

Gods of Charon

Orgiana

Sphere : Darkness

Profession Bonuses :

- Awareness Group (+10)
- Power Point Development (+5)
- Subterfuge Group (+15)
- Spell Group (+10)
- Special Attacks (+ 5)
- Weapon Group (+5)

Skill Classification :

Occupational :

None

Everyman :

- Religion
- Spell lore
- All skills in Subterfuge Stealth
- Ambush
- Silent Kill

Restricted :

None

Spell Lists :

- Communal Ways
- Death Mastery
- Holy Elements (Darkness *)
- Hunting Mastery
- Holy Wrath
- Crusade

Special Abilities

- + 5 to all skills in Awareness Group
- +15 to all skills in Subterfuge Stealth

Prime Requisite :

Reasoning

Klysus

Sphere : Death

Profession Bonus :

- Influence (+5)
- Armor Group (+5)
- Lore~Magical (+5)
- Power~Awareness (+5)
- Power~Manipulation (+5)
- Power Point Development (+10)
- Spell Group (+5)
- Weapon Group (+10)

Skill Classification :

Occupational :

Religion

Everyman :

None

Restricted :

None

Spell Lists :

- Death Mastery
- Proselytizing
- Protections
- Repulsions
- Holy Wrath
- Soul Destruction

Special Abilities :

None

Prime Requisite :

None

Gods of Charon

Inis

Sphere : Carnal Pleasure

Profession Bonuses :

- Armor~Light (+5)
- Influence (+15)
- Lore Group (+5)
- Power Point Development (+5)
- Self Control (+5)
- Weapon Group (+10)

Skill Classification :

- Occupationnal :
 - Seduction
- Everyman :
 - Religion
 - Dancing
- Restricted :
 - None

Spell Lists :

- Ceremonies
- Holy Wrath
- Protections
- Proselytizing
- Spiritual Vision
- Summons

Special Abilities :

None

Prime Requisite :

Presence

Andaras

Sphere : Cats

Profession Bonuses :

- Outdoor~Animal (+20)
- Outdoor~Environmental (+10)
- Power Point Development (+5)
- Spell Group (+5)
- Subterfuge~Stealth (+5)
- Weapon Group (+5)

Skill Classification :

- Occupationnal :
 - Animal Handling (Cats)
- Everyman :
 - All skills in Outdoor~Animal
 - Tracking
 - Read Tracks
 - Stalking
 - Hiding
 - Ambush
- Restricted :
 - None

Spell List :

- Channels
- Proselytizing
- Summons
- Land Forms
- Holy Discipline
- Hunting Mastery

Special Abilities :

Animal Mastery (Cats) is classified normal.
+25 to Animal Mastery (Cats)

Prime Requisite :

Self Discipline (must be over 95)

Gods of Charon

Kesh'Ta'Kai

Sphere : Signs & Symbols

Profession Bonuses :

- Communication (+5)
- Influence (+5)
- Lore~General (+5)
- Lore~Magical (+20)
- Power Manipulation (+5)
- Power Point Development (+5)
- Spell Group (+5)

Skill Classification :

Occupational :
Written Magical languages
(GM Choices)

Everyman :
All skills in Lore~Magical
Magic Ritual

Restricted :
All skills in Armor Group
All skills in Weapon Group

Spell Lists :

- Ceremonies
- Holy Symbols
- Proselytizing
- Summons
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Special Abilities

Can detect Magical Symbols & Signs
At 10' when concentrating.

Prime Requisite :

Memory.

Z'Taar

Sphere :Warfare & Strenth

Profession Bonuses :

- Armor Group (+10)
- Athletic Group (+10)
- Influence (+5)
- Power Point Development (+5)
- Spell Group (+ 5)
- Weapon Group (+15)

Skill Classification :

Occupational :
1 Skill in Athletic~Brawn
Military Organisation
Everyman
Heraldry
1 Skill in thletic~Endurance
1 Skill in Armor Group
Fletching
2 Skills in Weapon Group

Restricted :
None

Spell Lists

- Death Mastery
- Faith Shield
- Holy Symbols
- Holy Weapon
- Holy Wrath
- Crusade

Special Abilities

+10 RR Versus Fear
+10 to Influence Category while in
combat.

Prime Requisite :

Constitution

Gods of Charon

Scalu

Sphere : Night & Nightmares

Profession Bonuses :

- Awareness Group (+10)
- Influence (+10)
- Power Point Development (+10)
- Subterfuge Group (+5)
- Spell Group (+10)
- Weapon Group (+5)

Skill Classification :

- Occupationnal :
 - Stargazing
 - Astronomy
- Everyman
 - Religion
- Restricted
 - None

Spell Lists

- Communal Ways
- Holy Trances
- Proselytizing
- Spiritual Vision
- Repulsion
- Summons

Special Abilities

- +5 to all skills in Awareness Group
- +5 to all skills in Subterfuge~Stealth
- +10 to all skills in Influence

Prime Requisite :

- Reasoning

Moralis

Sphere : Love & Pain

Profession Bonuses :

- Awareness Group (+5)
- Influence (+20)
- Power Point Development (+5)
- Self Control (+5)
- Spell Group (+10)
- Technical/ Trade Group (+5)

Skill Classification :

- Occupationnal :
 - Seduction
 - Interrogation
 - 'Surgery'
- Everyman
 - Religion
 - Dancing
 - All skills in Influence Category
- Restricted
 - All skills in Armor Group
 - All skills in Weapon Group

Spell Lists :

- Ceremonies
- Channels
- Life Mastery
- Proselytizing
- Protections
- Repulsions

Special Abilities :

- +10 to the Influence Skill Category.

Prime Requisite :

- Self Discipline