



# AMARANTHINE

A u r o r a e o f t h e T r u t h

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**Where did they come from? No one seems to really know. From the dawn of history they appeared, passing in and out of the lives of the mortals. Still, they seemed to us as we. Slowly, the immortals grew in number, their faces as human as ours, their motions, our motions. The more the mortals tried to root them out, the more they seemed to blend in. Now, they are but a legend...a fairy tale meant to make dreams. Men still search for the fountain of youth, the potion of eternal life, a way to escape this feared thing of death, yet none succeed. Only the immortals, only they have the keys, and soon they will be...no more.**

<b>THE AWAKENING.....</b>	<b>1</b>	<b>LUST.....</b>	<b>20</b>
<b>THE BEGINNING OF IT ALL.....</b>	<b>2</b>	MONEY .....	20
<b>THE AFTERMATH.....</b>	<b>3</b>	POWER.....	20
<b>THE BIRTH OF AN IMMORTAL.....</b>	<b>4</b>	DRUGS .....	20
GEOFFREY CLEMENTS.....	4	SEX .....	20
<b>THE RIGHTS OF THE PYRAMID.....</b>	<b>5</b>	CARE.....	21
THE BODY.....	5	HUMOR.....	21
THE MIND .....	5	KNOWLEDGE.....	21
THE SOUL .....	5	<b>MA'AT.....</b>	<b>21</b>
THE SHADOW .....	6	<b>LUCK.....</b>	<b>22</b>
<b>THE KNOWLEDGE OF GREATNESS.....</b>	<b>7</b>	<b>DEATH AND HEALING.....</b>	<b>23</b>
THE KNOWLEDGE OF EXISTENCE.....	7	HEALING.....	23
THE KNOWLEDGE OF ORIGIN .....	7	DISMEMBERED EXTREMITIES.....	23
THE KNOWLEDGE OF THE GODS.....	7	BROKEN BONES & SPINAL INJURIES.....	23
THE KNOWLEDGE OF CONFLICT.....	7	TRAUMATIC DAMAGE.....	23
THE KNOWLEDGE OF HONOR .....	7	PERMANENT SCARS AND DISFIGUREMENT.....	23
THE KNOWLEDGE OF ETHICS .....	7	DISEASE, POISON, AND OTHER SUCH STUFF .....	24
THE MA'AT.....	7	<i>Diseases.....</i>	24
<b>GAME BASICS.....</b>	<b>8</b>	<i>Poisons.....</i>	24
A FEW ROLEPLAYING TIPS.....	8	<i>Drugs and Alcohol.....</i>	24
<b>CREATING A PERSONA.....</b>	<b>9</b>	STARVATION.....	25
WHAT'S A PERSONA? .....	9	<b>GLYPH MAGIC.....</b>	<b>26</b>
DECIDE ON A BACKGROUND.....	9	COMBINING GLYPHS.....	26
WHO IS YOUR FAMILY? .....	9	<i>The Body.....</i>	26
<b>THE FAMILIES OF THE IMMORTALS.....</b>	<b>9</b>	<i>The Mind.....</i>	26
HORUS.....	10	<i>The Affect.....</i>	26
ISIS .....	11	USING GLYPHS .....	26
KHEPERA .....	12	VERBAL GLYPHS.....	27
NET .....	13	INSCRIBED GLYPHS.....	27
OSIRIS .....	14	THE EFFECT.....	27
PTAH .....	15	LIMITS.....	27
RA .....	16	TRUE NAME.....	27
SET .....	17	GLYPH LIST .....	28
THOTH .....	18	<b>NATURE MAGIC.....</b>	<b>29</b>
YAHWEH.....	19	ELIXIRS.....	29
<b>FAMILY HATRED.....</b>	<b>20</b>	OILS .....	29
		INCENSE .....	29
		HERBS AND PLANTS.....	30
		<b>MAGIC RESULTS.....</b>	<b>31</b>
		<b>COUNTER-MAGIC.....</b>	<b>31</b>

## THE AWAKENING

It has only been recently that the immortals have even comprehended what they really are. Amazing though it may seem, many of them lived for thousands of years or more before they realized that they were simply not dying. Humans are an incredibly stubborn species and very few ever realize that they can do the impossible. For years running four minute mile in track was an impossible feat that could never be conquered. Now, four minute miles are almost a common occurrence, although still spectacular.

The basis behind it is that someone needs to tell a human that something can be done before they will realize it is possible. Knowledge of a concept is a part of creating it. So, most of the immortals truly did not believe that they would live forever. That is until they were sought out by a another immortal who already knew. This was normally the job of a follower of Thoth. Only then, one by one, did the immortals truly awaken to their "blessed" state of existence.

They, the sons and daughters of *the ten*, are not as you or I. We can never possess what they have. However, they can never do many to the things which we enjoy so much. They can never bear children, they can never grow old with their loved ones, they have to watch all that they adore simply vanish into the dust from which it sprung .

"Why did the awakening take so long?" you ask. What is the reason that it has been only recently, say about 500 years, that the immortals have come into a decent understanding of what they are? The reason is this: immortals are not born with knowledge of what they are, they must be hit square in the face with the facts. Only the followers of Thoth and Yahweh are born with understanding, they are the ones who must inform all the others. However, the sons of Shaccum, the worshippers of Yahweh, flatly refuse to enlighten or even maintain contact with any immortals other than their own.

The followers of Thoth had a different reason for holding out for such a long time. Until the year 1496, all of the sons and daughters which were born of Pepri, the worshippers of Thoth, were taken and bound in an enormous monastery. To them this was pure torture because the children born to Pepri were conceived with an incredibly developed sense. This helped them to attain their knowledge of what it means to be immortal and it alerted them to the fact that immortal brothers and sisters were penned up very near to them. All of them were kept separate for one major reason: the curse of immortality feeds a vehement hate between those born of the same father.

February 13, 1496 Hakment, a worshipper of the war goddess Net, having been offended by Pepri stormed the gates of the giant monastery. He ran the guards through with his blade and even as they slumped to the bloody snow he entered the monastery.

Raymond Yetlan, a sons of Pepri, was the first to sense him. So overjoyed was he that he sang in triumph, almost to the doom of all. His singing awoke Sytempet, a priest of the murderer god Set, who drew his sword and rushed to the holding cells. All the while, Hakment was releasing the children of Pepri. So strong was the hatred for their father who had imprisoned them and because of the pandemonium of the moment many of Pepri's children forgot their hatred for each other and assisted Hakment.

When Sytempet reached the already opened corridors he was aghast at what he saw. Quickly he worked, slashing his way through the thousands of unarmed immortals in his path. Then, his steel met another. The steel of Hakment, the follower of the war goddess Net.

The battle of Hakment and Sytempet was so great that is still sung by the followers of Thoth today. Much immortal blood was shed that day. Yet, in the end Hakment had the mastery, and the head of Sytempet rolled to the floor. The revenge of Hakment had reached even further than he had thought.

Thus, the followers of Thoth were freed. Now, they seek out immortals without the knowledge of who they are. The awakening continues...

## THE BEGINNING OF IT ALL

They all began as mortals, thousands of years ago; ten men, each a father of an immortal family, were the court magicians of the Judge Amen-Ra. History does not tell us to which dynasty this Judge belonged, but it was he who called together these ten.

It was the time in the life of the Judge when he was preparing to give his throne up to a successor. Amen-Ra was chaffed with the thought; for although he knew the soul to be immortal, the body was not. In great distress, he called in his chief magician, Cali, and he then asked Cali how he might gain eternal life while still in the body as the "god of the dead" Osiris had done. Cali had no answer for his Judge and so he was given three days in which he must find an answer.

Cali called together the high priests of all of the gods in the house of the Judge in an attempt to find an answer to Amen-Ra's search for immortality. The priests, eight in all, had no answers save one: the Hebrew God Yahweh had promised his followers the gift of eternal life in the flesh. So, the priests called to them the highest Levite priest in the land. His name was Shaccum, of the house of Japeth, the son of Noah.

Upon hearing the blasphemous plan Shaccum flatly refused to help and so he was bound in chains and forced to partake.

The three days had passed and Cali, the high priest of Osiris, prayed to his god and asked him for wisdom; Osiris answered not. However, the priest Pepri, follower of the scribe-god Thoth, revealed that he had had a revelation. A circle of ten men would be required and the gift of immortality would be granted.

Overjoyed, Cali called the Judge to join the priests to become the tenth man of the circle. Each man worshipped his individual god and made the circle complete. The following is a list containing all those who partook in this great event and the god he worshipped (note that not all who were present took part willingly):

Priest	Deity
Amen-Ra, Judge	Ra — the sun god
Cali-teb	Osiris — fertility
Pepri	Thoth — scribe-god
Hankenem	Isis — Mother-goddess
Hakment	Net — War-goddess
Re-istem	Khepera — Self-maker
Amerot	Horus — Hawk-god
Sytempet	Set — Murderer-god
Han-ra-tet	Ptah — god of Metals
Shaccum	Yahweh — Most high God

These ten set them down in a circle upon which circumscribed an image of the sun. Then Cali began a powerful incantation which was meant to bring about the gift of immortality. As the spell reached its climax, however, the chains which bound the priest Shaccum were shattered into pieces and he was freed. Immediately he fell to his knees and began to pray to God.

*Great Jehovah God, Jehovah Gyre, the provider of all, curse ye these men for their evil.*

*Smite down these, the wicked who blaspheme thy name. Save thy servant also, Lord, who wishes not to partake, but to flee. May all know through this that thou art God, the creator, sustainer, and King.*

Having said this, Shaccum and all of the others ceased to move. They were transfixed for the entirety of a day. When they again could move, they were young, in their prime. Indeed it seemed as if their circle had provided for them all eternal youth and life. For this, Cali and the other priests were given much wealth, while Shaccum received nothing.

For decades, none of them aged, and all praised Ra, Osiris, and the other deities. Their children also did not age, again they praised the gods. Then the wife of the Judge died, then his grandchildren, but never him nor his children. The praises ceased.

## The Aftermath

100 years after the birth of the Judge's first-born immortal son, the Judge died. His own son, Atem-Re had cut off his head and the curse was complete. All-in-all, the Judge had lived 167 years, but now he had been slain.

Soon the people began to fear the priests and their children, only a demon could have the span of life which they possessed. They were ostracized, banished, beaten, and two other priests beheaded. The curses fruit was ripe with the revenge of Shaccum and Yahweh.

During the course of this time, Shaccum did not age either. He was also to suffer the knowledge that all that he had loved would pass away. However, he praised God. When his wife died, he praised God, when his land was overrun by the Babylonians, he praised God. When his firstborn son lost his children and wife, they praised God together.

Shaccum and his children, his direct first generation descendants were cursed with the same curse as the Judge and his priests. They were immortal. However, only them, not any generation past the sons and daughters of Shaccum.

Down through the centuries, the immortals became hundreds, and then thousands. The circle of ten was a fruitful one. Many of the priests had more than one wife. In fact, it is said that Cali, the priest of Osiris, had 125 wives at the time he became immortal. After that time, he married even more, having at one time over three hundred wives.

The other priests, such as Sytempet, saw no other reason to live than for pleasure. Hedonism, the search for unending pleasures, became the lifestyle of the priests who shared such views. One of the best examples is Pepri.

Pepri is one of the two fathers of the immortal families who is still rumored to be alive today. The other father is said to be Amerot, the priest of Horus. Of course no one knows for sure if they are still alive. Only rumors about their existence remain, but if it is true Pepri and Amerot would now be over three millennia in age. The rumors of Pepri especially famous. It is

said that he kept very careful track of his mates. He devoted himself to sexual pleasures and his little black book is larger than most yellow pages. At last count, Pepri is said to have had sexual pleasures with 315,624 women. Most of the circle of ten went through at least some period of this hedonistic behavior; this is how the immortals spread so vastly around the world.

The two remaining fathers of the circle of ten have not been seen in over 100 years, some say it is all a large joke and they indeed are dead. Others have postulated that the two have become the animals which were associated with their gods. Where they are and if they will again surface is a mystery. What is a fact, however, is that there have been no new born immortals since Gregory Forgonen was born on September 17, 1891 in Bristol, England. He is the last son of Pepri, the youngest immortal on the Earth, that we know of.

What does this mean? It means that the immortals are slowly fading away, no more are being born, and many are dying. Oh yes, that is perhaps the final part of the curse which makes it all the more severe.

## THE BIRTH OF AN IMMORTAL

Immortals are not born with a sense of the fact that they are immortal, this has to be taught to them by another immortal. When born, the immortals resemble humans in every way, they also grow up just like you and I. However, when they reach the fullest potential of their bodies, usually between 25 and 35; they cease to age.

The body of an immortal is tough, it is strong. Even from birth, an immortal does not suffer from wounds such as cuts and bruises very easily. In fact, not one immortal has ever died during child birth. They are simply too enduring.

The problem of not realizing what you truly are is complex. It seems to follow that if you are a son of Cali, the sons of Cali would train you in the way you should go and they would teach you the things known to your family. However, this is not the case at all. A simple but important fact to remember is that members of the same family have an instinctive hatred for one another. Although they can sometimes tolerate each other most prefer to stay away if not just kill each other.

But if family members do not train you, who does? Simple, the followers of Thoth, the sons of Pepri. The sons of Pepri are the only family born with the knowledge of who and what they are. The knowledge which they instinctively know is immense. They are the seekers who search out young immortals (those who have reached an age of approximately 70 or 80 years) and train them in the ways of the ancients.

## GEOFFREY CLEMENTS

Born in 1614, Geoffrey was one of the last known sons of Han-ra-tet. He was born to a noble wife who had been seduced by Han-ra-tet while moving to the new world.

Unbeknownst to George Clements, his son was not his own, so he treated him well. He was a wonderfully developed child, as are all immortals, and he did his best to make his parents proud. However, the mayor of his small provincial town, the town named Salem, was also a son of Han-ra-tet. When the famous Salem witch trials took place Geoffrey was one of the men accused of being a witch. The mayor himself said that he had seen Geoffrey worshipping Satan and sacrificing small animals. Geoffrey was to be killed.

The mayor, knowing what it would take to kill Geoffrey suggested a beheading. The townspeople decided that he should have a rock chained to his neck and he then be thrown in the Atlantic ocean. Poor Geoffrey, not yet realizing that he was immortal was of course frightened, but as he was a Christian he was prepared to meet his father on high.

When the time came for him to be cast into the churning sea, he said nothing and he did nothing, he simply prepared to die. The last person to see him was Johnathon Fairchild, a son of Cali who was the executioner. Johnathon offered Geoffrey these words:

*My boy, fear thee not for thy life; for  
the waters cannot take it from thee.  
Nor can the flames, nor can the gun.  
Thou shalt see whenst the chains  
around you rust and float away, yet  
you live. Then you shall be free and  
shall seek out your revenge.*

Geoffrey was far from comforted, yet he found that Johnathon was right. He was cast into the ocean in the year 1692 and he reemerged in the year 1701. Now he knew that he was an immortal and he returned to Salem seeking his revenge on the mayor. In the dead (ha! ha!) of night, he took an axe to the throat of the mayor and then he fled to never be seen again by his fellow townsfolk.

## THE RIGHTS OF THE PYRAMID

The most important training ritual which has to be observed is called the Rights of the Pyramid. These rights have four sides with one base, just like a pyramid. The four sides of the pyramid are based upon the Egyptian concept of being. What this means is that the person is divided into four parts; body, mind, and spirit or soul.

Generally, characters are assumed to have already experienced these rights to the fullest and passed them. It is safe to assume this is the case if your character is over 250 years of age. If not, the Judge will decide what it is you must do to make sure you have passed. Failure is shameful; try, try again.

### The Body

The first right has to deal with the physicality of an immortal. The training involved is meant to increase strength, agility, and overall fighting ability. To the Egyptian people, the body is, of course, very important. For this reason several years are exclusively devoted to the passage of this one right. Training does not need to be overseen by a follower of Thoth, only approval of the end result is necessary. Although each immortals training is unique to his own needs the most essential and common aspect of each and every immortals training is the art of the sword. To stay alive, an immortal must be trained to think and act instinctively in combat. Therefore, upon this rights passage, most immortals will have attained the level of an expert in swordplay.

### The Mind

The ancients believed that the mind of man, given enough time, could solve any problem which it found itself confronted with. Hence, the mind is to become a highly attuned and trained instrument. It is enhanced through mere mortal means such as reading and problem solving; not to mention the years of past experience which an immortal will gain. This right is the more difficult to pass, seeing that the criteria are not as well defined. However, it seems to take some who are more adept less time. Do not expect

that just because your character has experienced this training that he is a genius. Everyone has his own limitations and short comings. This training is only intended to help compensate for them.

### The Soul

The Judge Tutankamen once said "A man is no greater than the emotion which he can muster from inside his own being." He was probably correct. The problem here is that when immortals die, they die forever. They have no soul. After death, there is nothing. Poof, they are gone. Snuffed entirely from existence. So, to use the term soul is pointless. More importantly, the spirit is the sum of all the emotion which can be brought out to accomplish a task at a given time.

The training of the spirit is the most intense of all. It is possible that your character, even if he is 250 years of age is still attempting to pass this right. The end goal of this training is to be in complete oneness with the energy and forces flow and ebb through the body. To be able to, at any time, summon up all of the power in your possession; and control it. If your character has passed this right then he has learned to do so. If not, there may be a time when he loses control of his own essence and he may go insane.

In Comparison, the spirit of a mortal is so vastly small in comparison to that of an immortal that most mortals may never even notice that they have this internal energy. Certain cultures, however, have recognized the powers of the spirit and have delved into learning how to control this power. It is sometimes referred to as "chi" or "ki". The harnessing of this power does not give an immortal any special abilities save one: peace of the soul.

The reason that peace of the soul is so important is that the immortals soul is a finite entity, unlike the mortals soul which will never cease to exist. Once immortals learn that upon the event of their deaths they will cease to be, many are in despair. Only the peace of the soul allows them to press onward and strive to simply live. They need this peace, it is the peace which mortals will never know, nor will they need to.



## **The Shadow**

There is a dark side to every pyramid. A place where the sun never shines. However, it is not always the same place which is dark, it is constantly shifting and moving. It is a small bit of chaos. An immortal also possesses this small piece of chaos. There is always a dark side.

The passing of this right is one most painful tests that an immortal will ever face. This right is akin to a Dream Quest, or a searching of the soul. The idea behind this right is for the immortal to seek out and find himself. In order to do this the immortal must recognize his own weaknesses and face his worst fears. When all is said and done the immortal will no longer show weakness and will not cower before his fear.

## THE KNOWLEDGE OF GREATNESS

Once an immortal realizes that he is immortal, he must agree to adhere to a code of conduct which has been defined by the followers of Thoth in order to ease the earth-bound lives of their race. This code, now as old as Amerot, has been passed down by word of mouth for thousands of years. Like everything else which is known by the followers of Thoth, it has never been written down. Originally, it was given in Egyptian tongue, but here are the basic thoughts of "The Knowledge of Greatness" translated into English.

### The Knowledge of Existence

Only our race shall be told that they are immortals. For the sake of love, a mate may be told; but only if they are told by a follower of Thoth. The followers of Thoth know the mind of mortal man, and understand how it is that they will not feel hatred or fear at the disclosure of such knowledge.

### The Knowledge of Origin

Only immortals are allowed to know our true origin. You may create any fallacy you desire, but the knowledge of our forefathers and the circle of ten shall never be discussed with a mortal.

### The Knowledge of the gods

You shall worship with your heart and mind the god of your fathers. This shall be done in order to fulfill your fathers pledges which were given at the time of the rebirth. You shall worship no other gods.

### The Knowledge of Conflict

Being that you are so cursed as to hate your brethren, you cannot help but do so. Therefore, if it may happen that you kill a brother or sister; so be it. However, once this has happened, you shall spend one half of a day in mourning of the loss of a brother or sister, seeing that they were of your blood. If the immortal was not of your family, mourn them not, but spit upon their headless body. for they deserved the death they received

### The Knowledge of Honor

Honor is a part of life which all of the immortals must partake in. You are to honor all of your family. Your heritage is the utmost of importance. Any insult upon the past of your own or your father's life shall be reprimanded strongly, either by your own house, or by the followers of Thoth.

### The Knowledge of Ethics

There are none. Kill or be killed.

### The Ma'at

All of this entire book of knowledge is summed up in this; Ma'at. Ma'at is more than a word, it is the embodiment of truth, justice, and order. It is said that in the beginning Ra created the universe and all of it's contents. When he had finished, he set the cosmos in order. Actually, he pulled "Ma'at" out of chaos. Ma'at is very much the opposite of chaos, the two cannot exist side by side. The knowledge of greatness only gives this beginning understanding of Ma'at; more information is found later.

# Game Basics

Amaranthine is a source book for the D.A.R.K. system by Dark Tier Games. The following new skills are included:

## Body Skills

**Swordplay** (ADP, STR) ♦ The ability to use a sword in combat is an essential skill to all Amaranthines. Every immortal begins with a rank of 3 in Swordplay.

## Mind Skills

**Glyph Magic** (BS, CS) ♦ The ability to cast glyphs.

**Nature Magic** (BS, CS) ♦ The ability to create and use elixirs, oils, and incense.

**Egyptian Myth** (BS) ♦ Egyptian Myth is the knowledge of Egyptian culture and mythology. A character with this skill will recognize Egyptian symbolism as well as have knowledge of the Egyptian gods, rituals, and old Egyptian life. All immortals begin with a rating of 1 in Egyptian Myth.

**Presence** (CS) ♦ An Amaranthines soulless presence gives off an eerie aura which can be felt by all other Amaranthines. Whenever two or more immortals in the same vicinity make a presence roll to determine if the two detect each other. Each success divulges more information about who and where the immortal is. Every immortal begins with a rank of 5 in Presence.

## A Few Roleplaying Tips

Please note that the word roleplaying is spelled r-o-l-e, not roll. The reason which this is called role playing is because you, the player, are supposed to become someone else, the character. This is most assuredly the most important contributor to the feel of an adventure. In order to become a character, here are a few very important, yet general tips for you.

1. Know your character. Know where your character is from, what they like for breakfast, who their favorite comedian is, their favorite color; know everything. The reason being that the more you know them, the more they will be real to you.

2. Speak as your character. If your character speaks only sign language because he had his tongue cut out, you should very rarely enter into conversation. If you do, it should only be with the Judge, or with someone who knows sign. If your character is from Italy, speak with an accent, etc.

3. Act as your character. During the course of the adventure, do not say things like, "John and I are going down to the corner to look." #1 How do you know? Did you ask him? In order to take an action with someone else, you had better be sure that they are up to your idea. #2 Is John his name? Remember, if the player you are referring to is not John, he will not listen to you. If the character you are referring to is John, then he will.

4. Do Not Debate The Judge's Decision!! If you want to die quickly and painfully, please ignore this suggestion. Personally, anybody who debates what I say as the Judge will die, badly. They are supreme, remember that if they disagree with the rules, the rules are incorrect! If you don't like the way the Judge acts, don't let that person be Judge again.

5. Create your character fairly. Don't try to make them all powerful by giving them incredible rank in tons of skills or by maxing out all of their statistics. Sure it gives them an advantage and makes them kick butt; but it is not fair. Keep in mind that it can often times be very entertaining to play a character that has problems.

# CREATING A PERSONA

## What's A Persona?

You, as a player, will take on the persona of an immortal destined to walk the earth for all eternity. Your persona is defined by certain traits and characteristics just like you are. Your persona may be drastically different from yourself or he may be exactly like you. It is entirely up to you.

## Decide On A Background

Pick a background for your character.... Where does he come from? Does he like his parents? Does she have a boyfriend? Did she go to college or even finish high school? When did your character discover he was immortal? Was it accidental or did someone find her? Really get to know who your character is deep down.

## Who Is Your Family?

The first step to creating your persona is to figure out who he is descended from. Now everyone knows the old saying:

*You can pick your friends and you can pick your nose but you can't pick your friends nose...*

No, wait a minute. Ahem.... I don't think that was quite right. Oh, yes:

*You can pick your friends and you can pick your enemies, but you can't pick your family.*

Well, this rule applies here. You must roll a 10 – sided dice and consult the Family Table below to find which family you are from.

Roll	Father	God
1	Amen-Ra	Ra
2	Cali-teb	Osiris
3	Pepri	Thoth
4	Hankenem	Isis
5	Hakment	Net
6	Re-istem	Khepera
7	Amerot	Horus
8	Sytempet	Seth
9	Han-ra-tet	Ptah
10	Choose a family	Hey, every rule has its loopholes!

## The Families of the Immortals

At the end of each family description is a table of starting attributes. It lists the starting Ma'at, Statistic bonus rolls, and actual age.

Each family has a base rating of Ma'at. The first statistic listed is your persona's base Ma'at rating. This is on a scale from one to ten and generally tells how willing the immortals of a given bloodline are to obey the order of things which they are a part of. It functions wholly different on immortals than it did on ancient Egyptian culture. (See Ma'at below for more details.)

The second statistic listed is the starting base for each of your persona's six traits; these will be modified later. (See Choosing Your Traits below for more details.)

The final listing is the age determination formula for the family. Because some of the original ten died sooner, their children will be characteristically older than the children of a father who may have lived until recently.

# Horus

The sons of Amerot

Amerot was, and possibly still is, a deranged individual. Since his birth, he was known as the hawk, which is why he was chosen to be a priest of Horus, the hawk god.

Horus, whose roots in Egyptian mythology are very broad, was the son of Osiris and Isis. Actually, the story goes like this: Because Set wanted to rule all of the possessions of Osiris, he slayed Osiris, his brother. Isis found out and was to say the least dismayed. So, she sought him all over the land until she found him, hidden inside a pillar in the hall of a king. She then took the pillar and opened it. Using all of her power, she revived Osiris as much as she could, and then had sex with him. The result was not only that Set's plans were foiled because Osiris "lived", but Osiris now had a male heir to his realm.

From the day Horus was born, he and Set were at odds. Time and time again Set tried some ploy to make his nephew look bad, but time and time again Set was foiled. Horus, who is seen in many pictorial representations is perhaps the most well known in Egyptian myth. He is the ultimate representation of youth and strength, as well as honesty and truth.

More than these, however, he is a mama's boy. Whenever Set would oppress him or try to beset him, Horus ran to Isis and whined. This is seen time and time again throughout mythology. Not until very late indeed in his life (immortal though he was) did he stand up face to face against Set.

Amerot, the priest of Horus, was also a mama's boy. Actually, if he is alive today, he is most likely still looking for his mother. Amerot amassed a great deal of wealth in the 3000 years he has been alive. This wealth he spread around to all of the women who berthed him children. So, if you are a son of Amerot, it is very likely that you came from a well-to-do household. When I say well to do, think of attending Harvard, without scholarship, and having no problem writing checks for the tuition bills from

your own account. That account is supplied by a trust fund, most likely. Confer with the Judge at the generation of your character to be certain.

Other than that, Amerot was a nut.

Being that you are a follower of Horus, you are honorable. The sons of Amerot tend to be a bit arrogant and slightly haughty. Most frequently, they dress in fine clothing from tailor shops. They are not intellectuals, but do like to converse and to be around several people at one time. At Harvard, a follower of set would play football, a follower of Horus would play soccer. You, a son of Amerot, are a competitor. You love the game, the game of life. You do not depend on your strength or stamina, you depend on a quick strike. A gambler to be sure.

Horus	Sons of Amerot
Base Ma'at	7
Base Stats	A-1 S-2 W-0 BS-1 CS-0
Base Age	Apparent+100+15xd10

# Isis

The sons of Hankenem

Isis is perhaps the favorite of all Egyptian gods or goddesses. She is the wife of Osiris, and also the mother of Horus. To add to these relations, she is also the sister-in-law of Set, so you may say that she is a very well connected woman.

It is very likely that Isis is most famous for her dealing with Osiris after he had been slain by Set. Already it has been mentioned that she searched and found him in the trunk of a pillar, but there is much more to the story than that.

The trunk had grown around a casket which Osiris was in. After she found the tree in question, she asked the king who it belonged to for it. At that time it was a pillar in his royal hall. The king, of course, gave it to her graciously. After reviving Osiris and becoming pregnant with Horus, Isis left for a time.

So upset was Set that he found the casket and removed Osiris, then he tore Osiris into 14 pieces and scattered them into the Nile. Isis spent days recovering all of the pieces, but she found them all.

Osiris was then a hallowed being, neither alive nor dead, thanks to Isis.

Isis is seen as the good mother of Egyptian mythology. At the same time she is beautiful and entrancing, she is hard working and devoted. She is the giver of life, and the loving comforter in time of need.

Yet, she is not simple. She makes a habit of revenge upon Set whenever she can. Whether it be through outright physical defeat, Horus beating Set, or it be through public humiliation, Isis is not a person which you have a desire to cross.

Hankenem is one of the unfortunate priests who were killed at a young age. Well, he was over 400, but that is young compared to most others. After the death of Amen-Re, the support of the people fell away from the immortals. Soon, the people began to fear them. A mere 348 years after the immortals were

reborn, the people arose and ousted them from Egypt.

In the process, Hankenem and Han-ra-tet were killed. Still, they did have four hundred years to make babies, and they did! Han-ra and Hankenem were close friends. They each filled a given quota of 100 pregnancies per year after their rebirth. Roughly speaking, that leaves some 35000 of their children alive. Of course, there are a few hundred who have been killed, especially of late, but there are still over 30000 of them.

The sons and daughters of Hankenem are the care-givers of society. Like their Mother god Isis, all of them wish to see the world become a better place. However, emotion is strong in the followers of Isis, and they hate the followers of Set, but they love the followers of Osiris. Often either of these to an extreme will land them in a mess.

Isis	Sons of Hankenem
Base Ma'at	7
Base Stats	A-1 S-1 W-1 BS-1 CS-0
Base Age	apparent+2500+3xd10

# Khepera

Sons of Re–istem

In the Book of knowing the Evolution's of Ra, Ra says this of himself. "I am he who came into being in the form of the god Khepera, and I was the creator of that which came into being." As with all of the gods in Egyptian mythology, Khepera is an offshoot of Ra, the sun god.

Khepera is known as the self–creator, sort of the ever living. For this reason the scarab beetle was chosen to represent him. The scarab is believed to be monosexual. They appear to never mate, but to simply lay their own eggs. Once laid, the beetle rolls them up in a ball of dung. This ball came to be a representation of the sun rising or simply traversing the sky. The scarab never leaves the ball of dung, it simply pushes it along the ground in front of it.

Khepera is known as the creator of all that is. He called the heavens and the earth into existence after he himself rose out of Nu. He is therefore given great power in the mind of the Egyptians.

Re–istem was a traitor, several times. He betrayed his closest friend, Hankenem ( the priest of Isis) who was killed at the guillotine when Napoleon conquered Egypt. He was an executive aid to Napoleon and aided him in all his plundering of the land of the Nile. In fact, today we see the pyramids of Egypt wearing away because of Re–istem. Were it not for his treachery, Napoleon would have never learned how to remove the marble which covered and protected the pyramids.

Khepera, being also the first of the forms of Ra, is also known as the father of the gods. It is said that in him are the germs of life which may break free and begin again. He is seen as the only hope for a bodily resurrection after death.

As a son of Khepera, you will endure much. The sons of Re–istem are not friend or foe, nor are they good or evil; however, they are tough. These men, strong and bold, are the adventurers of the world. One of them, along with a son of Hakment, explored most of the

United States before it was settled. They were named Lewis and Clark.

Like the god you worship, if you are a son of Re–istem, you will stop at nothing to finish your task; however, this may sometimes get you blind sided by something you were not suspecting.

Khepera	Sons of Re–istem
Base Ma'at	6
Base Stats	A-2 S-2 W-0 BS-0 CS-0
Base actual age	Apparent+250+10xd10

# Net

Sons of Hakment

Net is one of the two goddesses in the Judge's council of gods. She was usually shown carrying a bow and two arrows, either signs of war, or signs of the chase. Of all of the goddesses, Net is the oldest one.

Before the Judge's began to rule the land of Egypt, many followers of Net existed. The many confusing stories of her origin vary from being Nu or Nut, the goddess from who all things were materialized, to being another form of Isis or Hathor. However, Net has her own distinct style of life which make her the goddess of the chase.

Obviously, the reason she is chosen to be depicted with Hebrew is related to some form of warfare. In mythology, it states that Net sits on high with her bow and shoots the unrighteous where they stand. The Egyptian people most likely used this as a reason to explain deaths for which they had no other reason to give.

The god Anubis, who does not fall into these tales, is the gods of the dead, a servant to the great judge of the dead, Osiris. Ancient times seem to show that Net also was a god of the dead, almost the female counterpart of Anubis. In the path of a soul after death, it would present itself before Anubis to be weighed on his scales, Thoth would record the results. Although Net does not appear with scales, she may well indeed be the judge of the dead who came before Anubis. After his coming, she retreated into the realm of mortals.

Hakment, the priest of Net, was a hero. During fights with the Assyrians and Babylonians, Hakment was the Judge's Lieutenant. He slayed the enemy with great ease. Because of this, the Judge gave him the priesthood of Net, then thought of as the war goddess.

Hakment also is the hero of the immortals. He was the immortal who freed the sons of Thoth, thereby giving the immortals knowledge of who they really are. His death, in 1813, is mourned by all of the families except the

sons of Sytempet. Between the followers of Set and the followers of Net is a great rivalry.

The sons of Hakment, the followers of Net, are the worlds best known fighters. Men and women of great physical prowess, and almost instinctively able to handle any type of weapon. The things which you will cherish are not things such as money (except in rare cases), the things you cherish are the fight and the prize. Victory is your driver.

However, although you are a hero, you may be a dark one. Moral codes are but mere fancy to you, and you only care about yourself. The only reason you are not a son of Sytempet is because you are of the blood of another father.

Net	Sons of Hakment
Base Ma'at	4
Base Stats	A-1 S-2 W-1 BS-0 CS-0
Base Actual Age	apparent+125+15xd10



# Osiris

The sons of Cali-teb

With all that the pyramids have to say about Osiris, they have precious little to say about him doing anything. Sure, he was killed by his own brother, and he was the father of Horus (though he does not remember it happening) but what about Osiris?

All of the writings seem to point to the fact that Osiris was the god of the dead. Not Anubis, the judge of the dead, but the god of the dead. He was apparently the most important god, except for Ra, in the Egyptian underworld. Also, he was a self-made paradox.

The paradox to which I am referring is the fact that he was dead. He was torn into fourteen pieces! Yet, he was alive. He seems to share many characteristics with Ra, all of them good. he was a keeper of Ma'at, and a follower of the sun. He was sort of a dead Ra.

The priest who worshipped Osiris for the Judge was named Cali-teb. Cali was the single most important person in all of the land save the Judge himself. Not only was he that, but he was also the next Judge after Amen-Ra's death. He was Judge until all of the immortals were thrown out of Egypt; then he was dead. He is the other priest who died trying to leave the country.

However, he still did live 500 years plus, and they were good years. It has already been noted that he had over 300 wives by the time he lost his life. His children are many. At the birth of each, they were given the mark of the ankh on the back of their necks. This mark is all they received from their father. After that, they were tossed into the wilderness to fend for themselves.

Because of this, each of the sons of Cali-teb grew up in the wild. They are the barbarians of the immortal race. However, like their god, Osiris, they have great respect for the dead, and a great sense of justice and religion.

What this means in the present day is that if you are a son of Cali-teb, you are not a social butterfly. Some of the followers of Osiris try to be, but they generally fail miserably. Your

favorite companion is usually some sort of beast, either a bear, fox, deer, dog, cat, or even mouse. You simply get along better with animals.

Society has past you by recently. You had no real problem dealing with the last couple of centuries, but this one is a pain in the ass. Technology is fairly foreign to you. A follower of Osiris can never have the skill of science of the skill of piloting, but he has other bonuses which help to counter that.

Osiris	Sons of Cali-teb
Base Ma'at	9
Base Stats	A-2 S-2 W-0 BS-0 CS-0
Base actual age	apparent+2500+3xd10

# Ptah

The sons of Han–ra–tet

The sons and daughters of Han–ra–tet are the most favored group of all of the immortals. They are the great artists of the age. Among them are the famous names such as Rodin ( for all you non–artists he sculpted the "Thinker"), and more recently Pablo Picasso (Oh, never mind!) They are the followers of Ptah, the metallurgist of the gods.

Originally, Ptah was not a god of the Judge's court; he was the main god of the Memphis region of Egypt. To that area of the country, he was the equivalent of Ra, the sun–god. He is often referred to as the rising sun, or the "opener" of the way. Yet, after he was incorporated into the Judge's gods, he assumed a different role.

The book of the dead refers to Ptah as the god who fashioned new bodies for the dead. He was said to be the actual sculptor of them as well as the sculptor and architect of all that is. At the beginning of all, he is said to have beaten the iron floor of reality into form. He was also the master of all of the creative arts, not music or literature, but painting or sculpting, things which are made by the hands to be displayed to the world.

Han–ra–tet is one of the few priests who actually lived up to the expectations of their god. Han–ra was the most renown designer and architect in the Egyptian realm. He laid down the plans for most of the monuments which inspire us to awe today. Although some of them were not built during the four hundred years that he was alive; many of the great pyramids and other obelisks bear his name on them some place or another.

The followers of Ptah are the best engineers, architects, designers, graphic artists, painters, etc. in the world. The real problem that they have is; they love the fame. Followers of Ptah tend to be very arrogant and even haughty, though not without reason. They are very talented of course. The real problem occurs when they love the fame so much that they want

to stay in the public eye forever. This would tend to be a big problem. I mean, they could live forever.

So, the followers of Thoth step in. The followers of Thoth are the peace keepers and the ones who keep order among the immortals. For this reason, when an immortal wishes to reveal (through direct action or through overt distraction) that they are not human, the keepers of Ma'at strike. Many a renegade immortal has felt the steel of a Thoth assassin (see supplement).

Other than this slight problem, the sons of Han–ra are decent fellows. Bright, witty, and wonderfully creative. Also, they have another talent which comes in handy, blacksmithing. Blades created by a follower of Ptah are superior, period. It was a follower of Ptah who first learned how to fold steel; another Ptah follower created 440 carbon hardening. In short, they know blades. The Judge can use this any way that seems fitting.

Ptah	Sons of Han-ra-tet
Base Ma'at	7
Base Stats	A-2 S-0 W-0 BS-1 CS-1
Base Actual age	Apparent+2500+2d10

# Ra

The Sons of Amen-Re

Of all of the families of the immortals, there are precious few of these. Amen-Re was killed by his own children a mere 100 years after his re-birth as an immortal. There is no doubt that his children are ancient. The youngest of the is 2916 years old! None-the-less, they did not understand their own potential until the release of the followers of Thoth.

Ra is the God of Egyptian mythology. From and through him all of the gods are and were. He is the personification of the sun. To Egypt, the sun is the center of all life, the head of the nation, and the spirit of the universe. He it was that set forth the order of all things in the universe and put the world in motion.

All of the gods and goddesses listed in the entirety of the Egyptian god-hood are merely extensions of Ra and his power. He is at the same time Osiris and Set, Horus and Net, Isis and Thoth, he is.

Obviously then, the Judge must worship him foremost. The Judge was viewed by the Egyptian people as the human manifestation of Ra on earth. Amen-Re was no exception. From his birth he was determined to be the next Judge, even though he had to kill his elder brother to do it. He took the name Amen-Re after the sun-god himself, hoping to bring the gods favor and be the next Judge.

Whether or not the gods wished it, Amen killed his brother at age thirteen and assumed the throne ten days later. No one ever learned the truth behind the scandal.

The sons of Amen-Re, and the daughters, are very few. Well, more than mortals ever have. Although Amen-Re had over thirty wives and sixty concubines, he slept in their presence little. Well, I guess it was enough since he does have over 3000 children to his namesake. Still this is a small number considering how many immortals there are.

If you are one of the lucky few, you are old. You do not dress old, but like the god of your father, you consider yourself a cut above

the rest. Arrogance seems to rule over you just as the sun rules over the day, it blots out all other sources of light. People don't exactly hate you, not quite.

Physically, you are the mean that all other immortals are measured by. You display the standards which they all strive for. You have no weaknesses. However, you have no strengths. The only thing which is a strength is your Ma'at. You are inbred with the feeling that the universe follows general guidelines, and you strive to never cross those bounds. After all, the universe was set in order by your god, why go against it.

Ra	Sons of Amen-Re
Base Ma'at	10
Base Stats	A-2 S-0 W-1 BS-1 CS-0
Base actual age	Apparent+2900+1d10

# Set

The Sons of Sytempet

The Sons of Sytempet have a bad rap. They are seen as the bad guys of the immortal race; and they are. Set, often associated with evil in general, was the god most detested by the Egyptians. Strange as it may seem, his brother Osiris was most loved.

According to Egyptian mythology, Set for this and several other reasons killed Osiris, thereby ensuring that he would receive all of the realm which Osiris controlled. If you read on into the followers of Osiris, you will see, of course, that this did not work. In fact, it created a worse situation, Horus.

Horus, Osiris' and Isis' son, was born soon after Osiris' "death," and from then until now Set and Horus have been at odds. Set is known throughout mythology for a number of things. Very rarely are any of these things good. He never did care much for Ma'at or for the counsel of the gods; he simply had a hunger for power. For this reason, most of the followers of Set have a lust of power for. Other possibilities are the lusts of knowledge or money, or anything which leads to power.

Set is represented by either a jackal or a snake. There is no way to be sure how Set will manifest himself in physical terms. He is a master of disguise and deception. Like the snake, Set will slither into a situation and cause a huge raucous, and then he will find some small hole to slither out.

Set was not the patron god of anything. He was an evil entity who thrived off of the ill feelings which he caused. This is why the Egyptian people hated him so. This is also why Sytempet loved him so.

Sytempet was the second son of Amen – Ra. He was born long before the immortals began. His only goal in life had been to take over his father's throne, but he could not, he was not the chosen one. So great was his anger, that he planned the death of his father. But, he had to bide his time for he was weak and he knew that he could not kill his own father.

After he had become immortal, as had his father, Sytempet knew that his time had come. The sons of Amen–Ra, also immortals, were displeased to see that they could have no children and so, Sytempet along with the help of Pepri, took on the guise the god Thoth and told his brothers that their father had brought upon them a curse. Only by them taking his head and bringing it to the temple of Thoth could they be redeemed.

So it was done. In the dead of night, three of Amen Ra's own sons crept into the Judge's sleeping chamber, killed his three wives, and their own father. Then they dashed to the temple where Sytempet waited for them with his father's royal guard. Justice was served on the spot as all three of Sytempet's brothers were killed for the murder of Amen Ra.

The deception of Sytempet was rooted out quickly by Han–ra–tet, but Sytempet and Pepri were long gone. Sytempet's revenge was complete.

The followers of Set are simply evil. Even in their youth, they are the kids who cause all of the trouble. When they grow up most of them become thieves, or murderers, or rapists; until they are awoken. Once a follower of Thoth awakens them, they crave power. They desire to know exactly what has happened to them, and how far it can take them.

Set	Sons of Sytempet
Base Ma'at	5
Base Stats	A-1 S-1 W-2 BS-0 CS-0
Base actual age	Apparent+350+10xd10

# Thoth

The Sons of Pepri

Thoth, the Egyptian god of many things, was most importantly the god of art and knowledge. His function in the council of the gods was twofold: first, he was to record the meetings and what had been accomplished, and second, he was to mediate between aggravated parties.

In this second function he is most noted for the task of mediating between two fighting brothers, well, they were also gods. The brothers were Seth and Horus; the gods of the beast and of the hawk. Thoth was of course appointed to try and intercede between them so that one would not kill the other.

Moreover, Thoth was the god of wisdom and truth. To this day, the first month of the Egyptian calendar is known for the festival of Thoth, and specifically for the moon, his residing place. Thoth's manifestations on the earth were the ibis, a stork-like bird, and the baboon. The ibis is so close to his character that he is often simply called "Ibis."

Thoth the recorder of the gods is the scribe, and also the keeper of the words of power and magic. He was the inventor of writing and the originator of many of the concepts set down in the concept of Ma'at, which you may read about later. Basically, Thoth was the most just of the gods, and perhaps the most intelligent, though this is debated. He was the "lover of truth" and never did his mind stray to deception.

The priest who followed Thoth was Pepri, you need not know much of him since your character will be as to Thoth's own. But you need to know at least this: Pepri has had no children since the year 1891, at which time he disappeared.

Followers of Thoth are generally the wisest characters of the game. They cannot help it, they were born that way. Only the followers of Thoth were born with the innate knowledge that they are immortal.

The sons of Pepri (followers of Thoth) are not known for their fighting abilities, but they can fight. They are the hermits of the immortal race, living alone in the hills quite often. When they sense an immortal, they are the ones who seek them out and educate them in the ways of the immortals. The respect of all the other families for them runs deep, and few immortals outside their own family will attack them without a darn good reason.

Their sense may perhaps be the most amazing thing about them. They can usually sense not only if there is an immortal in the area, but how old they are, how strong, their true name, their family background, and many other things. This is most likely because they were trapped in cells and had nothing else to do. They are the most formidable minds in the world.

If you are lucky enough to be a follower of Thoth, be aware that you are not a person prone to violence. Although you may be a fighter, as all the immortals have the ability to do, you do not desire it. Nor do you desire power or fame or wealth. The main thing on your mind is freedom. After being trapped with your brothers so long, claustrophobia is a common problem. Even if the space you are in is large, fear could still overtake you. Be aware that the Judge may play on this.

Thoth	Sons of Pepri
Base Ma'at	8
Base Stats	A-0 S-0 W-0 BS-2 CS-2
Base actual age	apparent+100+15xd10

# Yahweh

The Sons of Shaccum

Blessed is the term to use for the sons of Shaccum. They are immortals, but there are not like any of the other immortals, in several ways. The sons of Shaccum do not hate each other. In fact, through the several centuries which they have lived, they have grown to love each other with a love beyond all human understanding.

Shaccum, who may be still alive, married one of his daughters so that he would have a companion for all times. The real trick here is that they can have children. They do not have to ever wait for generations to come, because the sons of Shaccum can bear children!

The curse which was placed upon the circle of ten was such that the first generation after the circle was immortal, and there would be no following generations. Shaccum, because he was faithful to God, was allowed to have grandchildren. The grandchildren do not live forever, they are mortal.

Shaccum's children hold vast enterprises all over the globe. They have, of course, had a long time to get them; but they are rich.

The God that they follow, Yahweh, is the God we know as God. He is Jehovah, the creator and sustainer of all. Of course, Christianity has said that his son, the Messiah, has already come. Jesus Christ is the son of Yahweh. It does seem fitting that the God of love, Jehovah, is the God of Shaccum. Love is what the sons of Shaccum are most noted for.

Because of the different nature of this family, no Ma'at, no family hatred, etc., players are not allowed to be descended from this family.

If an adventure runs you into them, be aware that they are almost never alone, and that they are good fighters who are well versed in most forms of swordplay and melee weapons.

## FAMILY HATRED

Each of the ten families of immortals are the direct line descendants of one of the ten who were originally in the circle that began the curse. Except for the sons of Shaccum, those immortals from the same family hate each other. How much do they hate each other? This is a variable factor which is determined at the time of character generation. The hatred your character feels may only be a slight dislike of members of the family, while the hatred some other character feels may be so strong that the only goal they have in life is to kill all of the members of their family. As a general rule for game play so long as the hatred rating your character is six or less, he may work with other immortals of his family. He doesn't have to like it, but he can do it if he chooses.

There are other reasons to want to kill your family as well. A myth has arisen, perhaps it is fact or perhaps it is not. Many immortals believe that the last immortal remaining from each family will be freed from the curse.

Roll	Reaction
1	Dislike—uncomfortable around them
2	Disdain—look down on them, prone to argue
3	Distrust—willing to work with them, prone to fight
4	Angered—always on edge around them, often coming to blows
5	Touchy—okay, he can be with us, but keep him away from me
6	Hate—the real thing, unable to work with them, always conflict
7	Violence—seeing them makes you want to kill them
8	Rage—If you come in contact, it will be steel to steel
9	Hunt—you search for your family, to kill them
10	Possession—all you want to do is kill...

## Lust

Every Immortal is born with a driving force which they center their lives around. It is a part of the curse bestowed upon them by their fathers because of their own lust for immortality. This lust will be the center of the immortals life and he will devote any possible spare time to pursuing it. Now, every immortal is different and thus each has his own deep passion. Passion is the word to describe this drive, this incurable hunger. Lust is the closest to love any immortal will venture because it will not die like most things will with time. Lust can last forever, one of the few things last forever. When you create your persona choose a lust from the list below. Remember that this is the one thing your persona truly cares about.

### Money

Greed. Throughout history many countries have been built and felled because of greed. A persona who lusts after money will do anything to save a buck. If there is a fast, dirty way to make money he will do it.

### Power

To be the best is the ultimate goal of the power monger. No one can ever be better than you. If anyone ever beats you you will go to any length to avenge yourself and make sure that it never happens again. You are a spitefully jealous person and somewhat of a cry baby. You will stop at nothing until the world rests in your hands.

### Drugs

There is nothing you like better than a fine glass of ...well, a fine glass of anything; or a sniff, puff, hit, drag, shot you name it. You take your immortality with less than a respectfully attitude and spend any spare time getting drunk and stoned. You will always go out of your way to find a good buzz and keep it as long as possible.

### Sex

Only one thing brings you happiness: divulging in the sins of the flesh. Any details beyond this would be blatant.

## Care

Odd as it may seem you actually have a lust for caring. You will go out of your way to help those that are in need. You are not greedy and will help anyone at anytime if at all possible. However, you take your caring to the extremes and will sometimes give your aid whether it is needed or not.

## Humor

You cannot take anything seriously. Immortal life is one gigantic practical joke and you are going to let everyone in on the secret. You are a happy go lucky person but no one is excluded from your pranks which are sometimes (well, most of the time) very deadly.

## Knowledge

Information and knowledge rule the world and you will be master of it all. You will go to any length to learn every detail about everything that you can. You may not be good at it but you will do you damndest to try. You are somewhat anal retentive and it is not far fetched for you to put yourself in debt (either monetarily or through favors) to learn about even the most menial of things.

## Note on lusts

The above lists only a few of the lusts available. They are merely there to get you started. Feel free to make up any lust you feel is appropriate for you persona. Any new lusts are at the discretion of the Judge.

This lust does not necessarily always remain the same. Your personas lust is liable to change at any time you wish. Most Immortals will only care about one thing but others will have a lust that has changed several times over the centuries. You may change your persona's lust as many times as you wish, but he must always have a lust.

## Ma'at

Egyptian culture totally depended upon this concept of Ma'at for everyday life. The Judge, though seen as a divine manifestation, was bound to obey the laws of order, truth, and justice which were set down since before the society cared to recall. It is truly difficult to define in basic words what was involved in this concept of Ma'at, however it encompasses not only the order of society, but the order of the cosmos as well. Even the gods were subject to Ma'at.

The immortals are also subject to Ma'at. It has a physical bearing on the constitution of the entire immortal psyche. If the rating of an immortal's Ma'at ever falls below 3 the immortal will lose all motivation to do anything but kill. Kill humans, loved ones, immortals, trees, dogs, bad poetry, you get the point.

Losing Ma'at is not that difficult to do. If your character misses an opportunity to indulge in their lust, their Ma'at rating will go down by one. If the character kills an innocent their Ma'at will go down by one. Other times which you may lose your Ma'at points exist according to what the Judge deems just cause.

Gaining Ma'at back is a bit tougher. There are only two ways. First, you may worship the gods. Specifically, you must worship the god of your father and the goddess Isis. Isis is the mother goddess and is known for her healing powers. In the act of worship, you must roll your remaining Ma'at against a difficulty of your base Ma'at  $\times 10$ . So if your base was six and you have fallen to three, you may roll three times at a difficulty of 60%. For each success you regain one Ma'at. This roll may never take you above your base Ma'at. Remember, worshipping takes several hours.

The other way to regain Ma'at is to do something which falls specifically into the area of your lust. If your lust is for money and you gamble and win you will regain 1 point of Ma'at. However, if you had lost that bet you would have lost 1 point more of Ma'at. You can only regain or lose 1 point per day for your lust.



## Luck

Some people are just plain lucky. It's not something you can control and there is nothing you can do about. People are either born lucky or unlucky. When you first create your character roll a 10-sided dice and record this number as your luck rating on your persona sheet. Unlike other aspects in this game the lower your luck the better it is. The lower the number the luckier your persona is.

The whole luck factor is merely a toy for the Judge to play with. If your persona is very unlucky than all the bad things that can happen may just happen to him. It is purely up to the Judge's whim.

As a Judge you should use this luck rating to add spice to your game. Some poor fool may always catch the brunt of random events, but everyone will get a good chuckle out of it. Be careful not to take this rating to extremes though. Severe life threatening, earth shattering events should not ride on how lucky a character is. Also, feel free to remove or add luck points to a character if you feel it is necessary.

Roll	Luck
1	You could win the lotto twice in one day with the same ticket
2	Someone dropped their wallet full of cash
3	It's a good thing I remembered my bullet proof vest
4	Most days are pretty good
5	Some days are bad, some are good. Average
6	You missed that last step
7	Don't walk under that ladder
8	You get up on the wrong side of bed every morning
9	A day that Murphy's Law applies is the best day you will ever have
10	Watch out for falling piano cases

## Examples of Luck

Max is a very lucky character (Luck of 2). A sniper is on the roof a building that Max has just exited and he fires. Well, Max just happens to look down and see that his shoe is untied. He bends down to tie it just a bullet shatters the wall behind where his head had been just minutes before.

Hederick is fighting Tamara on the roof of a moving subway and throws Tamara off the side of the subway. Well Tamara is pretty lucky (Luck of 6) and her foot catches on the railing that encircles the top of the subway car. She smashes into the side of the subway car but her foot, lodged in the railing, prevents her from falling onto the busy street fifty feet below.

Matazia is sitting in front of her fire place at home feeling very cozy when she suddenly senses another of her kind. Her sword is too far a way to reach so she grabs a log from the wood pile just as her front door smashes open. Henry stands in the doorway wielding his two handed barbarian sword. He charges at Matazia and lifts his sword to strike her down. Henry is very unlucky indeed (Luck of 10) and he gets his foot stuck in the maw of the bar skin rug lying on the floor. He sprawls across the floor losing his grip on his sword.

These were just a few examples to help out the Judge. Luck is basically a toy for the Judge to give him a little more control over the outcome of a situation. He may not want your newly awakened persona to die just yet and a little luck never hurts.

## DEATH AND HEALING

Immortals feel pain just like normal humans do. In fact, it is almost more painful to have a wound inflicted on you if you are an Immortal because you get to live through all that pain which would possibly kill an average human. Sound like fun? Good, I thought you would like that!

Immortals can die believe it or not. The term "Immortal" is relative. If an Immortal ever has his head severed from his body he is dead (read Dismembered Extremities below) with no chance for resurrection.

### Healing

For immortals healing is an extremely fast process. If your persona is unconscious it will take one phase for an immortal to regain consciousness. During combat an immortal will regenerate d10 DR per phase. When not in combat, Immortals make a healing roll once each hour.

There are limits on an immortal's healing abilities, though. Certain injuries cannot possibly be healed, such as the loss of facial features (eyes, ears, nose, etc.) or the dismemberment of limbs. These types of injuries would require regenerative powers which are not contained within an immortal and therefore are permanent even for an immortal.

### Dismembered Extremities

If a persona ever receives greater  $\frac{1}{2}$  his maximum DR during any one phase there is a chance that the persona will have a limb or even his head severed from his body. Roll a d10 and consult the extremity table below. Next, make a Wellness roll and if you succeed the limb is merely broken (or neck in the case of the head), otherwise you lose it.

Roll	Extremity	Roll	Extremity
1	Head	7-8	Left Arm
3-4	Right Arm	9-10	Right Leg
5-6	Left Leg		

The only way for an immortal to truly die is to have his head come away from his neck. If a character loses an arm or a leg he will suffer a permanent -1 or larger penalty to the number of dice rolled during any physical actions which would require the use of the said limb. For example, a lost leg may incur a penalty of -3 to the number of dice rolled involving foot chases.

An Immortal cannot regrow a limb lost in this manner.

### Broken Bones & Spinal Injuries

A broken bone will render the limb disabled (apply any penalties). An Immortal can heal a broken bone in 4 phases. This means that on the fifth phase his limb will function normally.

An injury to the neck that results in a break causes a spinal injury. An injury like this will render the persona permanently paralyzed from the neck down; a spinal injury to the back will result in the persona being permanently paralyzed from the waist down. An immortal will heal a spinal injury in one week.

### Traumatic Damage

If at anytime a persona ever has his base DR in damage in one phase he is utterly destroyed. He basically is blown all to hell and is dead. An immortal can be killed in this manner because the damage at this level inevitably leads to your persona being exploded into tiny bits, thus his head will indirectly become detached from his body.

### Permanent Scars and Disfigurement

Any massive type of damage, as described above, could result in a permanent scar or disfigurement to the persona. Any damage incurred by a persona that affects his physical appearance will have a negative affect on social or etiquette skills. The Judge should be sure to apply appropriate penalties.

## Disease, Poison, and Other Such Stuff

Immortals are still affected by diseases and poisons although they will not die from them. Due to their rare nature an Immortals body actually speeds up the process and wears out the disease or poison. An Immortals body will actually force the invading presence to work itself to death.

The effect of this amazing process usually leaves the immortal very drained and weak for a period of time. Also, Immortals may pass on diseases to others, Immortal and mortal alike. Below is a list of common diseases and poisons, there effects, and the length of time it takes an Immortal to completely heal.

### Diseases

#### *Cancer*

This disease causes extreme pain and discomfort. Any mental skills have their dice pools halved. If the head, neck, chest, or stomach area is affected the persona will be able to do nothing by lie around for at least two days. If the disease strikes a limb the limb is considered disabled for the time period given above. After two days is up the Immortal will be fully healed. A human will not be affected as drastically but will eventually die without the proper medical treatment.

*Possible causes.* Massive overexposure to radiation, excess smoking, drinking, or drug use.

#### *HIV/AIDS*

This virus is one of the more painful for an Immortal because he will feel the full effects within a weeks time after contracting it. Three days after initial contact he will lose one-third of his Swiftiness, Brawn, and Stamina points. For every day after that he will lose another one-third. On the sixth day of the disease the Immortal will actually have 0 Swiftiness, Brawn and Stamina. He will not be able to move or take any actions for one full day. He will then begin to regain one-third of his Swiftiness, Brawn and Stamina every day following until he is fully healed.

*Possible causes.* Unprotected sexual intercourse with an infected person, sharing needles with an infected person, bad blood transfusion, ingestion of mass quantities of infected blood.

### Poisons

#### *Household Products*

These are relatively weak poisons such as Liquid Drano, rat poison, mass quantities of soap or dish washing liquid. The poisons are must be ingested (though some can be used in the eyes) and will cause the affected persona to become incapacitated for approximately 10 minutes. Humans will become incapacitated for about one day and should immediately seek medical attention at a hospital, this is usually followed up by a stomach pump (OUCH!).

### Drugs and Alcohol

Immortals and mortals are affected in the same way by drug and alcohol overdoses. Depending on the specific source, the effects are slightly different.

#### *Alcohol*

A character who drinks to excess will experience noticeable changes in sensory organs. Objects will appear to be shimmering and swirling. There emotions will be effected to the extremes. This disorientation will seriously hamper a persona's physical as well as mental abilities. However, his ability to withstand damage will somewhat.

#### *Hallucinogens*

A persona who is high on pot will experience a very liminal state of mind. They will tend to be very relaxed and will most likely be very subservient to others wills. A persona will most likely not want to do more than stand or lie around until he comes down off of his high. A reduction in fighting ability as well as the mental skills and the like will eminent.

#### *Hard Drugs*

Hard drugs such as these will tend to make a person very from one extreme to another. They will fluctuate back and forth until someone causes them to pick one side or the other. When a persona is high on these types of drugs he will be immune to almost all pain and his physical abilities will almost triple. However, he will be perceptively disoriented to such

a degree that he won't be able to use his physical gain to any real advantage. Basically, if the persona is forced to fight he will go into a lunatic rage and will fight with anything that he sees, including friends. A persona high on this type of drug can withstand almost all damage short of a death blow.

## Starvation

Immortals are subject to starvation just a mortal would be. However, they will rarely die from it; they may wish they were dead, but they probably will not die from it. For every 2 days in which the character does not eat he will suffer a -5 point penalty on all stamina rolls. For every 2 days in which he does not drink a reasonable amount of water (approximately a quart) he will suffer a -5 point penalty on all Stamina rolls. These two penalties are cumulative. Thus, if Max goes for 2 days without food and water he will suffer a -10 point penalty to any Stamina rolls.

A human will die if it goes without water for more than 2 weeks; or if it goes without food for 4 weeks. An immortal will eventually just collapse with exhaustion and will no longer be able to move when his body reaches the point that a human would die. His body will then begin to slowly decay and rot as the body tries to feed itself (mark off one dot on each area of the damage chart every four days). If the immortal goes long enough his body will eventually eat itself to the point where the immortal will be inadvertently decapitated, thus killing the immortal. This could take up to several PAINFUL months to occur, but it is possible.

## GLYPH MAGIC

If your persona has the skill of glyph magic then he has the ability to cause supernatural effects through the use of hieroglyphics.

At skill rank one the persona with this skill will know how to read and write in old style hieroglyphs, and will know the names of the major Egyptian gods and what they symbolize.

Upon achieving skill rank two he will attain the knowledge of certain glyphs that will enable him to combine the innate powers of glyphs, in either spoken or written form, to cause magical effects.

A list of glyphs and their suggested powers is given below. These glyphs may be combined in any reasonable manner in accordance to the guidelines specified below in order to accommodate the various magical effects you might want to create. Anything deemed worthy by the Judge is fair game. This is an excellent opportunity to get creative. You may also research other hieroglyphics and ask the Judge if you may add them to your list of power glyphs. The supplied list is merely to get you started.

### Combining Glyphs

Glyphs are extremely powerful symbols and words which are used to create affects which, by normal means, should not be possible. A single glyph can create a very minor effect, but when combined together, several glyphs can be deadly. The more glyphs you combine, the more powerful the effects of your magic. A combination of glyphs is called an *amalgam*. A persona may never combine more glyphs than his Glyph Magic rank.

### The Body

In order to directly affect a specific target's physical body you must include the target's god glyph (i.e. to directly inflict pain). This information can be discerned by several means, one of which is a roll of your Egyptian Myth skill. To directly affect the physical body of another you must have at least two glyphs in

your combination: one for affect and one for the targets god.

### The Mind

To directly affect or interfere with a target's mind you must know the targets god and the targets true name (see True Name below), and you must include this name in your casting. A true name is equivalent to an additional glyph. So, a mind affecting glyph must contain at least three glyphs: one for affect, one for god, and one for true name.

### The Affect

When combining multiple glyphs to render an affect, you should breakdown what it is your attempting to accomplish. Then you should assign a glyph for each of these accomplishments. For example, Max wants to fly across a looming chasm. He needs to affect himself physically so he needs to include his god glyph **j** (Set). Then he needs to fly, so he consults the glyphs and determines that **f** (Flight, Wings) is perfect.

If Max wanted to extend his flight to a greater amount of time, control or what have you he might add an additional glyph like **1** (time) or **6** (distance).

### Note to Judges

The Judge should be very careful in what he should consider legitimate effects. For example, a persona will not merely be able to write DISMEMBER SO-AND-SO's HEAD on an acorn and then throw it at the target hoping to knock his head off. He might, however, engrave the glyphs onto his sword thus giving him a bonus to his chance to hit when attacking the neck.

### Using Glyphs

A persona may cast glyphs verbally, he may inscribe or write glyphs onto objects, or he can inscribe glyphs directly onto the target. You may not combine more glyphs than is equal to your persona's Glyph skill rank. To determine if your magical attempt is successful roll a number of times equal to the number of glyphs in the amalgam at a moderate difficulty (-10%) and consult the Magic Results Table.

## Verbal Glyphs

For each magical effect your persona wishes to cause he must first find the proper glyph(s). Once found, the glyphs must be spoken aloud in order to achieve the affect. Verbal glyphs will always activate immediately upon voicing them. Each glyph in an amalgam requires one ½ a phase to speak.

## Inscribed Glyphs

You may also wish to inscribe glyphs onto objects (or people as the case may be). If the object is naturally made (such as a stick, a person, an animal, etc.) you merely need to write the glyphs onto the target with a specially prepared ink. This ink requires water and the ashes of any tree: Mix 1 part water to every 2 parts of ash. If the glyph is applied to a person it is activated automatically upon completion, roll your a number of times equal to the number of glyphs in the amalgam at a moderate difficulty (-10%).

If the glyph is inscribed on an natural inanimate object, the first person to touch the object will activate the glyph and receive its effect. Each glyph in an amalgam will take 2 minutes to apply. If the target of an inscribed glyph is man made (steel, bricks, a car, etc...) the glyphs must be engraved into the target. The only special requirement is that the area to be engraved should be oiled with myrrh before hand. Each glyph in the amalgam to be engraved will require 10 minutes to engrave.

The major advantage to a written glyph is that it has a trigger affect, meaning that upon completion the power does not activate until the engraved target is touched by someone.

The catch to written glyphs is this. They know no prejudice. Once the glyph is finished it will release itself onto the first person to come into contact with it. And once the glyph has been activated it is dead. It is a one shot deal.

## The Effect

The player should have in mind an effect that is to occur when he releases his glyph. This is the effect that takes place so long as the Judge deems it plausible according to his own interpretation of the rules.

In most cases, a glyph effects cannot be enacted over large distances. In fact, the intended target usually must come in contact with the empowered object or glyph for the effect to occur (not always, usually). The Judge should use great discretion in situations regarding long distance magic.

## Limits

Your persona may only cast or create a number of magical effects per day equal to his glyph rating. After this time he must recuperate, as performing magic is very taxing on one's soul. Also

## True Name

Every persona has true name by which he is born. This name is unique from every other name in the world. Not one person ever has the same true name. This name should be known only to your persona. In the hands of the wrong people it could lead to your persona's destruction. For the persona who knows the true name of another holds a valuable asset.

Any glyphs which do not require a true name, but have it included anyway way will allow the caster to double the number of successes he gets on his affect roll.

## Glyph List

This is a list of glyphs along with their associations and meanings. Use these a guide when determining how many and which glyphs you will need when casting a glyph.

1	2	3	4	5	6	7	0	-	=
Time	Sound	Wind	Vigilance Watchful	Flexible Soft	Distance	Osiris	Shrink Small	Death Poison	Grow Large
q	w	e	r	t	y	u	l	o	p
Electricity	Senses	Wealth Money	Protection	Attraction Seduction	Net	Light	Negative	Travel	Darkness
Γ	l	\	a	s	d	f	q	h	i
Mind Thought	Ma'at	Ptah	Strength	Hide Disguise	Fire Heat	Flight Wings	Food Nourish	Hold Binding	Set
k	l	z	x	c	v	b	n	m	,
Yahweh	Concealment	Prayer Meditation	Nature	Combat Strength	Weariness Weakness	Illness Disease	Health Wellness	Afterlife The Dead	Isis
.	/	Q	W	E	R	T	Y	U	M
Agility	Relaxation Sleep	Cold Ice	Youth Energy	Earth	Spirit	Rigid Hard	Thoth	Morale Faith	Vision Insight
O	A	S	D	F	G	H	J	K	L
Lure Capture	Horus	Body	Trickery Thievery	Deceit Falsehood	Positive	Khepera	Comm- unicate	Knowledge	Stealth Silence
Z	X	C	V	B	N				
Ra	Transform Convert	Defense	Illusion	Quickness Speed	Water				

## Nature Magic

In the past the Egyptians have relied on the power of exotic elixirs, oils, and herbs as a source of strong magic and power called Nature Magic. A character with the knowledge of Nature Magic has great potential at his fingertips. The Survival and Science:Botany skills would be a large complement to this skill. The Nature Magic skill will give the persona the knowledge of how to combine and use plants, herbs, spices, and other natural elements but, he does not attain a knowledge of where or how to find them as does the survival skill.

The persona may create any sorts of elixirs, oils, or incense he can think of using combinations of the plants, herbs and spices listed below. Below are the three categories involved in Nature Magic and the processes involved in each.

### Elixirs

An elixir is any sort liquid or semi-liquid. They can be drank or thrown or whatever creative process you wish to divulge in. When the liquid is either drank or comes into contact (if the case may be) it will bestow an affect on its target. Elixirs affect the physical properties of their targets. Examples elixirs are: poison, healing, strength, weakness, and acid.

The process of brewing potions takes a long time indeed. For herb or plant involved in the mixture it will take 2 hours to brew the elixir. Your persona may only mix a number of potion batches per day equal to his Nature Magic rating. To make a potion batch roll you Nature Magic skill at a moderate difficulty (-10%) and consult the Magic Results table. Additionally, each success you gain adds one dose to your potion batch. If you roll no successes your attempt has failed.

### Oils

Oils and ointments are contact substances that are usually slightly tacky so as to stick to the skin. Oils affect the mental properties of their targets. Some example oils are ointment of lust, and oil of illusion, oil of control.

In order to mix oils you must have a brewing pot and a stove or heat source at your disposal. It will take approximately 4 hours to create an oil and your persona may only create as many oil batches as equal to one half of his Nature Magic rating per day.

Oils will only affect the minds of subjects. Your persona must have at least a rank of 2 in Nature Magic to create an oil. Make a Nature Magic roll at a moderate difficulty (-10%) and consult the Magic Results table. Additionally, each success you gain adds one dose to you oil batch. If you roll no successes your attempt fails.

### Incense

Incense is the strongest of the Nature Magic's. It has the strongest contact with the soul. It merely needs to be inhaled for its affects to take place. Example incenses are: Incense of exorcism, incense of spirit walking, incense of talk to dead, and incense of time.

Incense will affect the soul, mostly concentrated on the dead, but possibly affecting the living. The only way to affect the living, however, is to know the true name of the individual you wish to perform the magic on.

Your persona must have an oven or oven-like substitute in order to harden his incense. Only one incense stick (or cone) can be created per day. Each stick will last for only one ritual.

Your persona must have a Nature Magic rank of 4 to create a stick of incense. Also, incense requires a meditation time of six hours in order to activate its power. Make a Nature Magic roll at a moderate difficulty (-10%) and consult the Magic Results table.



## Herbs and Plants

Below is a partial list of herbs, plants, and other natural paraphernalia that is used in the creation of elixirs, potions, and incense. Use an combination to create your desired effect.

Herb/Plant	Effects
Acorn	Helps to harden tissue.
Basil	Effects the nerves.
Beet	An organic cleanser.
Bethel Nut	Increases mental and spiritual powers.
Black Pepper	This will supposedly aid in healing sprains and breaks.
Buckeye	This is a nut that is attributed to success
Cactus	According to legends, cactus is used to cause damage at a distance.
Catnip	Supposedly causes hysteria.
Clover	Useful for warding off poisonous creatures and witches.
Dill	Sometimes it is used to invoke nausea.
Garlic	Possibly a component in some poisons.
Ginger	Ginger is said to contain antibiotic properties to help fight off disease and infection
Ginseng	Rumors say that ginseng has effects on the eyes, and may cause dizziness or weakness.
Holly Herb	Allegedly used to call spirits.
Life Everlasting	Used in cures for disease and illness.
Loving Herb	Supposedly casts a pleasant and quieting effect on every one who comes into contact with the person.
Mustard	Mustard seeds are an irritant.
Myrrh	It is said that myrrh helps to strengthen.
Nutmeg	Nutmeg is a skin irritant.
Patchouly Leaves	Used to drive away evil spirits.
Queen Elizabeth Root	This root is sometimes used to obtain answers.
Queen's Root	This root is used to attract others of the opposite sex.
Rosemary	This plant supposedly helps one to foretell the future in his sleep.
Rue	Rue is an herb used to heal bites, and stings.
Sage	Sage is considered a healing element.
Sea Spirit	Used to call good spirits.
Strawberry	These fruits are said to cause swelling and infection.
Sumbul Root	This root is supposed to bring good luck.
Tea	A supposed antidote for poisons.
Turnip	Rumor says that turnips effect the mouth and throat.

\* This list is not a complete list and should be added to if at all possible. Consult the Judge if any questions arise as to the legitimacy of any added components.

## Magic Results

Consult this table whenever you use a Magic skill. The more successes you get the more potent the effect becomes.

Successes	Distance	Duration	Damage/Health	Number Affected
1	5 feet	5 phases	+1	1
2	10 feet	Encounter	+3	3
3	50 yards	1 Hour	+6	6
4	100 yards	6 Hours	+10	12
5	Sight	1 Day	+15	20
6	1 square mile	1 Week	+20	80
7	10 square miles	2 Weeks	+30	150
8	City	1 month	+50	300
9	Region	6 months	+100	800
10	Country	1 year	+200	1000

## Counter—Magic

Whenever you are subject to the affects of a magical glyph or nature magic you have a slight chance to decrease its effectiveness. Make a Wellness roll and if you gain a success the glyph caster must subtract this from his total successes. If you have a magic skill equivalent to the type being cast, you may roll this skill in place of your Wellness roll.

To reverse a magical affect you must overcome the total number of successes the original caster gained when he cast his spell. Each success you gain on your reversal will reduce the spells current effectiveness by one category on the Magic Results table. For example, if Max is reversing a Blindness glyph that was cast at 3 successes he must achieve three successes to totally negate the glyph. If Max only achieves two successes then the Blindness glyph is reduced from 1 hour to 5 phases. After 5 phases, Max will no longer be blind.

# A u r o r a e   o f   t h e   T r u t h

Name:			Alias:			
Career:	Age:	Sex:	Wt:	Ht:	Eyes:	Hair:
Description:						

DAMAGE RESISTANCE (Str+Wel/2)					
Maximum			Current		
100/0	75/-1	50/-1	25/-2	10/-3	0/-4

## WEAPONS

WEAPONS			Range				
Item	Damage	PB	S	M	L	X	Notes

$$SBP_{(BS+CS/2)}$$

EQUIPMENT		

## Money

