



POWERS

When describing children, it has been said that the apple doesn't fall far from the tree. When applied to demigods, this has a whole new level of meaning. Not only do demigods tend to resemble their Olympian ancestors in their bad habits, they tend to resemble their Olympian relatives in terms of mythical abilities.

These mythical abilities are a manifestation of the sliver of divine power buried deep within each demigod. When a demigod awakens, they burn away their mortal shell and manifest their true self. They awaken to the reality of the world around them and their abilities. These powers allow demigods to do amazing things like fly, heal and speak every language. They mimic the powers of their particular Olympian ancestor and their sphere of influence.

Speaking of powers, demigods don't don capes and spandex and set off to save the city. They do use their powers to protect the world, but they do so in the shadows. They are one side of a war waging for centuries. Demigods use their powers to fight against the forces of the Titans both overtly and covertly. Sometimes a berserking Martial demigod might be in order, while other times a covert Venusian demigod might better fit the bill. Ultimately, this is a shadow war. Sometimes warfare spills onto the street, but more often forces simply strike at each other from the shadows and disappear back into the darkness.

Choose your path and your powers wisely.

ARCANE BACKGROUNDS

ARCANE BACKGROUND ([BLOODLINE] PARAGON)

Starting Power Points: 10

Paragon demigods are gifted with the powers of their chosen Olympian according to their chosen bloodline (see page 52). Your bloodline determines which Powers are available to him. When spending Power Points, you must choose

Powers only from your chosen bloodline's Powers list (as shown below) or from the Universal Powers list. There are no restrictions on how many points can be spent on a single Power. Additionally, unspent Power Points left over when this Arcane Background is granted aren't wasted; they remain "latent" in your genes and are kept safe for later use. However, these unspent Power Points can only be spent later during your next advance.

When taking this Arcane Background, the [Bloodline] entry is replaced by the hero's chosen bloodline. This chosen bloodline is repeated in the Power list entries below.

ARCANE BACKGROUND (PROTEAN DEMIGOD)

Starting Power Points: 5

Protean demigods have mutated divine genes within them, removing the restrictions on what Powers are available. When spending Power Points, you may choose Powers from any bloodline's Power list or from the Universal Powers list. There are no restrictions on how many points can be spent on a single Power. Additionally, unspent Power Points left over when this Arcane Background is granted aren't wasted: they remain "latent" in your genes and are kept safe for later use. However, these unspent Power Points can only be spent during your next advance.

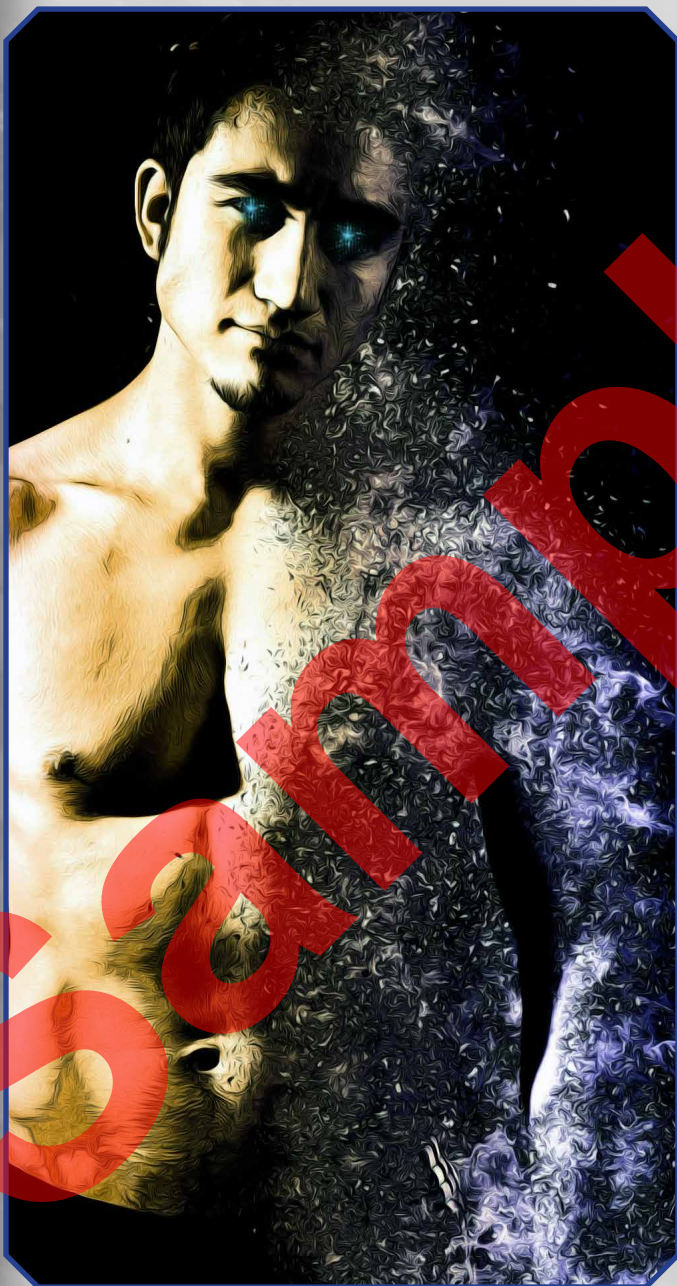
ARCANE BACKGROUND ([BLOODLINE] HUMANOID)

Starting Power Points: 5

Humanoid demigods are gifted with the powers of their chosen lesser deity according to their chosen bloodline (see page 62 and 63). Your bloodline determines which Powers are available to you. When spending Power Points, you must choose Powers only from his chosen bloodline's Powers List or from the Universal Powers List. There are no restrictions on how

many points can be spent on a single Power. Additionally, unspent Power Points left over when this Arcane Background is granted aren't wasted: they remain "latent" in your genes and are kept safe for later use. However, these unspent Power Points can only be spent during your next advance.

When taking this Arcane Background, the [Bloodline] entry is replaced by the hero's chosen bloodline. This chosen bloodline is repeated in the Power list entries below.



Powers marked with (*) contain mechanics found in the **Super Powers Companion** from Pinnacle Entertainment Group.

POWERS LIST

The following are Powers for the six Olympians and the two supernatural races presented at character creation. They are arranged by bloodline to coincide with the limitations of each bloodline. Universal Powers may be taken by all bloodlines.

Unless always on (A) or noted otherwise in the description, you may only manifest one power at a time. Powers last for a period equal to Spirit/2 in rounds. Once the duration ends, you can choose to maintain the power without having to end it first.

APOLLINARIAN (APOLLO) POWERS

CLARITY [5]

Trappings: You have the ability to free a person's mind from control or influence from another individual or creature.

You must be able to see the target, be within Spirit x 2 inches of the target, and make an opposed Spirit roll to free the target. If you are successful, the target cannot be affected by the same power for 24 hrs. If you fail, you may try again, but each subsequent attempt against the same target is at a cumulative -1.

Modifiers

- (+2) You affect everyone within an MBT.
- (+2) You may add a +1 to the opposed check. This may be taken multiple times.
- (+4) You affect everyone within an LBT.

COMBAT SENSE [2/LEVEL] (A)

Trappings: You sense melee and ranged attacks a split second before they occur.

Each level of *Combat Sense* adds one point to a defensive pool. Each point in the pool can either be used to add +1 to Parry or -1 penalty to a single ranged attack against you. These points can be reallocated each round on your turn as a free action.

*DANGER SENSE [2] (A)

Trappings: You have a sixth sense when it comes to danger.

This power functions the same as *danger sense*.

*HEAL THY SELF [2/LEVEL] (A)

Trappings: You have been blessed with the ability to heal rapidly.

This power functions the same as *regeneration*. Regrowth and Recovery modifiers are not available.

*HEALING [5]

Trappings: You have the ability to heal, cure diseases, and restore limbs.

This power functions the same as *healing*. The Healer Edge does apply to this power. *Cure*, *Refresh* and *Restoration* modifiers are available. *Resurrection* is not available.

LIGHTBRINGER [2/LEVEL]

Trappings: You are able to manifest pure sunlight at any time.

You create light that you can either center on an object or yourself. Up to four levels can be purchased. Each level increases the intensity of the light.

- **Lvl 1 (Lamp):** Light fills an area equal to a Medium Burst Template.
- **Lvl 2 (Spotlight):** Light fills all areas within 4".
- **Lvl 3 (Daylight):** Light fills all areas within 8". Nocturnal creatures within the area of effect incur a -4 penalty to all physical rolls.

- **Lvl 4 (Bright Sunshine):** Light fills all areas within 16". All enemies within the area of effect, other than the Power's wielder, suffers a -1 to all physical rolls due to the distracting nature of the light. Nocturnal creatures in the area of effect are blinded and those with a weakness or allergy to sunlight suffer double the normal effects.

OBJECT KNOWLEDGE [2/LEVEL] (A)

Trappings: You are able to tell the history of an object simply by touching it.

When you touch an object and concentrate, a mental image of its history begins to appear, including the owner, how it has been used, and who else has handled it.

Each level increases the time frame you can access with regards to the object's history in the following order: day, week, month, year, decade, century, and millennium.

Modifier

- **(+3)** You know the name of the object (if it has a unique name), any powers it has, and how to use the object.

*SHOOTING MASTERY [1/STEP] (A)

Trappings: You are a natural with any type of ranged weapon.

This power functions the same as *super skill*. However, it can only be used to increase Shooting or Throwing.

*JOVIAN (ZEUS) POWERS

BODY OF WIND [5/LEVEL]

Trapping: You summon a whirlwind that surrounds you.

The whirlwind is contained in the hero's square and provides him with 1 point of armor per level. Additionally, the whirlwind picks up debris from the ground and spins it at a high rate. This means that the field also functions like *damage field*. Only the Medium Template modifier is available for the *damage field*.