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The History

In the beginning all was as it should be. The Spheres existed in harmony, and the Cosmos was balanced.

Since the beginning of time the Celestial Sphere was where a Hero would find themselves when they fell. From the Mortal Sphere these fallen heroes could still be seen as Constellation, and they provided hope and guidance to the inhabitants of the Mortal Sphere. The Constellations (or Celestials as they called themselves) took pride in their position, and proudly looked down from the heavens, offering assistance and support to those who needed it.

The change started subtly, with mere ripples in the Celestial sphere, subtly warping the distances between places. Those few Celestials who even noticed the change were not believed at first. Others claimed that they had simply gotten lost or that they had been mistaken in their direction, these distortion in the sphere continued and grew larger until no Celestial. these distortions warped the sphere to the point that not all of the Sphere orbited the Mortal Sphere. Tales began circulating of heroes going missing, or becoming eternally lost.

The effects on the Mortal sphere were even greater. Since the two spheres had always been closely bound what effects one inevitably effects the other one. With out the guidance and memories of the Constellations to guide them the mortals began to loose their way. Soon memories began to fade of the legends of old, and magic itself began to disappear from the Sphere.

Before the Celestials had a chance to respond to the situation on the Mortal Sphere or fully comprehend what was occurring on their own Sphere, things took an even more sinister turn. In the newly remote areas of the Celestial Sphere tears and dark holes began to form. In the area around these 'black holes' the Celestials started to feel a draining of the very energy that sustained them, the Divine Manna. Those brave heroes who began to investigate the phenomenon disappeared. The first Celestial to return from a chasm, was Vulcan, and he did so heavily wounded, barely clinging to life. When word of a survivor came Celestials from all over the sphere came to see if Vulcan had learned something that could possibly bring an end

over the sphere came to see if Vulcan had learned something that could possibly bring an end to their troubles. When asked what he saw the hero responded with one word "pain" and promptly passed away, something which had never happened in the Celestial Sphere before.

It was then that the Chasms erupted with activity and a dark army spilled from the chasms, as though Vulcan's death had somehow summoned them into existence. From the void came drove after drove of beasts and demons of all sizes. These 'Gorgons' fell on the assembled Celestials. The battle that ensued was swift and brutal, but in the end the Celestials stood victorious.

The heroes had managed to beat most of the beast back into the darkness, but a few managed to escape, by slipping into the Mortal Sphere and taking the guise of mortals.

The Celestials are aware that these Gorgons are in some way responsible for this new Age, the Age of Pain, and they must now hunt the remaining Gorgon, whither they be in the heavens or the earth. Only by defeating the beast can they ever hope to understand the source of the damage done to both the Mortal and Celestial Spheres. As the greatest heroes of the Mortal realms they are charged with regaining a balance between the spheres, or they are doomed to watch the Age of Pain become the Age of Oblivion...

Supplies

What you will need to play:

Some one who will run the story (the tale teller)

A Group of players who will play the characters

About fifteen to thirty coins per Player

Around 30 coins of another type per Player

Plastic Cups

Copies of the Character sheet for every Character

Pencils for every Character

Terminology

Celestial: A native to the Celestial Sphere, a hero that is granted immortality, by some unknown force, in the night sky. they provide guidance and stability to the Mortal Sphere.

Mortal: the inhabitants of the Mortal Sphere, in short us.

Gorgon: The horrible beasts that escaped from the void. it should be noted that many of the Celestials descend from monsters in the Mortal Sphere who were also called gorgons, although these are actually two distinct groups who share a similar name, and many descendants of Mortal gorgons are resentful of the term.

Cosmos: all of reality

Sphere: a level of reality

Manna: The life force of the Spheres, that nourishes their inhabitants and allows them to grow and change.

Age of Pain: The current Age, a time when the spheres that make up reality are thrown out of order

Zodiac: The Highest ranking Celestials, the leaders of the Celestial Sphere

The Celestial Sphere: A Sphere that is home to fallen heroes from the Mortal Sphere.

Charged with granting guidance to the mortals. In the Age of Pain this Sphere is now a confusing place where space can become distorted.

The Mortal Sphere: The reality that you live in. A Sphere where creatures live and die. Once home to great Magics which have since disappeared in the Age of Pain.

Influence: The super-human powers of the Celestials.

Influence: The super-human powers of the Celestials.

Tale Teller: The Person running the game.

Player: a person who plays the game, they take on the role of a Character in the Game.

Character: An individual that lives in the world the Tale Teller describes.

Toss: a resolution of a conflict: for more info see the section entitled 'Tossing'

Character Creation

Step one: Concept:

In this step the player must start thinking about who their Celestial will be. Are they a hero of old, or a modern hero new to the Celestial sphere? Perhaps they are the Earthly incarnation of one of the Zodiac Generals? This is the planning stage where the Character idea and history is thought out. The rest of your creation process will depend on decisions that are made in this step. The Characters Stats, Skills and Influences are all influenced by who your character was / is. After the concept and history is decided you should write the Character's name on the sheet, and share the history with the Tale Teller.

Step two: Distribute Stat Points

Each (non-Influence) Stat starts with a value of one, but you have 20 additional stat points to distribute amongst them. A stat can not be raised over 10 in this step. A celestial may spend some of these points to add to an Influence as well, however they will receive free points in influence in a later step.

Step three: Add skills

Write five activities that the Character is particularly good at in the Skills box. These are the Characters beginning skills.

Step Four: Choose Elemental Affinity

Each affinity adds and subtracts values from the characters stats as follows (if any stat is reduced to zero as a result of your affinity add one to it) after the affinity is chosen and applied add two more points to any Celestial Influence, and ten points to the Characters Manna.

Earth: Add two to Intellectual and four to Jupiter, but subtract one from Physical

Air: Add two to Perceptual and four to Mercury, but subtract one from Social

Fire: Add two to Physical and four to Mars, but subtract one from Intellectual

Water: Add two to Social and four to Venus, but subtract one from Perceptual.

Neutral (Aether): add Four to either Sun or Moon

Step five: Create personal Influence.

Name and describe the unique ability that the Character will have. The abilities are defined by the Character, although they must be approved by the Tale Teller. The Personal Influence does not have levels, but should require some amount of Manna to use. For example Personal Influences see the Allies and Antagonist section.

Step Six: Choose equipment (5-7 levels worth)

Physical Attack

Intellectual Health

Social Defense

Perception Speed

Influences:

Mercury Venus

Mars Jupiter

Sun Moon

The Stats:

Stats are used to define a characters abilities, the more points a Character has in a stats the better chance they will have to over come a challenge involving that stat. For the exact rules on how they make tasks easier see the section entitled "Tossing"

The Skills:

Skills simply make very specific actions easier to do. For example skills see the Enemies and Allies Section of this document latter on. For rules on how they make tasks Easier so the Tossing rules.

The Influences:

Influence represent the awesome power wielded by the heroes of legend. They are fueled by Manna the very life force of the Cosmos it self. The influences are divided into two categories; Personal and Celestial (common)

Personal Influences

The Personal Influence is unique to each Celestial, and is based on the acts of heroism that made the Celestial into a Constellation in the first place. If a hero was known for their tremendous speed they may have an influence that increase their speed attribute, or perhaps even be able to teleport over short distances, If they are known for their beauty then perhaps they may hypnotize someone with their stare, or add to Social pools. The potential abilities are endless. Unlike most other stats personal influences have no level; the only thing that limits these abilities is the Manna that a Celestial has available to them. For example Personal Influences see the Allies and Enemies section

Celestial Influences

Celestial Influences are the common influences that any Celestial may learn. Like Personal influences the Character must spend man to use them, but unlike the personal influences they may not spend more Manna then the level they have in the Influence.

There are stories of other Celestial influence corresponding to the other planets in the solar system, but if they exist they are rare, and only taught to the most deserving. Stories tell of great quests that must be completed or great proficiencies with the other influences one must have before these hidden Influences can be discovered. Stories say that they greatest of these Influences corresponds to the fallen Vulcan himself.

Mercury:

A player may spend Manna on a Mercury action to either temporarily add two times the Manna spent to their speed (even if this takes them over ten) for ten minutes or in order to lend one of their Celestial influences to another. Each Manna Spent will allow another player to use the defined Celestial influence as though they had a level of the influence equal to the Manna spent for ten minutes. After ten minutes the Character who initially spent the Manna to lend the Influence may spend an additional Manna to extend the person for another ten minutes. The Manna spent on lending a power may not grant a level of influence higher then the level that the lending player has.

Venus:

A player may spend manna on a Venus action in order to add a temporary knowledge based skill to their Character for one minute, or to create illusions. Illusions may be disbelieved by a Character by tossing perceptions and getting a number of successes to the amount of Manna spent on the initial creation, this toss may be modified based on how believable the illusion is. An illusion lasts 10 minutes or until dispelled by the Character that created it, if the character wants to extend the time of the illusion they may spend an additional

Manna to add another ten minutes to the life span. be

Mars:

A player may spend a Manna on a Mars action to either add one to their Attack for ten minutes (even if this increases the stat to over ten) or to materialize a Celestial Weapon. The Weapon will obviously supernatural in origin (a flaming spear, a sword that is impossibly large to wield, ect) and must be described by the Character. The Weapon will add an equipment bonus to damage tosses, as if it were a piece of equipment of the appropriate point level (remember that ranged weapons cost double the equipment levels.) After ten minutes or when the wielder wills it, the weapon will disappear. if the character wants the weapon to exist for a longer period then they may spend a Manna to extend the creations existence another ten minutes.

Jupiter:

A player may spend Manna on a Jupiter Action to add two to their Defense trait for ten minutes. While their trait is increased they take on a statuesque appearance, and look as though they are made of stone. Manna may also be spent on a Jupiter action to cancel an amount of Manna spent on an Influence by another Character as the Influence is initially activated.

Moon:

A player may spend Manna on a Moon action to remove an amount of damage from a Character equal to the amount of Manna spent, or they may toss a number of coins equal to the Manna spent to add to any toss their allies may make. Each success made on this flip allows the Character to add one coin to any player's toss for ten minutes, once a success is spent, it is lost.

Sun:

a player may spend Manna on a Sun Action to increase their Social stat by two times the amount of manna that is spent (even if this increases the Stat above ten.) While their Social Stat is increased the Character is surrounded by a shinning light, and is seen as much more beautiful and grace full then they actually are. Alternatively they may spend Manna on a Sun action to increase the duration of an influence as it is initially being cast. If used to increase the duration then the time will increase by two times the Manna spent (IE if three man is spent then the duration will increase six fold.)

Equipment:

Equipment are the items that the Character possess that may add to a Toss. There are three categories of equipment.

Skill Equipment is adds skills to a character when modifying Tosses. For example a copy of the "Golden Bough" (a book on the topic of magical traditions thru out the world and how they relate to each other) might qualify as a (Magic, Occult) equipment. A Character possessing it would be treated as though they had the skills Magic and Occult skills. Each Skill added is treated as half a point for it's equipment cost.

The Second type of Equipment are called Stat Equipment. They boost a Stat when they are used. An example would be a stylish outfit which would add +2 to all social pools. This category of equipment costs two points per level added as far as the equipment costs go.

The third equipment category is called situational Equipment. Equipment in this category adds to a toss when a particular situation occurs. Perhaps the most common example would be weapons which add coins to a Damage pool. These pieces of equipment cost one point worth of equipment when purchasing, unless they possess an extraordinary trait (such as a ranged weapons ability to shoot at a distance) then they cost double or perhaps even more depending on the traits added.

depending on the traits added.

Mechanics

Tossing:

When a challenge occurs where there is a chance of failure the Tale Teller may ask a player to 'toss' a stat. This simply means that the player is to flip a number of coins equal to that stat's level (it is easier to place the appropriate amount of coins in a plastic cup, shake them, and spill them onto the playing table.) Any 'heads' that appear on the coins that were tossed is considered a success.

A player may modify their initial Tossing pool with certain Influences (see the influences section for details,) equipment, or by adding skills, all of which must be declared before they toss the coins. Each Skill that may apply to the toss adds one coin to the toss. Equipment will add a number of coins equal to its level.

The Tale teller may determine that the action attempted is a particularly difficult one and may penalize a toss before it is flipped by telling the player that it is penalized a number of coins. This number is completely up to the Tale Teller, but should never be more than 6. A Tale teller may decide if the player has a particular skill the penalty will not be so severe. If the player has the skill (or a skill that is similar enough that the Tale teller says it's OK) the penalty will be halved (rounded up.) Alternatively they may require a certain number of successes (this is especially appropriate if the action taken would take a long time.)

Opposed Toss

When two or more characters directly oppose each other with an action (such as in combat) a certain number of steps must be followed.

-Step one: Toss initiative.

The initiative pool should depend on the situation that is occurring, although it will normally be equal to the characters Speed and Perception.

Step two: Declare actions

Each Character may declare an action against another Character, and toss the appropriate stat/skill combination to take the action. Players declare their action in descending order of initiative successes. The defending Character may toss a trait to try and defend themselves if appropriate (in the case of combat the attacker would toss Attack, and the defender would toss Defense.) When each Character has a chance to act in this step move to step three

Step Three Consequences.

If an acting Character gets more successes than the defender in the previous step then they apply the results in this step (once again in descending order based on the successes the characters achieved in step one.) In the case of combat the result will be the physical trait (plus any equipment) will be tossed in order to do damage. Each success does one damage to the defending Character. If the defending Character has more damage than health then they are considered to have 'fallen' (see the section on mortality to follow) and are removed from the conflict. Move to step four after all the consequences are played out,

Step Four: Resolution.

If all characters involved in the conflict agree to end the opposition then the opposition ends, if not then proceed to step one again.

Mortality:

While in the Mortal Sphere Celestials are bound by the laws of the Mortal spheres, including the immutable law of death (hey, that's why it's called the Mortal Sphere.) Should a Character at any time have more Wounds than Health, while in the Mortal Sphere, they die. Their mortal body disincorporate and they cease to be in the Mortal Sphere. This unfortunate event is not as perminate as one might think. A Celestial soon finds themselves reform in the Celestial Sphere. they have earned the right to be formed in the Celestial Sphere upon death, just because they died a second time doesn't mean they have lost the right. The big Draw back is that returning to the Mortal Sphere is difficult and cost the Celestial a lot of power. They must wait a number of nights equal to their Health Stat and then they must sacrifice a one tenth of their stats (rounded up) in order to return to the Mortal Sphere (the player chooses which stats are diminished.) This stat loss can not lower a Stat to less then one.

Should a Celestial every have more wounds then Health while in the Celestial Sphere they will simply disincorporate and reform in a nother location somewhere in the Celestial Sphere, minus the wounds, and minus one Manna. The Location that they appear is random, and may very well be more dangerous then the location they 'died' in. The only time a Celestials death is perminate is if they either have no Manna when they die in the Celestial Sphere, or if they try to descend to the mortal sphere and can not sacrifice any Stats.

Healing:

Every day at sunset a Celestial (or gorgon) can Toss Intelligence to try and regenerate their wounds. this is the result of their immortal nature. Each success tossed removes one Wound from the Character. Every two nights a Mortal (or an unlucky celestial who still hasn't healed their damage) will remove one Wound.

Manna

Manna, unlike other stats is variable. you have no levels in Manna, instead you are given coins (I suggest nickels or Dimes) to represent your Manna score. Once a Manna Coin is flipped it is returned to the Tale Teller, and does not replenish. A player may gain additional Manna by acting in a heroic manner. Any act of heroism will net a player at least one Manna, although a particularly difficult task can potentially give much more Manna. For example, stopping a purse snatcher may only net one Manna, but taking on a Gorgon, or a street gang could potentially give up to ten Manna (depending on the power of the advisory.) Manna is a rare commodity on the Mortal Sphere, so be careful when spending it.

Manna can be used to fuel a characters Influences, activate Celestial Sight, or raise an attribute permanently. When Celestial site is activated (by spending one Manna) the Character becomes keenly aware of the surrounding environment, and can sense the presence of anything out of the ordinary (such as Gorgons, excessive Manna flows, magic, or anything else out of the ordinary.) Each influence has a description that tells how Manna can be spent on it.

It costs ten times the current Stat level to raise a Stat (no stat can be permanently raised above ten.) Remember Personal influences have no levels, so you can not add points to them (you effectively have infinite levels of your personal influence.) Skills cost a total of five Manna points to purchase.

In the Celestial Sphere Manna is free floating, and the ambient Manna can be tapped into to fuel influences. In standard conditions (that is no where near a Chasm, or black hole) three to five Manna can be tapped into at any one time with out any difficulty, This Manna can only be used to fuel Influences, and can not be used to increase Stats.

The Cosmos

The Celestial Sphere

The Celestial Sphere is the home of all Celestials. It is a place of power, and heroics. Although it may look open and barren from the Mortal Sphere, such is not the case. The Celestial Sphere is actually comprised primarily of endless wilds. Majestic peaks, and verdant forests, and vast oceans make up the majority of the land scape, but plains, swamps and other terrains also exist. In the Night sky one can see the billions of mortals represented as tiny points of light (just as the Celestial sphere can be seen from earth) however unlike the Mortal Sphere, if you concentrate on one point of light in the sky on the Celestial sphere, you may peer into the life of the Mortal that point represents. Many Celestials spent their evenings gazing on favored mortals this way, making sure they would be ready should the Mortal ever need their guidance.

The Celestial Sphere, and it's relation to the Mortal Sphere:

There are two ways a Celestial may interact with the Mortal Sphere, beyond just gazing at it. The First way is to call to a mortal in their dreams. A Celestial may inhabit a Mortals dreams, and guide them to try and advise or warn the Mortal of events that may be occurring. This method was often employed before the Gorgons came to get mortals advise and council on what may be happening with the spheres. After the Gorgons came however things became more dire and the Celestials needed to become more active on the Mortal Sphere. It was said that Pisces who discovered the way to descend to the Mortal sphere and take on Mortal form shortly after the first Gorgon assault. During this process the Celestials loose much of their power. Some claim that Pisces knew the method all along, and it was his actions that opened the path to the Mortal Sphere to the Gorgons... Of course they never say this when Pisces may be around.

Other Spheres?

Besides the Mortals and Celestial Sphere, it is common knowledge that the Cosmos consists of many other spheres, which are not as closely tied to the Celestial Sphere as the Mortal Sphere is. Common conjecture suggest that there may be a Divine Sphere (where the Creator(s) of the Cosmos rests, watching the other Spheres, and interceding only when necessary,) and Dream Sphere (where all Sentient beings are connected thru dreams,) an Oblivion Sphere (where the fallen go when they die,) a Chrono Sphere)that holds the knowledge of all time), and Personal Spheres (which are unique to each individual.) Many other Spheres are theorized, but not so readily accepted. Some believe that the dark Chasms are actually the result of the sphere that held Gorgons colliding with the Celestial sphere. What ever the truth is it is obvious that the distortion of the Mortal and Celestial Sphere has thrown the Cosmos out of whack, and they must be repaired before to much damage is done.

Enemies and Allies:

Celestials

The Heroes of the Mortal Sphere, made immortals and placed in the Celestial Sphere, the Celestials have lived for eons in peace, now faced with a threat that may very well destroy the cosmos they must band together and destroy the threat. Some Celestials disdain those who exist in the mortal Sphere, seeing them as nothing more then Cowards.

when descending to the Mortal Sphere they take the form of Mortals in appearance, but while on the Celestial Sphere they appear in their truest form, as idealized versions of their former self.

The Zodiac Generals:

The Zodiac Generals:

These great leaders of the Celestials are known to be the most powerful and wisest of all Celestials. their Mere name evoke a sense of fear and wonder in their enemies and allies. They are said to be true masters of the Influences. I purposely gave them no stats so you may use them as you see fit in your game (Either as powerful allies, ort even as players characters it's up to you.) A list of the generals follows.

- Earth:Taurus, Virgo, Capricorn
- Air:Gemini, Libra, Aquarius
- Fire: Aries, Leo, Sagittarius
- Water:Cancer, Scorpio, Pisces
- Neutral: Ophiuchus



Sirius

Physical:3 Attack:2
 Social:3 Defense:2
 Intellectual:3 Health:4
 Perception: 4 Speed:2
 Mercury: 2 Sun:2

Personal Influence: Guidance: Sirius is known to be the greatest guide in the Celestial Sphere. He may Take an action to meditate on an person, place, or object and discern it's location, and the swiftest path that must can be taken to get to the path. For every ten miles away the item that is being sought is Sirius must spend one Manna.

Horus

Physical:7 Attack:4
 Social:3 Defense:2
 Intellectual:3 Health: 4
 Perception:2 Speed:3
 Mars:4 Sun:2

Personal influence: The Mighty Horus may spend a Manna to increase his Physical stat by one for ten minutes (even if this takes the attribute to higher then ten).

Mother Teresa

Physical:2 Attack:2
 Social:5 Defense:3

Social:5 Defense:3
 intellectual:4 Health:5
 Perception:5 Speed:2
 Moon: 4 Jupiter:2

Personal Influence: Known for her kindness and selfless actions, Mother may spend a Manna to donate a Manna to any other Character.

Gorgons:

The Horrible enemies of the Celestials, these beast, seem interested in destruction and chaos only. other then that little is known about them. They seem unwilling to discuss their nature or plans to the Celestials and are unreasonably hostile towards them Are they really creatures from another Sphere? Dark reflections of the Celestials themselves, or were they somehow created by Vulcan's death?

Creation:

Gorgons are created in the same manner as normal Celestials, except they have no access to the Celestial Influences, instead they gain an additional Personal Influence. This means that they are far less predictable then the Celestials are. They gain Manna by causing chaos and destruction rather then thru heroic acts.

Medusa:

Physical:3 Attack:5
 Social:4 Def:3
 Intellectual:5 Health:6
 Perception:7 Speed: 5
 Personal Influences

Dread Gaze: Medusa may spend Manna equal to a Character she can see's Social stat to turn that Character to stone. The Characters Physical and Speed attributes drop to zero, but their Health and Defense triple (even if this takes their totals over ten.) The victim will remain in this state for a number of days equal to their Social Stat. they may spend one Manna to reduce this time by one day.

Serpent's Stealth: Medusa may toss any number of Manna. A Character will not notice Medusas presence unless they can get a number of successes on a Perception Toss equal to the successes she made on her manna toss, or she moves.

Siren:

Physical:3 Attack: 3
 Social:6 Defense: 3
 Intellectual:3 Health: 5
 Perceptual:3 Speed:2
 Personal Influences:

Sirens Song: Siren can entrance a Character into following her by spending a man each turn. The Character will follow Siren oblivious to all else unless they can toss Intellectual versus Siren's Social.

Siren's Wail: Siren can let loose a shriek so loud that it can tear thru flesh and steal. Siren tosses the number of Manna spent on this attack plus her physical, each Character (besides her) who are with in 30 of her take a number of damages equal to the successes she gets on this toss. They may toss Physical plus Defense to reduce this damage on a one success per success basis.

Cthuhlah

Physical:7 Attack: 5
 Social:2 Defense: 4
 Intellectual:4 Health:6

Intellectual:4 Health:6

Perception:4 Speed:2

Personal Influences:

Utter Madness: Cthuhlah may toss any amount of Manna to cause the characters around him to go insane. For the remainder of the day they will hallucinate and must toss Social plus Perception and get a number of successes equal to the successes Cthuhlah got on it's initial toss to discern what is real each round.

Nightmare: Cthuhlah may spend any amount of Manna in order to manifest itself into a characters dream for that many nights. While Cthuhlah is in a characters dream he will torment them with images and scenes they can not comprehend, and terrors beyond their imagination. he is in utter control of these nightmares, and the characters will not know that what is happening is not reality.

Mortals

Mortals appropriately enough are the most common creature in the Mortal Sphere. They populate every land, and there is not a place that a celestial can go where they will not find a Mortal on the Mortal sphere be it a human, cat, or blade of grass. As such they are perhaps the most important roll in a Celestial's on the Mortals Sphere's Life. Be they followers, enemies, bystanders or spectators Mortals are every where.

Before the Age of Pain Humans were not the only sentient Mortal, but since the age has started most of the other intelligent races have diminished or disappeared completely. Celestials believe this is because the Mortals have lost their memories of the other intelligent races, and with out the Celestials guidance they have simply disappeared much in the same way that magic has. A few hold outs remain, but most of these are pale imitations of the creatures they once were, or are normal animals that have retained some intelligence. If things continue as they have however they will disappear completely, and not even be remembered except in legend; such is the tragedy of the Age of Pain. When creating non-human mortals you may want to give them unusual skills to represent their super-natural heritage.

Mortals are created in the same way as Celestials with a few exceptions. They may never wield Influences, they have no Access to the Celestial Sight, and when they die (unless they are lucky enough to be considered a hero) their soul proceeds to the Sphere of Death (which is beyond the scope of this game, so they are considered to be permanently dead.) They are resourceful however, their short lives means they must learn a variety of skills before they perish as they don't have all the time that Celestials have. In Creation they can sacrifice a stat point to add three skills to their Character sheet, it also costs them Three Manna to add a Skill to their Character. The only other difference is how they gain Manna. a Mortal gains Manna when they learn something new, as oppose to the method Celestials gain Manna. The amount of Manna gained depends on how important the new knowledge learned was. For example learning that the president of some foreign lands middle name is Boris probably shouldn't net any Manna, but learning about the Spheres should certainly call for at least five to ten Manna. This Manna can be spent on Stat increases, and new skills in the same way as Celestials.

Cultists:

These poor Mortals believe Gorgons (or occasionally Celestials) to be true gods, and worship them appropriately. Gorgons (and Celestials) use them as pawns and expendable resources.

Physical:3 Attack: 3

Intellectual:2 Defense:3

Social:3 Health:3

Perceptive:3 Speed:3

Skills: Legends, Ritual, Investigation, Spreading the Word of Their God, Making Others Feel Welcome, Dead Languages, Sucking up, Empathy

Law Enforcement:

Drawn to the scene by violence, or apparent mas hysteria, the Mortal Law Enforcement 3

Drawn to the scene by violence, or apparent mas hysteria, the Mortal Law Enforcement 3

Physical:4 Attack:3

Intellectual:3 Defense:3

Social:2 Health:3

Perceptive:3 Speed:2

Skills: Law, Gun Play, Endurance, Intimidation, Immobilizing Suspects, Investigation, Getting Cover, Driving

Equipment: Gun (Damage, Ranged, 2) Badge (Social 2) Police Records (investigation) Bullet Proof Vest(Defense 1)

Faun

Perhaps the last of his kind, this Faun has remained hidden from the world at large, and has learned to fear humans, it is only a matter of time before the Fauns natural passions force it into the open. Who knows if it will survive.

Physical:4 Attack:3

Intellectual:2 Health:3

Social:5 Defense:2

P3rception2 Speed:3

Skills: Seduction, Music, Dancing, Stamina, Ram Attack

Name:	Type:
Element:	Manna:

Physical	Attack
Intellectual	Health
Social	Defense
Perception	Speed

Influences:	
Mercury	Venus
Mars	Jupiter
Sun	Moon

Personal Influence: _____

Skills

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____