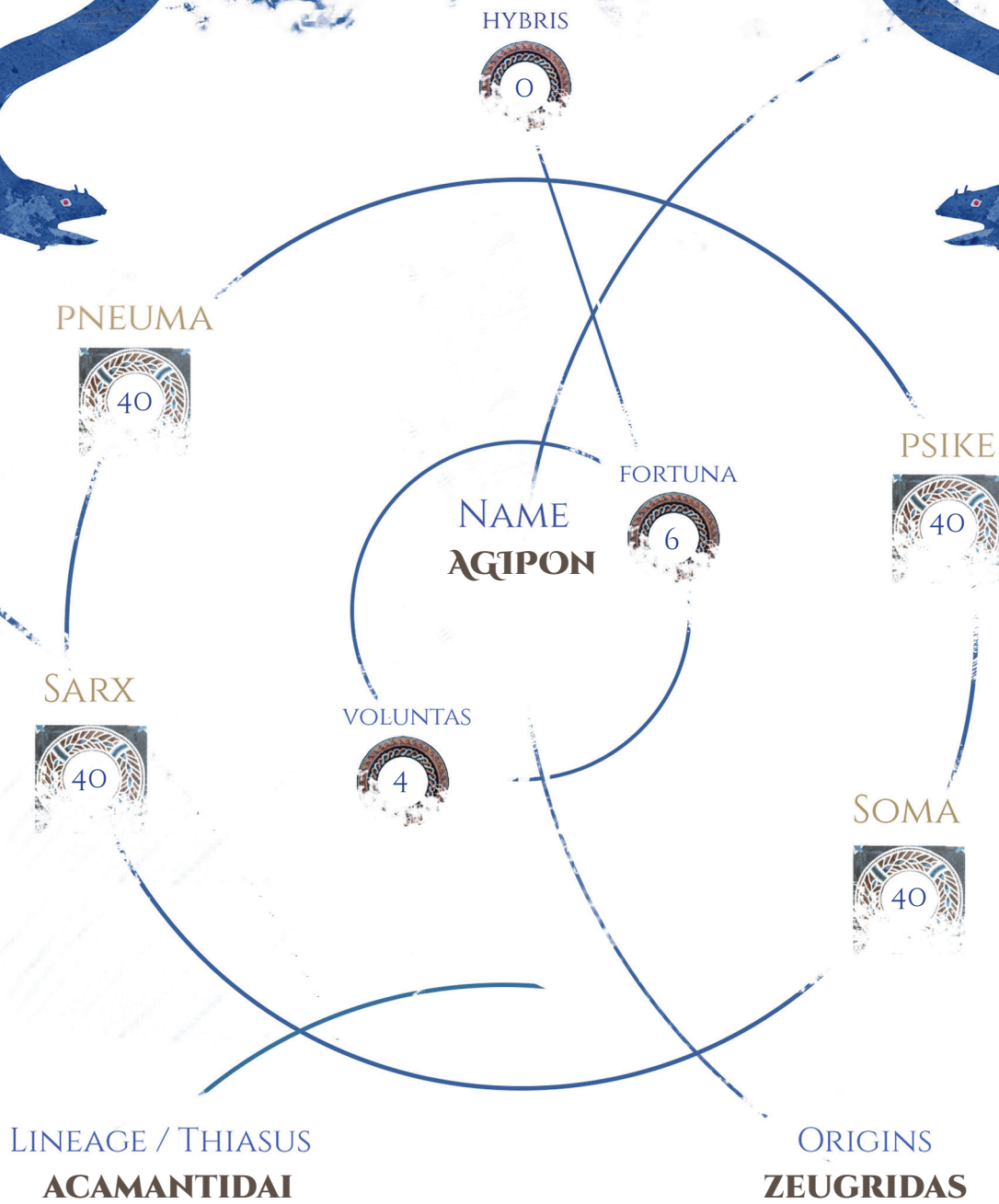


The coat of arms of the Acamantidai resembles the ancient Paratestos, the sacred beast-protector, of the Etoi thiasos that ruled Beitris before the Iskuzai invasion - the Bronze Moray-Eel. Acamante was the last Ariadna in the city and her descendants founded a lineage that bears her name.





FRAGMENTS OF THE PAST



PASSION

Melancholic Soul: You have a mutable temperament similar to the nature of the Moon Goddesses. You may not know where this mysterious sadness comes from, but it can fill your mind with dark thoughts.

Effects: During the Preface, roll on your Fortuna. If you fail, you lose 1 Voluntas Point and you can't gain Voluntas Points during the session.

GIFT

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 rivers and oceans.

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

FRAGMENTS OF THE PAST

EPITHETS



latromantis: You have learned the arts of healing through the teachings of the masters and by serving in the shrines dedicated to Cirta latromantis, the Healer, or those consecrated to Terpos, the Keeper of Surgical Knowledge. You combine an extraordinary devotion to these Immortals with the practical experience and the study of medical arts.

Effects: You gain +15 on all Psike rolls related to medical arts. 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 +3 on all Fortuna rolls. Also, you can re-roll any failed roll once per Scene and the new result will replace the old one.

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 with only a knife or a short spear for a weapon.

Effects: You gain +15 on all Soma rolls 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 1 Fortuna Point and 1 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: You gain +10 on all Sarx rolls.

FRAGMENTS OF THE PAST

GHERAS AND EQUIPMENT

Robes of the Thiasus of the Bronze Moray-Eel: : Robes made according to an ancient fashion that recalls the sumptuous elegance of the Etoi Kingdoms. A white linen cloak, a jeweled belt and leather boots.

Light class

Effects: +2 on all persuasion and seduction rolls.

Beitris War Knife: A bronze Zeugridas dagger, a product of fine workmanship: it is as sharp as it is elegant.

Light class Damage: 15

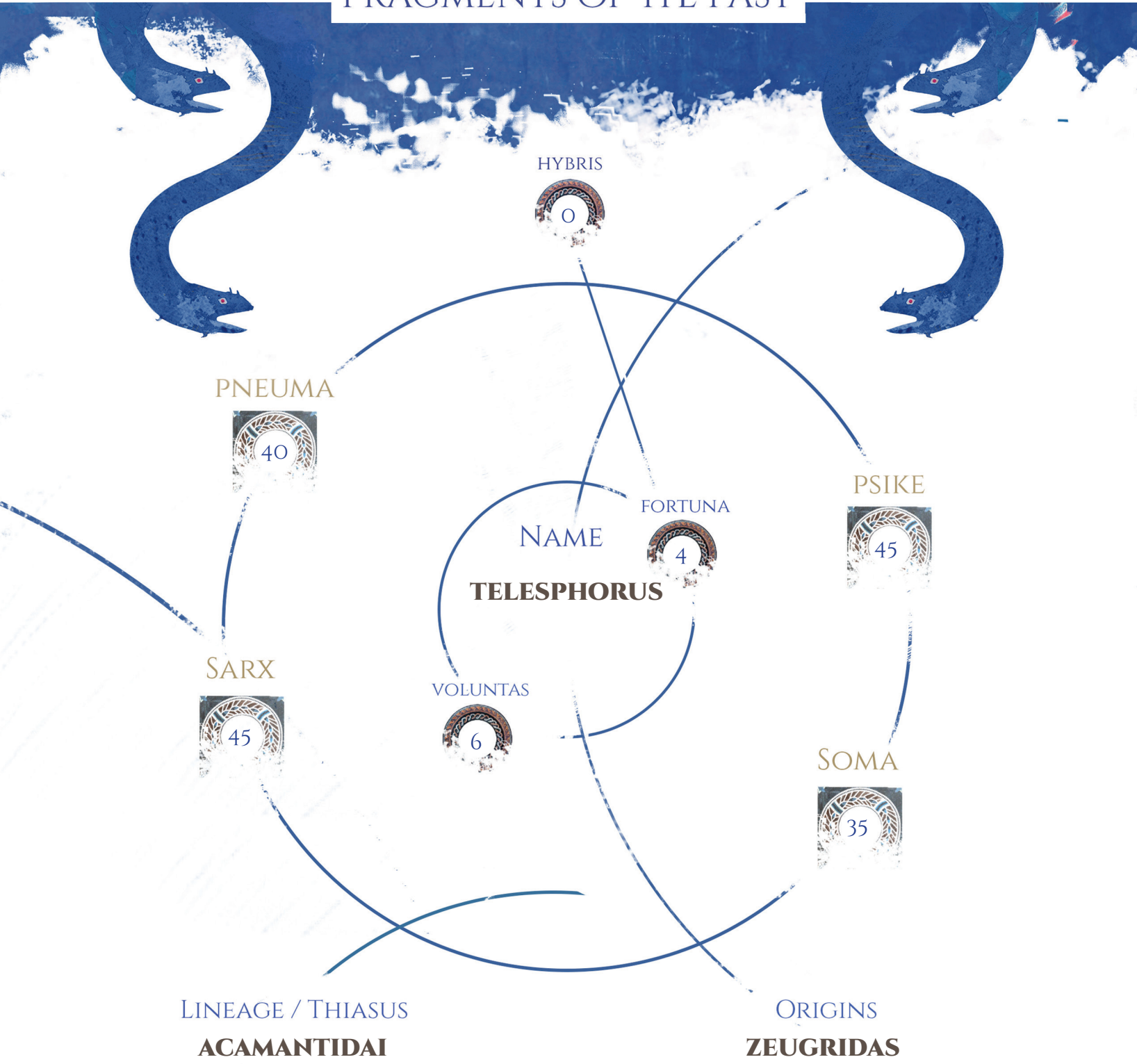
Effects: +2 on all Soma rolls related to its use.



BLESSINGS, CURSES AND STATUS EFFECTS



FRAGMENTS OF THE PAST



PASSION

Tormented by Envy: You are corroded by envy; you compare your merits, misfortunes and fortunes with those of others, harboring contempt and resentment. Poets say there is no more painful torment than what you suffer.

Effects: Whenever you witness someone's good luck, qualities or merits, roll on your Psike; in case of failure, you lose 2 Voluntas Points.

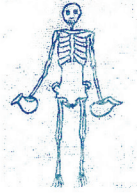
GIFT

Glaukopsis: Your large, gleaming eyes have earned you the epithet of Glaukopsis, 'the one with bright eyes'. You have an unusually sharp eyesight that can capture minor details even at dusk. Your unexcelled 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

EPITHETS



Etoi Archer: You were trained in the elegant art 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.

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

Effects: When you spend or lose 1 or more Voluntas points, roll on Pneuma. If successful, you gain 1 Voluntas Point.

Iskuzai Athlete: Like most Iskuzai, you are used to physical exercise to prepare for war or competition in great sacred games.

Effects: You gain +10 on all Soma 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 Psike or Pneuma by 5. In addition, when you come into contact with a new language, roll on Psike. If you are successful, you can express yourself correctly in that language, having learned it previously.

FRAGMENTS OF THE PAST

GHERAS AND EQUIPMENT

Robes of the Thiasus of the Bronze Moray-Eel: : Robes made according to an ancient fashion that recalls the sumptuous elegance of the Etoi Kingdoms. A white linen cloak, a jeweled belt and leather boots.

Light class

Effects: +2 on all persuasion and seduction rolls.

Etoi horn bow: A small Etoi bow made from ibex horns, decorated with green and red plant motifs.

Light class Damage: 25

Effects: -

Regent's ring: An old gold ring encircles your finger: a concrete sign of your power over an Iskuzai Phratry. The object is decorated with the family crest accompanied by the symbol of an ear of corn.

Light class

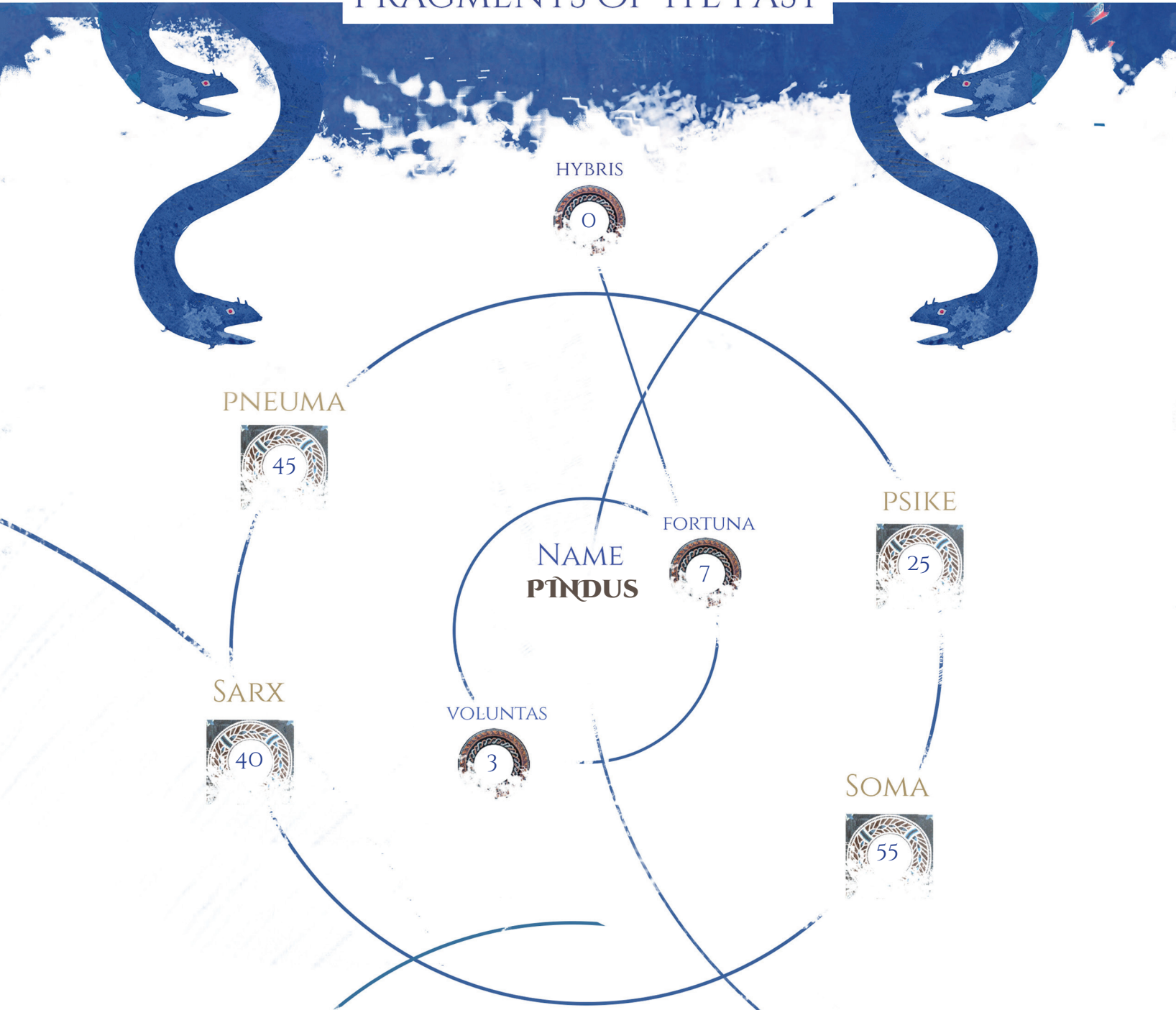
Effects: +5 Sarx on all rolls involving members of the Phratry: [Acamantidai].



BLESSINGS, CURSES AND STATUS EFFECTS



FRAGMENTS OF THE PAST



LINEAGE / THIASUS
ACAMANTIDAI

ORIGINS
ZEUGRIDAS

PASSION

Possessed by Madness: Why has Fate cursed you with terrible visions and voices? Or maybe it is a God who whispers into your ear secrets too big for the human mind?

Effects: You are prey to frightening visions. During the Preface, roll on your Fortuna. If you fail, you suffer a -15 on all Pneuma and Psike rolls until the end of the Scene.

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, ancient myths and the secrets of the Kingdom of Dolphins.

Effects: During the Preface, roll on your Fortuna. If successful, you can roll Pneuma on all rolls related to chanting, musical performances or even knowledge until the end of the Scene. In addition, for each of these rolls, you gain a bonus of +20.

FRAGMENTS OF THE PAST

EPITHETS



Giant: You dominate those around you with your mighty stature. Your physique naturally implies extraordinary strength and endurance.

Effects: Increase your Soma by 5. In addition, your stature and muscles are often enough to deter attackers; you gain +5 on all Attribute rolls to intimidate.

Coreuta: You love dancing, music and songs. You can perform elaborate warrior dances, 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: +15 on all rolls on Attributes related to musical arts. At the end of a performance, roll on your Sarx to determine the beauty and elegance of your act. If you are successful, you gain 1 Voluntas point.

Iskuzai Athlete: Like most Iskuzai, you are used to physical exercise to prepare for war or competition in great sacred games.

Effects: You gain +10 on all Soma rolls.

Iskuzai Hoplite: You were trained to fight in the renowned phalanx. Sometimes, serving in this prestigious regiment is a privilege reserved for aristocracy, as in Mindos. In other cases, it is expected from all citizens, as in the warmonger Iapitos. 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 the hoplon.

Effects: When you wield a heavy-class shield and a spear, you gain +10 on all Soma rolls. In addition, you can parry an additional attack in the same exchange; for example, this might help you to deal with multiple opponents or protect a friend standing next to you. Still, this effect does not allow you to reroll a failed parry.

FRAGMENTS OF THE PAST

GHERAS AND EQUIPMENT

Beitris War Knife: *A bronze Zeugridas dagger, a product of fine workmanship: it is as sharp as it is elegant.*

Light class Damage: 15

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

Pantherion: *A bronze helmet decorated with a feline figure, it is the symbol of the Iskuzai warrior aristocracy Iskuzai, worn by those who fight in the phalanx.*

Heavy class Protection: 30

Effects: +2 on all intimidation rolls on Attributes.

Etoi Antelope-Lyre: *: A precious musical instrument, made with wood, tortoise shell, bull tendons and antelope horns.*

Light class

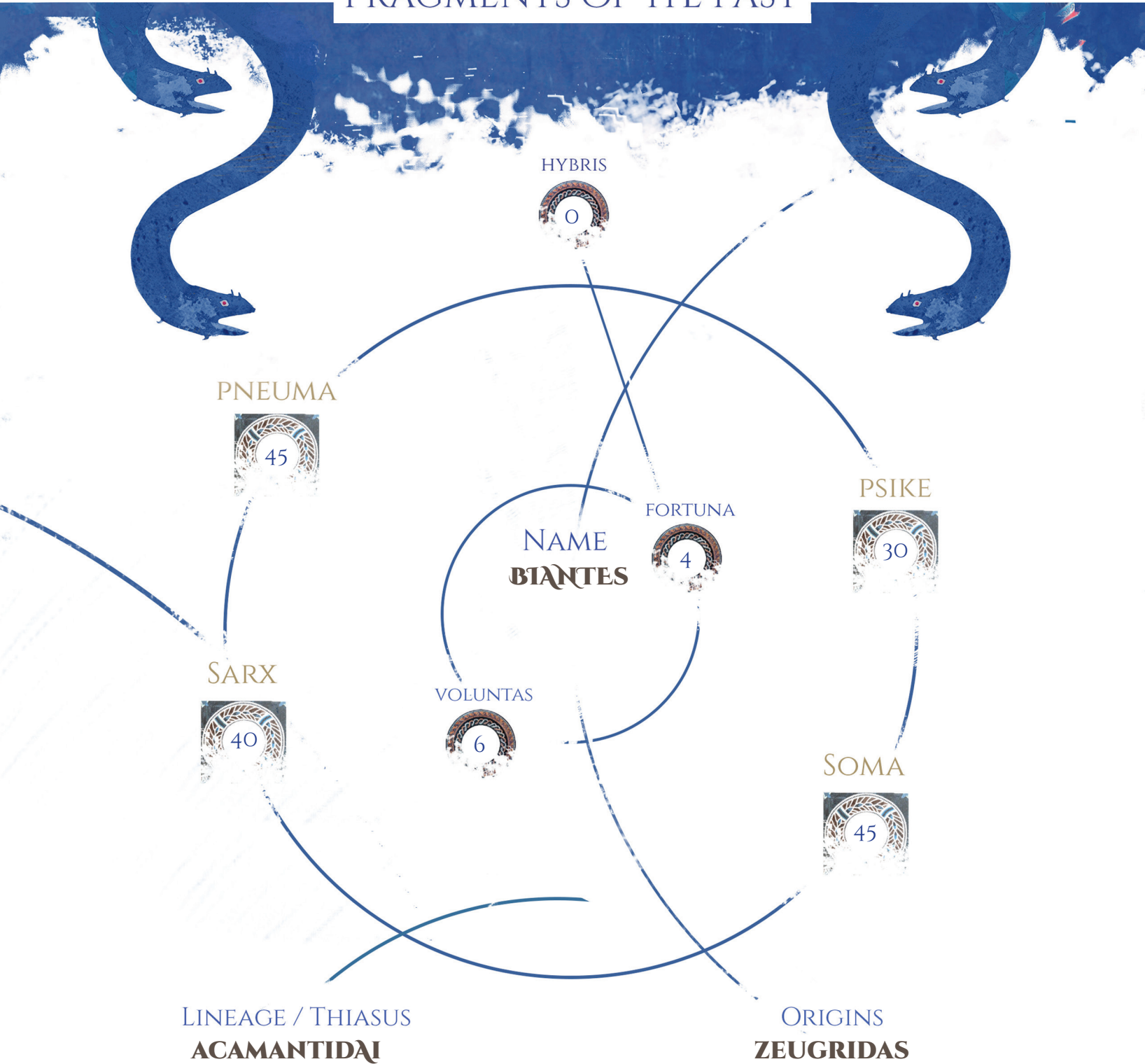
Effects: +2 on all rolls related to its use.



BLESSINGS, CURSES AND STATUS EFFECTS



FRAGMENTS OF THE PAST



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

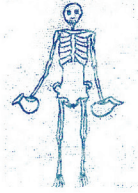
Effects: You are easily enraged. When you feel offended, roll on your Psike. In case of failure, you must express your fury or spend 2 Voluntas Points to contain yourself.

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 Geras.

Effects: As long as you retain possession of it, you gain a +5 on all seduction and intimidation rolls. [Aegis of the Acamantidai]

FRAGMENTS OF THE PAST

EPITHETS



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.

Iskuzai Athlete: Like most Iskuzai, you are used to physical exercise to prepare for war or competition in great sacred games.

Effects: You gain +10 on all Soma rolls.

Fearless: Perhaps the rite of initiation has strengthened your heart, or it could be that the Gods decided to instill immortal courage in you. In any case, there is no danger, however threatening, 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.

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 with only a knife or a short spear for a weapon.

Effects: You gain +15 on all Soma rolls 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 1 Fortuna Point and 1 Voluntas Point.

FRAGMENTS OF THE PAST

GHERAS AND EQUIPMENT

ÆGIS OF THE ACAMANTIDAI: A long drape made with the sturdy leather of a bull, surmounted by the majestic head of the animal. It is said that it was given to Acamante by Crino, son of the Bull-God Methymelan. Other Myths say that Thesmi the Iskuzai placed it on the tomb of the Matriarch as a sign of respect.

Heavy Class

Effects: The Aegis halves, rounding down, all damage inflicted on you. Under it, you can wear a breastplate, greaves, bracelets, and helmet.

Javelin: A robust shaft equipped with a sharp metal point.

Medium Class Damage: 15 (melee) / 40 (ranged)

Effects: -

Beitris War Knife: A bronze Zeugridas dagger, a product of fine workmanship: it is as sharp as it is elegant.

Light class Damage: 15

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



BLESSINGS, CURSES AND STATUS EFFECTS