



**AEGEAN**

**CREATING A HERO**

There are many heroes who walk the lands around the Aegean Sea who are too important to represent with a standard adversary profile. It is possible to create a full-fledged adversary using the character generation rules and add experience, but this is time consuming process and will likely have a lot of Talents that are too detailed or just aren't useful for an NPC.

The rules presented here follow a similar approach for making Wildfolk or Dire Animals and can be used to quickly create an enemy hero with minimal preparation. An example hero build is presented at the end of this chapter.

AC: People, 208

First, choose a human adversary profile to use as a base, increase their Endurance to 8 and treat them as a Legend. The various Captain / Leader / Champion adversaries, e.g. Peltast Captain, are a good starting point for any hero.

Choose equipment for the hero. Most heroes will use the weapons and armour of their base profile, but some heroes are known for their unique or uncommon weapons, such Herakles's club or Perseus's harpe.

AC: Talents, 282

AC: Gifts, 292

Add Talents and Gifts that seem appropriate. If the hero is the child of a deity then a Gift relating to that deity should be used, plus a Talent or two from an appropriate career. Feel free to remove Talents from the base profile if they don't seem appropriate.

Additional abilities can be chosen from the list below. While there's no limit to how powerful a hero you can create—that's entirely up to you as the GM and the needs of your campaign—it's worth limiting unique abilities to three to five, so as not to overwhelm yourself while running an encounter.

*What is the source of the hero's abilities? Are they a child of a god and born with them? Have they been given divine equipment which provides the ability?*

## HEROIC ABILITIES

AC: Animals, 227 |

**Animal Companion:** The hero has an animal companion that accompanies them wherever they go. Choose an animal profile from the **AEGEAN** Core book. The animal accompanies the hero wherever they go and obeys their commands though won't usually fight to the death—except to save their human.

**Berserk:** The hero is maddened with bloodlust and can choose to add +1 to +5D to any Harm attack Action and gain +2 damage. If they do this they can't use their Reaction for defence and anyone attacking gains the same dice bonus. This affect lasts until the hero's next turn.

**Fast:** The hero is unbelievably fast during a conflict and takes 2 Actions per turn. The hero can't choose themselves to go next unless all other characters in the conflict have acted.

**Favoured:** The hero has the Favour of one deity and can re-roll one of their favoured skills once per session.

**Heavy Hitting:** The hero has especially powerful blows and ignores 1 point of Shield or Parry defence. This increases to 2 points if the hero uses a weapon with the Heavy property.

**Hubris:** At the start of any encounter involving the hero, the GM adds 3 points to their Hubris pool.

**Invulnerable:** Give the hero Armour 10. This doesn't quite make them invulnerable but it does make them very hard to injure. It's worth including an Armour reduction to 2-5 when certain conditions are met. This could be from a specific item or in a specific situation, e.g. when the hero is Pinned or when the hero isn't touching the earth.

**Lethal Blows:** The blows from the hero are exceptionally dangerous. When the hero causes a target to roll on the Critical Injury table, *invoke the Fates* to make the target roll twice and take the highest result.

**Reactionary:** The hero responds quickly and can make two Reactions per round.

**Skilled:** Add 4 points to the hero's skills.

**Superior:** Increase one of the hero's characteristics by +2 or two characteristics by +1.

**Tough:** The hero is especially tough and has +2 Endurance.

**Winged:** The hero has wings and can fly. They ignore all penalties for rough terrain and gain a free Move Maneuver per turn. The hero must make a Move Maneuver every turn or stall. They ignore up to 2 Risk when disengaging from a non-flying opponent.

## AKHILLES

## LEGEND

*Sing, oh goddess, of the rage of Achilles*

A few things come to mind when deciding how to build Achilles as a hero: he's fast, he's dangerous, and he's invulnerable. That made the choice of heroic abilities straightforward as there are direct matches to those qualities of AKhilles.

This didn't give me a good starting point, though. The Hoplitis Captain seems like the most appropriate base profile but that has a focus around strength, rather than speed—it felt more appropriate for someone like Aias son of Telemon. Instead I went with the Amazon Champion profile for its high Reflexes. I changed the equipment to fit that of a wealthy Akhaian warrior and removed the archery related abilities. With a boost to Reflexes and to some skills, plus the previously mentioned heroic abilities, that was Achilles finished and ready to take to the battlefield.

Characteristics	Skills	Attributes	Equipment:
Might: 3	Accuracy: 4	Armour: 10	Bronze
Reflexes: 6	Athletics: 4	Shield: 3	breastplate,
Cool: 3	Awareness: 3	Parry: 2	helm, greaves,
Insight: 4	Diplomacy: 2	Endurance: 8	3 javelins.
Cunning: 3	Melee: 5	Standing: 5	
	Ride: 4		
	Vigour: 4		

### Abilities

**Achilles' Heel:** Achilles is nigh-invulnerable, except for his left heel, which has an Armour rating of 0. Anyone attempting to hit Achilles in the heel takes a -5D penalty on their attack roll, or -3D if Achilles is Pinned.

**Breastplate:** Ignore the effect of Savage.

**Fast:** Achilles is unbelievably fast and takes 2 Actions per turn. He can't choose himself to go next unless all other characters in the conflict have acted.

**Helm:** Treat characteristics as 1 rather than 0 when Stunned.

**Lethal Blows:** Achilles' blows are exceptionally dangerous. If he causes a wound, Achilles can invoke *the Fates* to make the target roll twice on the Critical Injury table and take the highest result.

**Riposte:** Whenever the character uses a weapon Parry against an attack Action and doesn't gain Risk or take a Wound the attacker gains 2 Risk.

ATTACK	SKILL	DICE	R / R	DMG.	PROPERTIES
Xiphos	Melee	11D	2	5	Parry 2, Pierce, Pommel Strike, Reflexes
Javelin	Melee	11D	3	4	Pierce, Reflexes
Javelin (thrown)	Accuracy	7D	Medium	4	Pierce
Hoplon	Melee	8D	1	3	Shield 3, Stagger

