

Olympians Roster Book
A Guide to the Greek Pantheon
Version 2.0

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This unofficial resource was created for use with the Marvel Super Heroes Adventure Game™ SAGA Rules. While every effort has been made to make these statistics as accurate as possible, the statistics contained herein are unofficial and represent only one man's opinion on the characters and their capabilities. Although the game is currently out of print, I do encourage you to make every effort to locate and utilize any official materials that you can. For the most part, they are first-rate materials.

I really appreciate any user feedback. If you noticed any errors, or have questions or comments about these statistics, please let me know by sending a clearly labeled (i.e. - won't be mistaken for Spam) e-mail to: MSHAGLibrarian@wmconnect.com.

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For more information and game materials, please see the Marvel Superheroes Yahoo Group (<http://games.groups.yahoo.com/group/mshag/>) or my website (<http://hl.ripway.com/MSHAGLibrary/index.html>).

Summary & Description:

Greek Mythology is chock full of fantastic stories of men that could perform superhuman feats of bravery, strength, and power. Also filled with gods, goddesses, spirits, and magical creatures of all shapes and sizes, Greek Mythology is rife with the stuff of heroes. In its own way, Greek Mythology could be considered the earliest precursor to the superhero comic genre. So why not mix the two?

Marvel Comics took a unique perspective on this issue; it wasn't mythology, it was real. That's right. In the Marvel Universe Hercules, Zeus, Hera, and the other Olympians didn't just exist; they're still around, albeit less concerned with the affairs of mortals. Zeus has forbidden the pantheon from interfering with mortals, but some (like Aphrodite,

Hera, and Hermes) just can't help themselves, while others (Ares, for example) might make a concentrated effort to defy this decree. Faced with such obtrusion, many good-natured gods (like Zeus, Athena, and Apollo) are drawn into mortal affairs simply to oppose these other gods. There's just one thing you need to remember: any of the Greek gods or goddesses could show up at any given time for any number of reasons.

For those that wish to pursue a campaign set in Ancient Greece, statistics for some non-deity characters from Greek Mythology are also supplied. Of course, these characters could always show up in a modern campaign, as well. Perhaps one escapes from Hades and must be recaptured. Perhaps a deity resurrects one of them for some reason or another. Just be sure that if a 3,000-year-old mortal from Ancient Greece shows up, it has a good reason for being alive.

Be sure to check out the Mythological Creatures Roster Book for entries for popular mythological beasts, such as harpies, centaurs, nymphs, sirens, and more.

Achilles (Achilles)

Calling: Majesty Edge 3, Hand Size 5 (30) Hindrances: Triggered-Powerless (Wound to the Heel)

Strength 8B (*Shields, Spears, Swords*), **Agility 8C** (Archery, Slings), **Intellect 4X** (), **Willpower 7D** (Military)

Powers: **Immortality**

Equipment: **Body Armor +2, Shield +2, Sword +2**

Description: Achilles was the son of Peleus, King of the Myrmidons, and Thetis, a sea nymph. Thetis, not wanting to lose her mortal son, dipped him in the River Styx to make him immortal. Unfortunately, the waters did not touch the infant on the heel, where his mother held him. This was his only truly vulnerable spot and only when wounded there could he die. Achilles played a major role in the siege of Troy, killing both the King of Troy and the greatest Trojan warrior, Prince Hector, before meeting his death at the hands of the young Prince Paris.

Aphrodite, Goddess of Beauty (Aphrodite, Venus)

Calling: Majesty Edge 3, Hand Size 5 (30) Hindrances: None

Strength 15X (), **Agility 10X** (), **Intellect 5C** (Lore {Olympian}, Trivia {Love}), **Willpower 8D** (Manipulation)

Powers: **Immortality; Invulnerability** to Disease and Poison

Equipment: **Magic Girdle 17** (Emotion Control, Transmutation)

Description: Aphrodite, also known as Venus, is the goddess of beauty and love has been one of the more active deities when it comes to mortal affairs. Unequaled in her knowledge of all things relating to love, Aphrodite sometimes can't help herself when it comes to interfering in the love lives of mortals. Aphrodite was once the lover of the war-god, Ares, but since this association ended, the two have had a somewhat icy relationship.

Apollo, God of Light (Phæbus Apollo)

Calling: Guardian Edge 3, Hand Size 5 (30) Hindrances: None

Strength 17B (*Shields, Swords, Wrestling*), **Agility 10A** (*Acrobatics, Archery, Contingent Attack, Martial Arts*), **Intellect 8C** (Lore {Olympian}, *Medicine*), **Willpower 9D** (*Performing*)

Powers: **Body Armor +3, Fire Control 18** (Limit: Heat Only, Stunts: Heat Control, Heat Sphere), **Immortality; Invulnerability** to Disease and Poison, **Light Control 18** (), **Precognition 20** (), **Regeneration 20** (Limit: Others Only, Stunts: Disease Remission, Healing)

Equipment: **Bow and Arrows +5**

Description: Apollo is the twin brother of the hunt-goddess Artemis. As the god of light, music, prophecy, and healing, Apollo was well liked. Apollo has dabbled in the affairs of mortals frequently during his lifetime, but he has usually used his influence with wisdom. Apollo often withholds help until a moment of vital importance. For example, it was Apollo's blessing that guided Prince Paris' arrow to strike Achilles' fatal flaw. Though not actually the god of the sun, as the God of light, Apollo is protector of the earth's main source of light, the sun. Apollo is also patron protector of men, but especially favors athletic youths, showing great interest in their sports and contests.

Ares, God of War (Ares, Mars)

Calling: Demolisher Edge 3, Hand Size 5 (30) Hindrances: Overconfident

Strength 20A (Boxing, Brawling, Clubs, Garrotes, Hammers, Knives, Shields, Spears, Swords, Whips, Wrestling), **Agility 10A** (Archery, Contingent Attack, Flinging, Martial Arts, Slings), **Intellect 4D** (Lore {Olympian}), **Willpower 6C** (Military, Politics)

Powers: **Body Armor +4**, **Dimensional Travel 18**, **Flight 18**, **God of War** (Unique Power: No limits on number of combat skills gathered.), **Immortality**; **Invulnerability** to Disease and Poison, **Life Support 18**, **Regeneration 24**

Equipment: **Magical Body Armor +4**, Various **Magical Weapons +4 to +6**

Description: Ares is the son of Hera and Zeus, but his murderous rage has brought him disfavor with both. He is brutal and violent, and though cunning in battle his strategic abilities pale in comparison to those of his sister, Athena. Ares' ferocious nature has brought him enmity among the pantheon, and the heroes or champions of other gods were often given quests that involved destroying Ares' sacred artifacts or stealing them from his temples. Athena, in particular, has been a thorn in his side and the two fought on opposite sides in the Trojan War, with Athena proving to be the victor.

Artemis, Goddess of the Hunt (Artemis, Diana)

Calling: Guardian Edge 3, Hand Size 5 (30) Hindrances: None

Strength 16A (Knives, Spears, Swords, Whips {Nets and Snares}), **Agility 10A** (Archery, Contingent Attack, Martial Arts, Thievery {Stealth Only}), **Intellect 7D** (Lore {Olympian}), **Willpower 8C** (Survival, Tracking)

Powers: **Body Armor +2**, **Immortality**; **Invulnerability** to Disease and Poison; **Regeneration 20** (Limit: Others Only, Stunts: Disease Remission, Healing)

Equipment: **Bow and Arrows +5**

Description: Artemis is the twin sister of the light-god Apollo, and in effect the two are opposite sides of the same coin. Artemis is called Goddess of the Hunt not only because she is an unparalleled hunter herself, but also because she is protector of nature and its wildlife, overseeing the work of all hunters. She is patroness protector of all maidens, and of the moon – just as Apollo is of men and the sun – and she shares her brother's gift of healing.

Athena, Goddess of War & Wisdom (Athena, Minerva)

Calling: Protector Edge 4, Hand Size 6 (40) Hindrances: None

Strength 17A (Boxing, Clubs, Hammers, Knives, Shields, Spears, Swords, Whips, Wrestling), **Agility 10A** (Archery, Contingent Attack, Flinging, Martial Arts, Slings), **Intellect 15A** (Archaeology, Architecture, Assessment, Dimensional Geography, Geology, History, Linguistics, Lore {Olympian}, Mythology, Occult, Psychiatry, Sociology), **Willpower 11B** (Leadership, Military, Politics)

Powers: **Body Armor +2**, **Goddess of War** (Unique Power: No limits on number of combat skills gathered.), **Immortality**; **Invulnerability** to Disease and Poison

Equipment: **The Aegis** (Resistance +6 to Kinetics {including Physical Attacks}), Various **Magical Weapons +4 to +6**, **Magical Body Armor +5**, **Magical Shield +3**

Description: Athena, Goddess of Wisdom and War, sprang fully-grown from her father's head wearing full battle regalia. Renowned for her intelligence, wisdom, and talents,

Athena was also quite beautiful, making her probably the best loved of all the Greek Goddesses. The best strategist of any in the pantheon, Athena was a defensive specialist, planning out entire wars in advance, and only striking at the most opportune moment. She is unequaled in her skill with a blade and shield, surpassing even the war-god Ares, who hated her for defeating him so often.

Bellerophon (Prince Bellerophon of Corinth)

Calling: Repentant Edge 3, Hand Size 5 (30) Hindrances:

Strength 6C (Shields, Spears), **Agility 7C** (Equestrian, Flinging), **Intellect 7X** (), **Willpower 7D** (Military)

Powers: None

Equipment: **Body Armor +2**, **Shield +2**, **Spear +4**

Description: Exiled from Corinth for the murder of his brother, Bellerophon found refuge in the neighboring kingdom of Tiryns. Once there, the king, Proetus, pardoned him for his crime and welcomed him as a guest in his palace. Proetus' wife made a pass at the handsome youth, but when he modestly refused her advances she told the king that he had made an attempt to rape her. Outraged, the king wanted the young man executed, but customs dictate that the Furies would haunt him if he killed a guest, so the king sent him to his brother, King Iobates of Caria, with a sealed message. The message read "Dear Brother, please do me a favor and kill the man who delivered this message." Fortunately for Bellerophon, Iobates was bound by the same sacred laws of hospitality as Proetus. Iobates, rather cleverer than his brother, came up with the plan to send him on an impossible quest to slay the Chimera of Caria, hoping the youth would die in the struggle.

Bellerophon was favored by Athena and gifted with a golden bridle that would tame the wild horse, Pegasus. Athena told him in a dream that he would need the winged horse's aid in order to defeat the Chimera. However, even flying on the winged stallion, Bellerophon could not harm the Chimera with his spear. Eventually he defeated it by lodging a block of lead in the beast's mouth, where the creature's own fire breath melted it, blocking its airway and suffocating it. After his defeat of the Chimera, Bellerophon became a wandering hero, defeating many enemies with the aid of Pegasus, and earning his place in the ranks of great heroes like Perseus and Hercules. Unlike many previous heroes, however, Bellerophon's victories had more to do with strategy and cunning than with brute force or skill in battle.

Cassandra (Cassandra)

Calling: Majesty Edge 1, Hand Size 3 (17) Hindrances: Monstrous (in relation to making people believe her prophecies.)

Strength 3X (), **Agility 4X** (), **Intellect 5X** (), **Willpower 7X** ()

Powers: **Precognition 18**

Equipment: None

Description: Granted the gift of prophecy by the god Apollo, who loved her, Cassandra was cursed by him when she refused to return his love. Apollo decreed that no one would believe her predictions, making her gift useless. Cassandra warned the Trojans of many dangers, including the wooden horse by which the Greeks entered the city, but she was dismissed as a madwoman. After the fall of Troy, she was dragged from her sanctuary in the temple of the goddess Athena by Ajax the Lesser and brought to the Greek camp.

When the spoils were divided, Cassandra was awarded to King Agamemnon as his slave and mistress. Cassandra warned him that he would be killed if he returned to Greece; again she was not believed. Upon their arrival in Mycenae, Agamemnon's wife, Queen Clytemnestra, murdered both Agamemnon and his new "mistress," Cassandra.

Cerberus, Guardian of the Gates of Hades (Cerberus)

Calling: Guardian Edge 2, Hand Size 4 (25) Hindrances: None

Strength 20D (Natural Weapons), **Agility 15X** (), **Intellect 6X** (), **Willpower 5D** (Tracking)

Powers: **Additional Limbs (Two Extra Heads) 20**, **Additional Limb (Tail) 17** (Constriction), **Body Armor +5**, **Enhanced Senses (Hearing and Smell) 22**, **Teeth +7**

Equipment: None

Description: Cerberus is a large magical beast charged by his master, Hades, with protecting the gates of the Underworld. Interestingly enough, his sacred duty is to keep the souls from escaping, not to bar persons from entering. Cerberus is a massive dog with three heads and according to some legends, the tail of a dragon. He is supernaturally intelligent for a beast, and is not easily fooled. He was once lulled to sleep by the musician, Orpheus, and Hercules once dragged him away from the gates during that hero's 12 labors. Other than these few lapses, Cerberus' eternal vigil has remained almost spotless during his thousands of years of service.

Chiron (Chiron)

Calling: Mentor Edge 3, Hand Size 5 (30) Hindrances: Monstrous

Strength 10A (Clubs, Shields, Spears, Swords), **Agility 8C** (Archery, Flinging), **Intellect 5D** (Lore {Olympian}), **Willpower 6C** (Military, Teaching)

Powers: **Additional Limbs (Two Extra Legs) 10**, **Leaping 2**, **Lightning Speed 2**, **Magic 6** (Detection {Magic}, Energy Blast, Ensnarement, Force Field)

Equipment: None

Description: Chiron was a centaur, but unlike his bestial brethren, Chiron was known for his kindness and wisdom. Chiron taught many young Greek boys to become heroes, educating them in wisdom as well as weapons. Achilles, Theseus, Jason, and Hercules were among his most famous pupils. Achilles became known as the greatest Greek warrior of all time. Theseus became the King of Athens after he slew the Minotaur of Crete. Jason led the Argonauts on the quest to claim the golden fleece. Hercules' 12 Labors and various other exploits are probably the best known of all.

Demeter, Goddess of the Harvest (Demeter, Ceres)

Calling: Majesty Edge 3, Hand Size 5 (30) Hindrances: None

Strength 13X (), **Agility 6X** (), **Intellect 8B** (Biology {Plants Only}, Biochemistry {Plants Only}), Lore {Olympian}), **Willpower 8X** ()

Powers: **Body Armor +2**, **Immortality**; **Invulnerability** to Disease and Poison; **Plant Control 18** (Ensnarement, Fungus Control, Memory Dredge, Plant Elementals, Plant Growth)

Equipment: None

Description: Demeter, Goddess of the Harvest, is responsible for the changing of the seasons, and for making plant life grow. Her sadness at being separated from her

daughter, Persephone, for several months each year is supposedly the cause of the arid summer months in Greece. It is said that during these months, her hatred of Hades bakes the ground so that no life can grow. Demeter is patroness protector of all plant life, especially forests, where she maintains sacred groves that act as temples.

Hades, Lord of the Underworld (Hades, Pluto)

Calling: Responsibility of Power Edge 4, Hand Size 6 (40) Hindrances: None

Strength 20A (Axes, Boxing, Brawling, Wrestling), **Agility 18A** (Archery, Contingent Attack, Flinging, Martial Arts), **Intellect 18A** (Energy Control, Lore {Olympian}, Occult, Trivia {Death}), **Willpower 15B** (Manipulation, Mental Control, Politics)

Powers: **Body Armor +5**; **Darkforce Control 18** (Create Darkness, Darkforce Aura, Darkforce Missile, Force Shapes, Force Shields); **Dimensional Travel 18** (Dimensional Detection); **Electrical Control 18** (Ability Boost, Power Storage); **Fire Control 18*** (Fire Shield, Flame Shapes, Heat Control, Heat Sphere, Illusion, Nova Flame); **Immortality**; **Invulnerability** to Disease, Fire, and Poison; **Force Field 18** (Shield from Energy, Shield from Magic); **Gravity Control 18** (Limit: Only while in Hades); **Light Control 18** (Limit: Only while in Hades, Stunts: Darkness, Illusion, Purification); **Magic 15** (Can duplicate any Intellect or Willpower power.); **Paralysis 18** (Remove Paralysis); **Regeneration 20** (Damage Transfer, Healing, Raising the Dead); **Teleportation 18** (Gateway, Summoning)

Equipment: **Hades (The Underworld):** All powers and abilities are at +2 intensity (maximum of 30) while within the underworld., **Helm of Invisibility** (Invisibility 15), **Magical Axe +10** (Material Strength 30), ***Magical Weapons +4** (Hades is constantly surrounded by a fiery aura and can create weapons by solidifying the flames. The weapons are Material Strength 18 and may be enchanted to grant the user up to 6 magical effects {any spell he can cast} at intensity 15.)

Description: Though not officially part of the Olympian pantheon, one should not overlook Hades, Lord of the Underworld. He is quite possibly the only Greek deity that could rival Zeus in terms of sheer power. When the three brothers Hades, Poseidon and Zeus overthrew their father and the other titans, they divided up the newly conquered universe to rule over between them. Hades was given dominion over the underworld; Zeus, the sky; and Poseidon, the seas. Each of the three would share dominion over the Earth itself. Hades is solemn, grim and utterly without pity – so much so that he has sometimes been portrayed as evil – but in reality he is not. Hades bears a heavy burden in being the caretaker of the souls of the dead, and it is this responsibility that has hardened Hades' demeanor.

Hephaestus, God of the Forge (Hephaestus, Vulcan)

Calling: Majesty Edge 2, Hand Size 4 (25) Hindrances: Physically Disable – Lamé Leg (0 Agility for movement during combat.)

Strength 17C (Hammers, Shields), **Agility 6B** (Construction, Gadgetry, Repair), **Intellect 14D** (Mechanics), **Willpower 15X** ()

Powers: **Body Armor +2**, **Immortality**, **Earth Control 18** (Limit: Lava Only, Stunts: Lava Blast, Lava Shaping), **Fire Control 18** (Absorption, Blinding, Fire Elementals, Fire Shield, Flame Shapes, Heat Control, Heat Sphere, Nova Flame, Smokescreen)

Equipment: **Metalworking Hammer +4** (Unique Trait: Bonus may be applied to metalworking actions or combat actions.)

Description: Hephaestus, son of Zeus and Hera, is the God of the Forge and of Fire. Though he was once cast from Olympus, he was eventually allowed to return, having earned the love of Aphrodite. Though he ended up marrying the grace Aglaia, he still loves Aphrodite and holds a grudge against her former lover, Ares. As god of metalworking, Hephaestus made the jewelry, weapons, and armor of the gods, including such famous artifacts as the Aegis. Though he has a deformed leg and cannot move easily, Hephaestus has gained massive upper body strength from working the forge.

Hera, Queen of the Gods (Hera, Juno)

Calling: Majesty Edge 3, Hand Size 5 (30) Hindrances: None

Strength 16D (Clubs), **Agility 6X** (), **Intellect 8D** (Lore {Olympian}), **Willpower 18D** (Manipulation)

Powers: **Body Armor +2**, **Immortality**; **Invulnerability** to Disease and Poison

Equipment: None

Description: Hera, Queen of the Gods, is known for being jealous and vindictive. She bore many children and punished any that dared to slight them. She was also jealous of Zeus' many lovers, especially mortals, who she punished with special fervor. Famous for being manipulative and scheming, Hera interferes with mortal affairs for a variety of reasons (sometimes just for her own amusement), usually to their detriment. Devious and underhanded, a hero never knows when he might be caught in the midst of one of her treacherous plots.

Hermes, Messenger of the Gods (Hermes, Mercury)

Calling: Majesty Edge 2, Hand Size 4 (25) Hindrances: None

Strength 12X (), **Agility 12C** (Fast Exit, Martial Arts), **Intellect 8C** (Biochemistry, Medicine), **Willpower 8D** (Finance)

Powers: **Body Armor +4**; **Illusion 14** (Limit: Dreamwarping Only); **Immortality**; **Invulnerability** to Disease and Poison; **Psychic Blast 14** (Limit: Sedation Only)

Equipment: **Caduceus** (Magic 11), **Mace +2**, **Winged Sandals 18** (Dimensional Travel, Flight, Lightning Speed)

Description: Hermes, the youngest son of Zeus, often appears as a fleet-footed and athletic youth barely into his teens, but sometimes also as a large and bearded middle-aged man. Hermes is a thief, trickster, and prankster of great renown, often interfering in the affairs of his fellow deities and those of mortal just for the fun of it. Hermes carried a magic staff, the caduceus, which was the symbol of his authority as Zeus' messenger. His magical winged sandals gave him greater speed and the ability to run on air, and even to run across the barriers between dimensions, allowing him to fulfill his duty of guiding lost souls to the Underworld and to carry messages back to Olympus from Earth.

Hestia, Goddess of the Hearth (Hestia, Vesta)

Calling: Majesty Edge 3, Hand Size 5 (30) Hindrances: None

Strength 16D (Clubs), **Agility 6X** (), **Intellect 8D** (Lore {Olympian}), **Willpower 8D** (Manipulation)

Powers: **Body Armor +2**, **Immortality**; **Invulnerability** to Disease and Poison

Equipment: None

Description: Hestia is goddess of the hearth and home, and the eldest sister of Zeus. A

virgin herself, Hestia was worshipped by a sect of virgins in Rome (the vestal virgins), where she was known as Vesta. The custom of a mealtime prayer of thanks originated with Hestia, who was honored both before and after each meal.

Jason (Jason)

Calling: Majesty Edge 3, Hand Size 5 (30) Hindrances: None

Strength 7B (Shields, Spears, Swords), **Agility 7C** (Archery, Slings), **Intellect 5X** (), **Willpower 7D** (Leadership)

Powers: None.

Equipment: **Body Armor +2, Shield +2, Sword +2**

Description: Jason, famous leader of the Argonauts, was set on a mission to prove his manhood by his uncle, who was holding the throne until Jason came of age. Jason's uncle designed an impossible task for Jason, hoping the boy would die on the quest, allowing him to usurp the throne. That expedition – the quest for the golden fleece – is famous even today.

Jason bravely agreed to lead the expedition to claim the golden fleece from its resting-place in the lair of the dragon of Ares. Jason was no fool, however; he knew the difficulty of the task and set about making plans to secure the artifact. He commissioned a ship – the Argo – to be built by Argus, the greatest ship maker of the time. He sent invitations to the greatest heroes of his day (including Hercules and Theseus) and they gladly joined up with him to enjoy an adventure. Though he was little more than a boy at the time, the more experienced heroes soon grew to respect Jason's uncommon strength and wisdom. Eventually, Jason completed his quest, slaying the dragon and proving his manhood. With his seemingly impossible mission accomplished, Jason assumed the throne of his kingdom and ruled with wisdom unto the end of his days.

Legendary Chimera of Caria

Calling: Demolisher Edge 2, Hand Size 4 (25) Hindrances: Frenzied, Monstrous

Strength 24D (Natural Weapons), **Agility 18X** (), **Intellect 12D** (Lore {Olympian}), **Willpower 10D** (Tracking)

Powers: **Additional Limb (Tail) 20, Additional Limb (Two Extra Heads) 10** (Unique Power: Each of the three heads may attack separately), **Body Armor +4, Enhanced Senses (Hearing and Smell) 22** (), **Fire Control 20** (Limit: Blast Only, Dragon Head Only), **Poison 18** (Limit: Contingent on Bite), **Resistance +20** to Magic, **Teeth +5, Wings 18**

Equipment: None

Description: A chimera is a magical hybrid creature with the head of a lion, the body of a goat, and the tail of a serpent (or dragon). This particular specimen is one of the largest and strongest examples of its species ever to exist. This three-headed behemoth has two additional heads – one a dragon, and one a skeletal goat – in addition to the normal lion's head, making it an extremely fearsome foe. It was eventually slain by the hero Bellerophon with the help of the winged horse, Pegasus.

Minotaur, The (Asterius, Asterion)

Calling: Guardian Edge 1, Hand Size 3 (17) Hindrances: None

Strength 11D (Clubs), **Agility 5X** (), **Intellect 4X** (), **Willpower 5X** ()

Powers: **Horns +3** (Impalement)

Equipment: None

Description: The Minotaur of Crete was a creature with the body of a large man and the head of a bull. Its home was a massive and elaborate labyrinth constructed to imprison the creature and its sacrificial victims. Though the original Minotaur was slain by the brave youth Theseus it is possible that others of its kind still exist, since sightings persist to this day.

Pegasus (Pegasus)

Calling: Soldier Edge 2, Hand Size 4 (25) Hindrances:

Strength 11X (), Agility 9D (Aerial Combat), Intellect 3X (), Willpower 8X ()

Powers: Immortality, Lightning Speed 4, Wings 9

Equipment: None

Description: Pegasus is the son of Poseidon and Medusa; he sprang from her neck when she was slain by Perseus. A winged stallion with legendary speed and grace, Pegasus was famous for being impossible to capture or tame. Pegasus allowed himself to be ridden only by Bellerophon, whom he befriended because he bore a golden bridle; a token that he recognized to be from his aunt, Athena. After helping Bellerophon become a great hero, Bellerophon came to take Pegasus for granted and became extremely prideful. Eventually, Bellerophon rode Pegasus to Mount Olympus, intending to join the gods. Realizing that to touch the scared soil would kill the mortal hero, Pegasus threw him off. He plummeted to earth and wandered the earth as a maimed and blinded beggar, scorned by the gods for his hubris. Pegasus was honored by the gods for his wisdom and was allowed to live in the stables of Zeus, who entrusted the horse to deliver lightning bolts to him from Hephaestus' forge.

Perseus (Prince Perseus of Argos)

Calling: Adventurer Edge 3, Hand Size 5 (30) Hindrances:

Strength 7C (Shields, Swords), Agility 7C (Equestrian, Flinging), Intellect 6X (),

Willpower 7D (Military)

Powers: None

Equipment: Bag of Holding (expands to hold whatever is placed in it), Body Armor +2, Cap of Invisibility (Invisibility 8), Mirrored Shield of Athena +3 (Unique Power: reflects gaze attacks), Sword of Hermes +3 (Unbreakable), Winged Sandals (Flight 4)

Description: Perseus was the grandson of the King of Argos, who he was prophesized to kill. Fearing this prophecy, the King locked his own daughter (Perseus' mother) and Perseus into a wooden chest and cast them out to sea. They drifted ashore on the island of Seriphus and there she raised Perseus to manhood. Polydectes, the King of Seriphus, was stricken by the beauty of Perseus' mother and made plans to marry her. Polydectes worried that the young man would interfere with his plans and so sent him on a quest to slay the gorgon, Medusa, hoping that the monster would slay him.

Perseus was favored by Hermes, and with the messenger god's aid, he tracked down the Gray Women: three women (representing Past, Present, and Future) that shared but one eye, and were rumored to know everything between them. Perseus stole the eye and refused to return it until they gave him directions to the impossible-to-find Nymphs of the North. They relented and gave him directions to the nymphs, who rewarded the brave youth with a pair of winged sandals, a leather wallet that could expand to hold anything,

and a cap that turns the wearer invisible. Impressed by the youth's cunning and skill, Hermes bestowed upon him a sword that would not bend or break, and Athena gifted him with a mirrored shield that would reflect the monster's gaze. Using these tools, Perseus defeated Medusa and escaped the wrath of her sisters.

On the way home from defeating Medusa, Perseus rescued Andromeda from being sacrificed to a sea monster, and she became his wife. He then used Medusa's severed head to defeat Polydectes and rescue his mother. Looking to start over in a new place, they all three moved to Greece where Perseus. There, Perseus accidentally killed his grandfather with a discus when his throw went awry, thus fulfilling the prophecy.

Poseidon, God of the Seas (Poseidon, Neptune)

Calling: Majesty Edge 4, Hand Size 6 (40) Hindrances: Grounded (Oceanic Domain)
Strength 18B (Axes, Spears {**Tridents**}, Swords), **Agility 12B** (Flinging, Martial Arts, Underwater Combat), **Intellect 8A** (Energy Control, Lore {Olympian, Greek, Roman}, Mythology {Olympian, Greek, Roman}, Oceanography), **Willpower 22B** (Leadership, Mental Control, Politics)

Powers: **Body Armor +4**; **Dimensional Travel 24**; **Energy Blast 24** (Wide-Angle Beam); **Fire Control 19** (Limit: Blast Only); **Immortality**; **Invisibility 18** (Limit: Fools Only Mortals); **Invulnerability** to Disease and Poison; **Lightning Speed 8** (Limit: Swimming Only); **Magic 18** (Can duplicate any Intellect or Willpower power.); **Regeneration 24** (Limit: Only while in Olympus); **Resistance +20** to Cold, Fire, Radiation, and Corrosion; **Teleportation 18** (Summoning); **Waterbreathing 30** (Waterwalking)

Equipment: **Oceanic Domain** (Unique Trait: All powers and abilities are at +2 intensity – to a maximum of 30 – while within the seas or oceans of Earth.), **Trident +7** (Earthquake 18, *Material Strength 30*, Water Control 30 {Fog, Propulsion, Tsunami, Water Creation, Water Elementals}, Weather Control 18)

Description: Poseidon, God of the Seas, was known for sowing his wild oats all over the face of the Earth. He fathered many children, including the giant, Orion (who became a constellation after his death); the Cyclops, Polyphemus (who was blinded by Odysseus during his voyage); and the winged horse, Pegasus (who aided the Greek hero Bellerophon in defeating the Chimera). Of special note among his progeny is Triton, who had the upper body of a man and the tail of a fish. He was the sire of a race of people that became known in legend as mermaids and mermen and in modern times as Atlanteans. Poseidon is one of Zeus' older brothers, and behind Zeus and Hades, is among the most powerful. He is the only member of the Greek pantheon still actively worshipped, being revered by the Atlanteans.

Theseus (Theseus)

Calling: Thrill-Seeker Edge 3, Hand Size 5 (30) Hindrances: None
Strength 6D (Swords), **Agility 6D** (Archery), **Intellect 6X** (), **Willpower 6C** (Leadership, Politics)

Powers: None

Equipment: **Body Armor +2**, **Shield +2**, **Sword +2**

Description: Theseus was perhaps the greatest of all the heroes of Athens. As a teenager, he volunteered to be sacrificed to the labyrinth-dwelling Minotaur of Crete. He smuggled in a sword and slew the beast, finding his way back out by following a string he had fed

out behind him. The brave hero then ascended the throne vacated by his father's suicide. As King of Athens, he ruled with generosity and wisdom, but soon longed again for the thrill of adventure. He abducted the queen of the Amazon warriors, who bore him a son. Soon after, he joined the hunt to kill the gigantic Caledonian boar, and he gladly accepted the invitation to join the expedition for the golden fleece. He even joined in on the expedition to rescue the goddess Persephone from the Underworld, but on this occasion he was caught and punished by Hades for his interference. When Hercules finally rescued him, he returned to find Athens in disarray and was unable to quell the rebellion. He fled the country, but was murdered by another king. Led to his location by the Oracle at Delphi, the peasants of his former kingdom gathered his bones and built a tomb to honor him.

Zeus, King of the Gods (Zeus, Jupiter)

Calling: Majesty Edge 4, Hand Size 6 (40) Hindrances: None

Strength 19A (Axes, Spears, Swords, Wrestling), **Agility 17A** (Archery, Flinging, Martial Arts, Slings), **Intellect 10A** (Energy Control, Lore {Olympian, Greek, Roman}, Mythology, Occult), **Willpower 24B** (Leadership, Mental Control, Politics)

Powers: **Astral Projection 20** (Limit: Can only project his voice and image.), **Body Armor +4**; **Dimensional Travel 22**; **Electrical Control 30** (All Stunts); **Energy Blast 22** (Wide-Angle Beam); **Immortality**; **Invulnerability** to Disease, Electricity, and Poison; **Magic 22** (Can duplicate any Intellect or Willpower power.); **Power Theft 24** (Limit: May only remove or restore the powers of Olympians. Stunts: Partial Theft {Unique Stunt: Zeus may choose to remove some powers, abilities, or skills, but leave others intact.}, Permanent Theft {Unique Stunt: Power Theft lasts until Zeus chooses to return the powers.}); **Precognition 18** (Limit: Intermittent); **Regeneration 30** (Limit: Only while in Olympus); **Resistance +18** to Cold, Fire, and Corrosion; **Shapeshifting 18**; **Teleportation 30** (Summoning)

Equipment: **Mount Olympus:** (Unique Trait: All powers and abilities are at +2 intensity – to a maximum of 30 – while within his home dimension of Olympus.)

Description: The most powerful of all Olympians, Zeus is the Supreme Monarch of Olympus and ruler of the Greek pantheon. Zeus slew his father, Cronus, releasing his siblings from Cronus' belly and leading the revolt against the Titans. Victorious, these new gods divided up the world among them, granting dominion over parts of the newly conquered universe to each deity. The three greatest of Cronus' offspring, the brothers Zeus, Poseidon, and Hades, were to rule over the earth and sky, the oceans and seas, and the Underworld, respectively.

Zeus is considered the father of all gods and mortals and is the patron protector of both the pantheon and the human race. He truly is the biological father of many gods and demigods (including the great hero, Hercules), having had numerous flings and affairs with goddesses and mortals alike. Though he has mostly given up his philandering ways, his wife, Hera, still keeps a justifiably suspicious eye on him. He has been a harsh, but loving, father to his 'offspring' (both real and honorary) and his meddling in the affairs of others is typically for the victim's own good. He has forbidden the Olympians from meddling in the affairs of mortals, and they have mostly done so. Zeus has protected his 'children' from many extradimensional and alien threats, including bartering a deal with the space-faring Celestials.