

To create your character, do the following steps:

1. Pick a godly Patron from the list of

Playable Patrons

[Aphrodite](#)

[Apollo](#)

[Ares](#)

[Artemis](#)

[Athena](#)

[Demeter](#)

[Dionysos](#)

[Hades](#)

[Hermes](#)

[Hephaestus](#)

[Poseidon](#)

[Zeus](#)

2. Pick a race to play -

Races

Ancient Greece was filled with magical races.

Greek gods often have children with the various races of creatures, and these creatures have unique properties and abilities.

When Creating a character, choose a race:

Minotaur:

Half bull and half man, these creatures are large and powerful, and gain a boon from Tauros, the bull god.

Minotaur's children appear as large, muscle covered humanoids with small horns protruding from their heads,
and gain +1 to Might.

Bull Charge:

Level Required	Uses Per Day	Cast Time	Duration	Range
1	1	1 CT	-	4 Meters

Charge an enemy with all your might.

Move to an enemy in range, dealing your Might roll as blunt damage
(Might 6 - you roll d6 damage, Might 11 you roll d10 damage)

Dryad

Dryads are spirits of the forest, each one inhabiting a tree or plant. They are said to be the guardians of nature, and have a keen eye for botany. Dryad children have slightly brownish-green skin, it's texture like bark. and gain +1 to block.

Nature Form:

Level Required	Uses Per Day	Cast Time	Duration	Range
1	1	Instant	1 CT	-

Turn into your plant form, becoming hardy.
Your next turn is spent as a plant, you cannot take damage but also cannot take any action.
Heal for 1d6 that turn.

Nymphs

Nymphs are water spirits, inhabiting lakes and rivers. The nymphs are a gentle bunch, and usually prefer not to partake in combat. However, nymphs are exceptionally good at dodging any attacks due to their watery form. Nymph children have clear, pale skin, and gain +1 to dodge attempts.

Flow Away:

Level Required	Uses Per Day	Cast Time	Duration	Range
1	1	Instant	-	4 Meters

Turn momentarily into water, and flow away from enemies up to 4 Meters away. This prevents attacks of opportunity on the user while escaping.

Cyclops

Cyclops are one-eyed giants that terrorize towns and islands. They are also the legendary creators of the Olympians weapons. Some of them are kind, though, and through good relations with people have earned the favor of the gods. Children of Cyclops appear as slightly larger humanoids, and have one big eye. They also gain 1d4 damage whenever they attack with a blunt weapon (hammers)

Forge Master:

Level Required	Uses Per Day	Cast Time	Duration	Range
1	1	Instant	1 CT	-

Upgrade your melee weapon with magical forge-fire.
your next attack deals an extra 1d4 damage.

3. Check out your godly bonuses in the

God Bonus Stat Chart

To build your Character, Every Stat starts out at 3.

Then, According to your Patron God and race, add these bonuses:

Patron	Might	Dexterity	Agility	Intuition	Willpower	Stealth
Ares	+3	-	+2	-	+1	-
Aphrodite	-	-	-	+2	+3	+1
Apollo	-	+2	+2	+2	-	-
Artemis	-	+3	+2	-	-	+1
Athena	-	+1	-	+3	+2	-
Demeter	+1	+1	+1	+1	+2	-
Dionysos	-	-	+2	+2	+1	+1
Hades	-	-	+2	+2	-	+2
Hephaestus	+2	+1	-	+1	+2	-
Hermes	+1	+1	+1	+1	+1	+1
Poseidon	+2	-	+2	-	+2	-
Zeus	+2	+2	+2	-	-	-

4. Pick out a starting set from

Starter Kits

Archer Kit:

Linothorax, Toxo, Akinakes x10/ Xiphos, Arrows x 20.

Heavy Kit:

- Requires Might 6

Panoply, Aspis, Chalcidian Helmet, Akinakes, Kopis/Sfyri.

Fighter Kit:

Linothorax, Pilos, Peltast, Xiphos/Dory/Labrys, Akinakes x5

5. Fill Out the character sheet in pdf form:

Character Name: _____

Player Name: _____

Patron: _____ Race: _____

Equipped Items:

Ammo

Helmet

Back

Extra Slot


Armor / Clothing

Extra Slot


Right Hand

Left Hand


Boots




1 2 3 4




5 6 7




8 9 10




11 12 13




14 15 16




17+




Might




Dexterity




Agility




Intuition




Willpower



Stealth




Stats:



Weapons:

Hp Max	
Hp Current	
Armor Rating	
Magical Armor Rating	
Movespeed	
Level	
Experience Pts.	
Size Category	

Weapon	Offensive Value	Defensive Value	Range	Notes



Boons:

Boon	Uses Left	Cast Time	Duration Left	Notes

or fill it out digitally in the Canva Form:

[Link](#)

- 6.
7. Movespeed - it is exactly 2 times your Agility.
- 8.