

SAINT SEIYA

Legacy of the Saints

Version 1.2

A Thrash sourcebook by ROMeo

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INTRODUCTION: Journey of the bronze saints

It all began in Mexico in 1992, in a country far far away where the comic stands were full of superheroes, just superheroes, and nothing but superheroes (with a handful of true alternatives), and the non-cable television was full of boring re-runs of boring series and silly cartoons (with the exceptions of Robotech and a few, with a space of 3-4 years between each!) *NOTE: Yeah, I know, there always was the cultural channel and the Sandman and ONE-HECK-OF-A-LOT-OF GREAT works but hey! back then I was an air head like any other!*.

When suddenly something happened, it was a september weekend, in the so-called saturday-morning cartoons. Here was this strange cartoon, a japanese cartoon about armored dudes fighting each other. I thought: "Well, another saturday-morning cartoon", but then, I started to notice some strange things, things I haven't seen before: pretty good martial arts action, flashy powers (an totally new concept back then, in Mexico at least), exaggeratedly dramatic speech, and blood (*back then, I used to loooove blood*), and said: "hey! this one looks different!".

and that was it: this show wasn't really good, it wasn't original at all, it wasn't even intelligent entertainment!. The point is: this thing was different, an anternative concept... alternative entertainment in a country with no alternatives, a different option in the country of absolutism.

And I wasn't the only one who noticed, soon Saint Seiya became the most popular animated TV show around: the armors, the flashy powers, the cinematic action, the return of the big-eyed dudes...all in a fantasy martial arts format resulting in an absolute success!. The series were going great until the end of the first season where the heroes defeated the "almighty" Golden Saints. The second season came repeating the same "damsel in distress" formula, less formidable enemies and less cinematic powers...there was when the series got into decadence; and the third season came, again with the same formula, a slightly better character design, a little more cinematic powers, and enemies that were a total bunch of wimps!!.. I never saw a TV show that got that high to get that low; but the series really did have a purpose, for as people really showed they liked what they saw soon the monopolic mexican TV began delivering more anime like Dragonquest, Magic Knight Rayearth and so on. As soon as the first three anime shows came up people realized how sloppy Saint Seiya really was, and became forgotten. Still, I think the anime series that started it all in Mexico deserves something better.

So here I am, writing this, my tribute to what was the first anime I knew as such. Just don't scare because of what I said, Saint Seiya isn't really bad (not that bad at least!), and the concept is propitious to a really good RPG. The main reason I'm writing this is because during my first year in PnP RPGs saw a lot of tries of adapting SS characters with TSR rules, Palladium rules (Palladium rules aren't bad, specially with Ninjas&Superspies around) and so on...sadly, all that tries have been futile due to the lack of an RPG that captures the the true essence of anime and I have found Thrash just perfect for the job and here I am, presenting you this book (or what intends to be). This book was written thinking on all that SS fans around, but principally to all of you who are not familiar with SS in order to introduce you into the SS universe. I could have just written the new rules, maneuvers and so for playing SS characters on Thrash (after all, any SS fan already knows the story and stuff), but what of the people who just doesn't know SS? besides, what I'm trying to present here is a sourcebook in the most serious possible way, so I'm presenting in this book as much information on SS (and Greek mythology) as possible for me. Hope you all enjoy as much playing it as I (and every people that helped me) did writing it...enjoy!

--ROMeo

Notes About the Desing Theory of Thrash

Anyone not oblivious to the game is already familiar with it's logic: I personally don't recomend this for your first RPG experience for Thrash works way different of the rest of RPGs in the aspect of it can be way more complex and time consumig the generation of characters if the player doesn't know what he/she wants: In an ordinary RPG you build a character based on randomly (sometimes unwillingly) picked items, skills, and so on...no difficulty, no complications, and in many cases no choices. Thrash was designed to give players exactly what they want, first creating the character in story terms and then adapting that using the rules; the problem in giving the players what they want is that players have to know what they want first, and it is a fact that RPG newbies don't, and I'm not blaming newbies, but introducing them into RPGs with this game can surely confuse and even scare them of RPGs unless the party counts with a very experienced (and patient) GM. Still, what makes Thrash so good is the fact that the game's logic if complicated, will surely get players to the "exactly like that" character. No matter genre, backgrounds, powers etc.

Another important thing to be remarked is the only flaw of Thrash, which comes from its main virtue: the more flexible a gaming system is, the easier it is to abuse of. If not careful, the GM can end up with a party of super characters, thus making this game the muchkins paradise. GMs must find a balance between flexibility and game balance.

Networking

The official Thrash Home Page can be found at:

<http://blackbird.nu/thrash/>

AND just in case you got this document somewhere else, my thrash site can be found at:

<http://www.angelfire.com/va/virtualadept/s/thrash.html>

Also, you can always e-mail Blackbird at blackbird@earthdome.com or me at azalin1@lycos.com

History

- *Version 0.9 (1997)*: First release (no say!), no artifacts, no NPC's, several holes in the rules and in average INCOMPLETE. Barely the necesary to start.
- *Version 1.0 (1998)*: More than a Year later. Got a new connection, a new website and finally completed the book. The NPCs are here so are the artifacts, more maneuvres, a bit more flexible rules: Added special combat rules, training and chi combat rules.
- *Version 1.2 (2003)*: Reformatted text and made pertinent grammatical and ortographic corrections as my english is better now than it was 5 years ago. Modified in part to comply with Thrash Revised as well as doing several changes and corrections throughout the book. Also new stuff here and there.

Special Thanks to...

I would have liked to write this whole thing by myself (I would have been very proud), but I didn't. Sometimes we must recognize we can't rely just on ourselves all the time, besides, it's so nice to interact with others...here's all the people I had to rely on.

- *Montalve*: for telling me when did I screw it up and for some really cool ideas.
- *Antinimicus*: for all the harassment that forced me to think on ice elemental maneuvres.
- *Aeris Gainsborough*: for dying and adding to the BIG depression I was in already in during that stage of my life that leaded me to work on this book in order to post the version 0.9 at the end of my sprinbreak.
- *The Golden Totoro*: for the constant harassment on how characters should also have a life.
- *Walrus*: for being one of the only living beings on earth that actually cared if this netbook ever got posted.

- *The Thrash Mailing List*: For showing me they actually cared for this book too (years later, but at least it wasn't posthumous).
- *My players*: What good is writing a sourcebook if you never get to actually use it?
- *The Gamorrean Guards*: My main gaming table, who lately took an interest in SS and the main cause of yours truly revising this long-forgotten book.

...and of course, Masami Kurumada, for giving me my first TV anime experience (The first I knew as such at least).

Disclaimer

Saint Seiya was created by Masami Kurumada and I am personally very thankful for it.

Author's notes and apologies

There's also another very good SS RPG in the SS FAQ by Silver Dragon productions on the net, if you play Champions you're in for some fun. Oh, AND I DO like comics and (some) superheroes, I like Marvel, DC and the others, but I just don't like the overflooding of the superheroes genre in the industry...Well, I have apologized now so please don't go burn my house.

CHAPTER 1: BACKGROUND

Production notes

Saint Seiya was published in 1986 by shonen jump and produced for the Japanese television that same year by Toei Doga. Proven the popularity of the series, these were extended from 52 to 114 to episodes during which 4 movies were released: Saint Seiya: The Movie, Hot Battle of the Gods, Legend of the Hot Blooded Boys, and Warriors of Armagedon. A thing to remark is that the second season featured an original story not featured in the manga... sadly, the remarkable thing of it is the fact that the Japanese public didn't like the story, featuring a re-run of the golden saints saga with underpowered enemies, which caused the series' popularity to go down the drain, and when the third season arrived trying to retrieve the series' popularity, the public was no more, so Toei decided to cancel the series.

Saint Seiya has also been broadcasted in Spain and Mexico in 1992, in France and Indonesia in 1988, in Italy in 1990, in Hong Kong and Thailand in 1990, in Taiwan in 1991, Indonesia in 1988, and also in Brazil, Switzerland, Monaco, Peru, Panama, Costa Rica, El Salvador, Chile, Argentina, Malasya and Brunei. For years after that, rumors spread about the existence of a fourth season covering the Hades saga that is the true ending of Saint Seiya; recently, the rumor became fact as Toei, for some reason, decided the series' subculture was big enough to animate the battle with the god of the dead. However, these OAV series was produced as a 'fanboys only': the animation is mediocre at best, 95% of the music score was recycled from the old series, the direction is carried on poorly, lacking that 'special something' that got me hooked for the first time, and the story... well, it was good in the time it was released, but today Saint Seiya has nothing to offer to the 21th century's public. If you're a hardcore SS fan, the OAV series can be acquired in DVD, but if you're either only curious or a cautious buyer, my advice is TRY BEFORE YOU BUY.

The man with the seventh sense (bibliography)

Work	Year
Ring Ni Kakero	1978
Fuuma no Kojiso	1982
Saint Seiya	1986
Silent Knight Sho	1992
Bit-X	1996

The story so far

...In the times of old, in a country in the middle of the world that later would be bound to be the womb of civilization, there was a select group of men with the task of carrying on the gods' will, these men were brave and bold, their fists able to crush the very stars and their feet able to shatter the soil under their feet. These men were called saints and their job was to maintain the peace wherever it was needed. Their society was divided into three groups: Bronze, Silver and Gold, being the golden Saints the highest in rank, with almost mythical power yet confined each one to his own house. It is told that each saint draws his powers from a constellation bound to him by destiny and each saint was known to possess a special suit of armor that linked them to their guardian constellation, these sacred cloths are told to be very special, each capable of imbuing even the lesser of mortals with unimaginable powers. The saints' sanctuary was governed by a pope, being he the only saint in real contact with the saints' mistress, the goddess Athena.

It is told that every 200 years, the goddess reincarnates in the flesh so she can walk between the mortals and see the world with mortal eyes. However, for the time of her last reincarnation, taking place in this century and this decade, an evil force took control of the sanctuary by supplanting the pope and trying to assassinate the just-born Athena. Fortunately, the baby Athena was rescued from the clutches of death by the golden saint Sagittarius Aioros and put into safety by leaving the baby under the care of a righteous man called Mitsumasa Kiddo. Unfortunately, while escaping the sanctuary, with the baby in his arms, he sustained a terrible battle and was deathly wounded.

With his dying breath, he entrusted the goddess to mister Kiddo, as well his most precious possession: his golden cloth, along with the bow whose arrows would one day put an end to all evil when the right champion rises to claim it.

Kiddo's next move was to gather every little bit of information possible about the world of the saints, it wasn't a hard job for he was a man of resources and influence as the head of the Graude foundation. He realized that only one set of saint clothes wouldn't be enough to accomplish the job encommended by the now dead Aioros, so he began searching for the whereabouts of every single set of saint clothes without a current owner around the world. The next step would be to find warriors capable of wearing that clothes, and in order to accomplish this he started recruiting young kids to train so someday they could bring him the still unclaimed clothes.

Sixteen years passed before his plans could come to fruition, and Mitsumasa Kiddo couldn't live to see the fruits of his efforts, as he died from a terrible disease, leaving the Graude foundation in the hands of his adopted daughter, Saori, as he decided to name her. By that time, the 10 kids long ago selected by the Graude foundation finally returned each one from his journey, now as the bronze-clothed saints of Pegasus, Draco, Cygnus, Andromeda, Phoenix, Unicorn, Hydra, Lion, Lopus and Ursus. From the aforementioned group only the first five would be chosen by fate to fulfill their destinies and face the now corrupted sanctuary leaded by Ares, the God of war who 16 years ago possesed the golden saint Gemini Saga and, using his body, killed the pope: Aries Shion, supplanting him and seising over Athena's sanctuary.

It was no long after the hard battle to reclaim the sanctuary that the now full-fledged bronze saints would face a new threat, for the god of the seas, Poseidon, who reincarnated at the same time Athena did, was entrusted by zeus himself the task of bringing judgement to the world of mortals by washing the sin of this world in a deuge of biblic proportions.

Athena's sanctuary was nearly laying in ruins and half of the strongest saints were lost during the battle against Ares, but likewise, Poseidon's new army was still young and inexperienced, so the battle was won, and yet, Athena was still to realize that the gods she fought were mere puppets, and the puppetmaster who was stalking in the shadows from the very begining was yet to strike...

Saint world

For SS story terms this game takes place 2 years after the final battle in the Realm of the Dead, the sanctuaries all over the world are just finishing their self-reconstruction and a new generation of sacred warrios is born. I decided it this way in order of avoiding troubles among the purists (myself included), besides, I don't like having to manage with "idol characters", of course the GM can ignore this and set the campaing wherever in the SS timeline they prefer and agree but at least I would rather leave Shiryu and the others live their lives (after all, they deserve it, don't they?). As I'm using the end of the original story as a checkpoint I guess I won't have to explain the fact that from this point on everything is apart from the real story and, in fact, can be considered a big, life-long, live-action fanfic.

A very important part of SS is their "organizations" and their infrastrucutre. I'll be presenting you a short introduction to each group so later we can get more deeply into them:

- *Athena's Sanctuary*: The main place where players are most likely to start in. The home of the bronze, silver and golden saints. This is the place I'll be giving more importance in game terms.
- *Asegard*: The place of Odin's Warrior Gods far away in the north.
- *Underwater Kingdom*: In the depths of the sea, near Athena's sanctuary. This was the place where the saints fought the marine shoguns.
- *The Tarterus*: The underworld far beyond the styx.
- *The Graude Foundation*: The womb of SS story. The foundation formerly owned by Mitsumasa Kido and now by his daughter, Saori.

The cosmos

The cosmos is the special force that rules the SS world, for game purposes it's the same as normal Chi (for a better reference read Thrash), but in Saint Seiya it's given a more deep meaning...

"Every living being is the product of a big cosmic explosion, an explosion that never ends that provides every living creature a source of infinite energy, every person no matter who, still possesses that cosmos deep within him and, whenever needed, he can make his cosmos to explode again and use that energy to crush the very stars".

The fact that place the Saints above mortal men and make them so powerful is their ability to explode their microcosm and that's why the Saints are viewed, treated, and feared, as angels or demigods. OK, OK, this doesn't differ much from "the energy that flows through all the living things like water and burns in them like fire", but Saint Seiya introduces a new element to this concept: the macrocosm. The cosmos as known in SS is divided in microcosm and macrocosm.

The *microcosm* is the cosmos within the person, the energy that every human possesses, this energy has a defined limit depending on the person (namely the "Chi" attribute), still, a person can extend this limit with the proper training; there's no established limit on how much can a mortal grow his/her cosmos, it can be as much as his desires, ambitions, and force of will.

The *macrocosm* is the cosmos outside the person, the infinite energy that flows free in the air and fills the entire universe; it's told that the strongest Saints are not only able of explode their microcosm, but to draw infinite energy from the very macrocosm, extending their power to god-like limits to perform feats that could only be described as divine. This ability is denominated by most Golden Saints as "the seventh sense".

Trainees and Saints

As aforementioned above, the Saints are divided in three groups: Bronze, Silver and Gold. Players will start the game as trainees of one of these 3 guilds. I know it would be fun to already start the game as fullfledged Saints but I feel it would be much better if players experience for themselves the effort that implies earning a Saint cloth by oneself for another thing that made Saint Seiya what it is was the constant message they were transmitting: EFFORT. Besides, it's not very likely that starting characters have enough points to cover the requisites of any of the 3 guilds, if it happens, the GM should still submit players to some truly hard tests in order to prove players worthy of the Saint cloth. So go now young trainee and may the wind always blow on your back!.

A few notes about villains

There's a lot of people who like to play villains in RPGs, and there's nothing wrong with it (I personally love it); but the main idea of SS is cooperation and group bonds. One of the things that made SS so good in its moment was the incredibly high friendship and honor standards displayed: the chivalry's top ideals. The ideal of a SS campaing is a solid group with strong ties, cooperating and watching over each other. Besides, as honor is a fact of such importance in this game all fights tends to be to death so players will understand villains tend to live pretty damn short lives so I don't recommend villain PCs, not even honorable ones. If these reasons are not enough, the only thing I can do is citing two very good arguments from TSR: "*lonewolf characters as well as those that like to get everyone angry at them are very likely to have a short career*" and "*As players argue they get angry, as they get angry their characters start fighting among themselves, as the characters fight the players continue to get more angry and once anger and hostility takes over a game no one has fun, and what's the point of playing a game if the players don't have fun?*".

Generating Characters

As you continue reading through this pages you will notice a few changes from the normal Thrash and Thrash Revised so I will start by presenting the few things that change when dealing with SS characters:

- **Advantages:** Light Elemental is forbidden to any non-golden Saint trainee. Some Artifacts featuring in this book can only be acquired with certain clothes and some others just cannot be acquired at all.
- **Style:** The style will frequently be restricted to the sanctuary characters are training on. Still, later in the game they can learn different styles to enrich their techniques(provided they find someone who can teach them).
- **Maneuvers:** Characters are restricted to one focus maneuver only at character creation and the selection is limited to: Chi-gong, Danger Sense, Energy Reflection, Focus Rage, Ki-Ai, San-He, Shock Wave, Reduce Weight and Thunderclap. Supers are limited to non-energy attacks. Elemental maneuvers are not available at character creation. Psychics characters rather than 1 focus maneuver have the choice of buying 2 psychic maneuvers instead.

Starting characters are given attribute points as per either the "Low" or "Medium" category at GM's discretion.

Happy Birthday

Some players don't even bother on thinking on it, some consider the possibility and muckkins live for that day: the golden cloth. Should the Saint character ever attain the opportunity of aspiring to a golden cloth the GM should know the character zodiac sign in order to assign a cloth. Roll d12 to determine the month and 1d20+1d10+1 to determine day.

The Cutting Edge

In the SS many of the power categories listed under the *Cutting Edge* section make an appearance, even if not in the same ways:

- Elementals are here indeed and stronger than ever, the same can be said for Psychics.
- As magic is not one of Athena's divine providences, the *Magic* category is beyond saint characters. Sanctuaries of other mythos (Asgard specially) are known for its richness of magical resources and creatures. However, naturals are the only known practitioners of magic in the SS world. It is safe to assume that no Aliens, mutants, cyborgs, or transformation characters will show up as player characters.

Anything else?

The Elemental Form maneuver doesn't exist here, elemental maneuvers that has the EF as a requisite change that for elemental aura. For Ice elementals, change the elemental aura for the Freezing Rings maneuver (see chapter 4).

What do I need to play

For book purposes I'll be assuming that you are using the Thrash Revised book available at my Thrash site), but the ordinary *Thrash 1.8* and *Thrash Sourcebook* can work just fine, it would also be useful for you to also have *Karyu Densetsu* and *Anime Thrash* (by Robert Pool) for many of the NPC's traits come from those books.

Also, in the original system you only needed 1d6, 2d4 and one-heck-of-a-lot-of-d10, this time just add 1d8,1d12, and 1d20 for *dice exchange rates* (see "Playing Zeus"). And percentile dice, yeah, this GM still loves percentiles.

CHAPTER 2: LOCATIONS

In the background you received a brief introduction to the different locations and societies, here you will find a deep(or as deep as possible) description of the SS world. As the game is about SS it is assumed for default that the campaign will take place on Athena's Sanctuary, but creative GMs can try to change this and take their campaigns on a different location like Asegard or the Underwater Kingdom.

Background: The history as known of the place as well as its purpose and culture based on their particular mythos, their political and socioeconomic ambient and a brief description of the geography. The "Atlas" of the place if you prefer.

Warriors: A detailed scope at the place's holy defenders: their descriptions, powers, requirements and armor type. No matter the place the GM decides to place the campaign players will always start as trainees on their way to become Saints/ Berzerkers/ Mermen/ Knights/ whatever.

Armor: Each sanctuary has a different name for their warriors special armor according to their customs, mythos, etc (ie even if the Saints armor is called "cloth" that doesn't mean it's made of cloth, that's just the armor's name).

N.P.C's: A list of the most important and not-so important characters in that place.

ATHENA'S SANCTUARY

Geography

On Athenas, Grece. Very deep within the ruins of Athenas Acropolis is the Sanctuary; constituted of several temples and other ancient constructions all dedicated to the Goddess Athena. As with the other sanctuaries its society is a military one entirely and there are no citizens or townsfolk except maybe for some of the soldiers families that live on the outskirts far from the real sanctuary. The place's orography is a rocky and montanious one away from Grece's forests but next to the Aegean sea's shore.

Athena's Temple

On the highest peak is Athena's temple quite recognizable for the 60ft tall statue of Athena's figure with a giant round body shield in her left hand and a smaller figure of a winged woman standing on the palm of her right hand, being that winged woman the personification of Nike, the goddess of victory. Athena's temple is actually divided in two smaller temples (but each the size of a cathedral), The first one is the one where the pope resides and the second is the temple designated for the residence of the goddess human form, for every 200 years Athena reincarnates into a human being. When the goddess reincarnates, she lives on that temple and seldom goes out, being the pope her only connection between her and the sanctuary. The temple itself is warded by the power of the goddess, such ward voids all forms of teleportation as well making any physical access other than through the 12 houses 'somewhat impossible'.

The 12 sacred houses

The peak's height is not formally known but the only way to Athena's temple is a giant ladder 2-hours long (running) and the way has 12 stops, each for one of the 12 sacred houses of the golden Saints, Athena's guardians. Each temple is home to one golden saint, where he lives in seclusion except for those times when the pope has need of his presence, thing which rarely happens. Each temple is about the size of a small cathedral and there the golden Saint

lives in solitude with one or two servants at most.

Society

Trainees and some soldiers live in small modest houses along the sanctuary's territory while most soldiers and officers live in barracks near the important temples and constructions; Saints and higher-ranked officers live on the smaller temples surrounding the area, the Saint's rank will mark his temple's proximity to the sacred house of Aries, the first golden house. Male and female Saints interact together without any prejudice but male and female trainees are trained on different areas for discipline reasons: Males train in the center of the sanctuary near the big colyseum while females train on the very outskirts of the sanctuary entering the grecian woods, often residing solely on that area until the time comes for them to be tested in order to become full fledged Saints; the female training area is absolutely forbidden to all men in the sanctuary and intrusion is heavily penalized.

While there is people in the sanctuary who knows the true story, and feel gratitude towards Pegasus Seiya and the brave warriors who defeated Hades, the "official version" is: (by official be stated "blame it on the scapegoat") that 4 years ago, a cursed group of foreigners stole 10 bronze clothes and killed the pope, a desecration that disgraced the sanctuary to the eyes of the gods, thus leading the sanctuary to its ruin. Foreigner trainees face constant humiliation and prejudice on the part of many soldiers, Saints, and even other trainees, being constantly blamed for the "destruction of the sanctuary". All trainees, male and female, are tested in the colyseum in order to gain their sacred clothes, the only exception are those the bronze-Saint trainees which are sent to foreign countries to gain their cloth.

Actual situation

After the Battle against the god of the dead the sanctuary was lying in ruins with no pope, and most of their warriors dead; the infrastructure reconstruction work took 1 year and the new pope has been elected recently.

Warriors: Saints(see chapter 3)

N.P.C's

Generics: Generic Soldier/ Generic Officer/ Generic Jailer/ Generic Trainee.

Chimera Rigel

- Attributes: Int7 Focus7 Cha7 Will9 Str10 Ag8 Sta9 App8 AP23 Chi100 Health90 DT28 Rage26 Soak51
- Birthday: March 3 Zodiac Sign: Pisces
- Skills: Blades7, Expert9 (Military Intelligence), Daredevil10, Deception5, First Aid4, Games6 (chess), Hold Breath10, Hojojutsu7, Interrogation6, Intimidation9 (specialization: first glance), Leadership4, Lore5 (Asgard), Medicine3 (herbalism), Perception7, Polearms3, Stealth3, Savoir-Fare6, Shield6, Survival8, Swimming10 (specia-lization: distance), Taunt6.
- Disciplines: Blind Fighting6, Body Hardening14, Iron Fist9, Iron Will9, Meditation7, Positive Chi7, Psychokinesis4, Weapons Mastery4.
- Advantages&Disadvantages: Ambidexterous, Aura of Power, Dramatic Pose, Fame (sanctuary), Massive, Psychic8, Psychic Resistance5, Punching Bag, Mentor5 (Arthemis), Fanatic, Overconfidence, Phobia:Reptiles.
- Rank: Silver
- Cloth: Silver: helmet&Mask, gauntlets, high boots and breastplate(whole) (cover 10 soak 19).
- Cloth special powers: Extra Accuracy+2, Aura of Power, shield (soak total 70), and two swords, a flaming sword and a freezing sword, both +2 to armor crush.
- Style level:10 --Base Accuracy:19 Base Dam+9 Focus Dam+7
- Standard Maneuvers: Konjin, Kinetic Aura, Kinetic Strike, Ki-Ai, Power Block, Circular Parry, Regeneration, Choke hold, Art of Breaking, Backhand, Disarm, Double Punch, Uppercut, Rising Uppercut, Slapdown, Blade Runner, Double Strike, Ripposte, Slice Upper, Spin Slash

Special Maneuvers:

Chimera Explosion : (Chi blast: Prepared, continuous, explodingX2, extended duration, homing, Ki-Ai)
ACC:25 AP:11 Chi:8 Dam:1d10+11 Move:0

Description: With the legs in 90 degrees angle, Chimera spreads the arch of his legs at maximum while crouching and bending the knees. Then he starts preparing the attack in a Hadouken-like pose (usually for 2 or 3 turns). Then, he releases the energy blast while shouting "Chimera Explosion!". Chimera uses to charge his attacks with no less than 20 Chi points each.

- **Appearance:** An Italian-type tall man (2.1m). White skin, a flowing black hair, green eyes and strongly built. His presence is quite appealing and kind but upon donning his silver cloth all of that changes utterly. Rigel's cloth is famous for its scary looks: The mask&helmet duo is a bizarre mix of Lion and a dragon-like demon head with and spikes protruding from several parts all over the armor. The breastplate is engraved with a dragon's head of fiery eyes, and the shield on his left arm is likewise engraved with a goat's head. The armor is silver in color but with many dark red parts. This looks has caused him troubles more than once in times he needs strangers to trust in a demonic-looking armored warrior.
- **Disposition:** A snob of immense arrogance treating almost anyone under demigod status as inferiors. Still, deep inside that arrogant mask lies a noble and faithful warrior always there for those that need him.
- **Background:** Chimera returned from a two-years long training journey just to discover his sanctuary lying in ruins, almost all of the saints dead and his world turned upside down. He is the main man directing the sanctuary's reconstruction works. Born and raised in the sanctuary he knows little (if any) of the outside world the sanctuary is vowed to protect. In this world he believes in three things: his goddess, his sanctuary and himself. During the day can be found assisting ongoing reconstruction works but very few people has ever seen him at night; no one knows for sure what he does or where he is once the sun sets but recently a drunk officer was found on a tavern nearby the sanctuary's borders that claim to have seen him at the colyseum avoiding the attacks of a furious girl that Chimera called "Arthie". In battle his attitude is that of a "man of

"steel" and his fighting stance is strictly offensive, favoring blocking and simultaneous attacks over evasion maneuvers.

Orion Ulises

- **Attributes:** Int8 Focus8 Cha8 Will9 Str7 Ag9 Sta8 App6 AP17 Chi50 Health60 DT20 Rage22 Soak32
- **Age:** 19 **Birthday:** August 5 **Zodiac Sign:** Leo
- **Skills:** Assimilation8, Basic Repair3, Computer2, Cooking5, Dance4, Daredevil 12, Deception7 (specialization: white lies), Drive3 (motorcycle), Escape9, First Aid4, Games7(Poker), Games2 (shogi), Investigation3, Language4 (spanish), Language3 (english), Language3 (german), Language2 (japanese), Lore3 (Asegard), Lore2 (south american sanctuaries), Mimicry5, Musical Instrument4 (acoustic guitar), Navigation10, Perception9, Savoir-Fare6, Security4, Sleight of Hand7, Stealth6 (specialization: stalking), Streetwise6, Survival2, Swimming5 (specialization:speed), Taunt8.
- **Disciplines:** Arts of invisibility4, Blind Fighting6, Body Hardening8, Iron Fist3, Meditation5, Positive Chi4, Style Lore3.
- **Advantages&Disadvantages:** Alertness6, Area specialization (kicks), Calm5, Desperation, Eidetic Memory, Fame (several sanctuaries), Light Feet, Mental Link (mentor), Mentor8 (Argus), Spontaneous Moves.
- **Rank:** Bronze
- **Cloth:** Bronze: helmet, armguards, high boots and breastplate(chest), (cover 8 soak 16).
- **Cloth special powers:** Cosmic Aid, Fiery touch.
- **Style level:** 6 Pankration with Kenpo and Wu-shu techniques. --Base Accuracy:15 Base Dam+5 Focus Dam+6
- **Standard Maneuvers:** Breakfall, Kippup, Roll with Impact, Backflip, Leap Dodge, Multiple Dodge, Danger Sense, Projectile Deflection, Projectile Reflection, Energy Reflection, Teleportive Motion, Rolling Back Trow, Ki-Ai, Backflip Kick, Crescent Kick, Flying Reverse Turning Kick, Foot Sweep, Slide Kick, Art of Breaking, Disarm

Special Maneuvers:

Flashing Comet: Body Missile: Diving, Chi Charged, Dashing, Power Strike, Ki-Ai, Extra Force

ACC:19 AP:4 CHI:6 Dam:1d10+13 Move:10

Description: Running swiftly towards his target, Orion screams "flashing..." and then he jumps towards his foe; upon reaching 4m height he finishes "...comet!" and bolts himself in an exact diagonal trajectory landing his left foot covered in energy in the opponent's jaw..

Orion's light Belt: Chi blast: Multiple(3 blasts), Light, Piercing, Ki-Ai

ACC:18 AP:9 Chi:6 Dam:1d6+2/blast (+1 armor crush) Move:3

Description: Spreading the arch of his legs, Orion points 3 fingers from his left hand towards either 1 or more enemies. Then, at the shout of "Orion's light belt!" he shoots 1 narrow light beam from each of his 3 fingers.

Shooting Star (SUPER): Mega-Simultaneous Combo: Prepared +3 Body Missile: Diving, Chi charged Power Strike, Ki-Ai, Extra Force // Chi Star // Art of breaking)

ACC:17 AP:ALL Chi:38 Base Dam:8d4+28 Move:10

Description: Standing firm, Orion starts gathering all of his might as he gets surrounded by crackling electricity. After a few moments, Orion jumps high in the air and, upon reaching maximum height, he himself becomes a living energy comet that descends on his enemies with a great explosion that leaves nothing but a crater.

- Appearance: A short and thin greek teenager, with brunett skin and a bit long, very disordered chestnut hair. His cloth is red&orange in color somewhat plain in design. When he is not wearing his cloth he is in blue jeans, grey sneakers, a brown shirt without sleeves and a black leather jacket.

- Disposition: Cheerful and confident-looking, this saint is almost always in a good mood. Sometimes overconfident but only as a resource to confuse his enemy for he is always conscious of his own limits. However, sometimes he can be somewhat of a gambler who likes to take

chances. He is always cheering others and has no prejudice towards foreigner trainees.

- Background: The wandering heart of this saint has taken him almost all over the world. His training took place in the sanctuary but as soon as he earned his cloth he worked as hard as he could to be sent on as many missions outside the sanctuary as possible. His last mission sent him on a trip all over America investigating the rumors of the existence of a sanctuary there, that mission took him 3 years to complete (in fact, he was thought dead) and the new rumors are that, in fact, he discovered the door to an outer-dimensional sanctuary in south America, but the mysterious "Eagle Warriors" made him promise to keep the secret of its location. During his long trips he has been able to incorporate techniques from other fighting styles to enrich his own. In battle he relies a lot on kicks and acrobatics, backflips, jumps, and speed. He prefers fights one-on-one but is more than capable of handling complete mobs at once. Since the begining of his training his tutor has been Argus, and he has done quite a good job, in fact, even before the inner wars of the sanctuary Orion was known for his lightning speed, strong spirit, and furious cosmos, besides of returning stronger with each additional trip. Beign a Bronze Saint has never been a problem for him neither it has prevented him from challenging even Silver Saints to duel, in fact, when he is 'home', on a weekly basis, he takes challenges in the colliseum from whoever wants to try his luck, this has proven a very popular entertainment in the sanctuary, and soldiers and saints alike attend to the colliseum that days as if attending to football! (thing that offsets Argus). Several times he has challenged Chimera to the colliseum but all he does is refuse with a "don't push your luck kid!".

Argus Solomon

- Attributes: Int9 Focus7 Cha8 Will9 Str8 Ag8 Sta8 App9 AP20 Chi60 Health72 DT22 Rage29 Soak51
- Age:28 Birthday: September 2 Zodiac Sign: Libra
- Skills: Expert7 (Military Intelligence), Daredevil6, Expert7 (instruction), First Aid6, Games8 (chess, specialization: reading the oponent's moves), Investigation6, Language5 (select 8 languages at GM's discretion), Leadership4, Lore6 (Asegard), Lore6 (Underwater Kingdom), Lore6 (the Tarterus), Medicine5 (herbalism), Navigation4, Perception12, Philosophy5(Zen), Savoir-Fare9, Stealth5, Survival6, Swimming4.
- Disciplines: Aura Power7, Blind Fighting3, Body Hardening9, Clairvoyance12, Iaido10, Iron Will11, Meditation14, Positive Chi5, Precognition10, Psychic Healing9, Psychokinesis18, Telepathy9, Weapons Mastery2, Vital Points2.
- Advantages&Disadvantages: Acute Senses6, Area Specialization(focus), Calm10, Fame, Pro-wrestler, Psychic14. Psychic Resistance7, Pascifism1.
- Rank: Silver
- Cloth: Metallic deep-blue: crown, gauntlets, high boots and breastplate(chest) (cover 8 soak 16).
- Cloth special powers: Divine Vision, Teleport: Dimensional.
- Style level:9 --Base Accuracy:17 Base Dam+7 Focus Dam+13
- Standard Maneuvers: Breakfall, Kippup, Roll With Impact, Displacement, Multiple Dodge, Chi Barrier, Reflecting Barrier, Chi-Push, Danger Sense, Teleport extendedx10, Kinetic Aura, Konjin, Kinetic Strike, Kinetic Explosion, Ki-Ai, Mind Crush, Mind Reading, Regeneration, Reduce Weight, Choke hold (telekinetic) Art of Breaking, Air Slam, Body Flip, Joint Lock, Slam, Leaping Slam, Head Butt

Special Maneuvers:

Diamond Drill

(Body Missile: Chi Charge, Extra Force, Ki-Ai Air Charge, Reduced Speedx3, kinetic Strike)
ACC:20 AP:3 Chi:15 Dam:1d10+28 Move:8

Description: Argus propels himself completely stretched like an flashing arrow

but spinning like a drill and when the tip of his feet reach their target he releases the shout "Diamond Drill!"

- Appearance: Solomon is a 28 years old japanese man. 1.86m tall, very short black hair (with a somewhat blue shine), tanned skin and extraordinary good looks. In fact, more than one female trainee has taken a break from training to do a quick escape just to see him. His cloth, which is always wearing, is deep blue in color, finely engraved and the crown of the cloth (which he almost never uses) has a pair of eyes made from amber.
- Disposition: Unnaturally calm and serene. A somewhat cold appearance but highly charismatic. Solomon likes to help others but only in those things they really can't do. For him every person possesses an infinite potential and likes to help them reach it. Solomon possesses a warm heart, even if he doesn't show it at all.
- Background: Solomon is the sanctuary's greatest psychic second only to the now dead Golden Saints: nothing is hidden from his eyes whether it is in the human mind, the planes of existence or even the future, but even if he is a master clairvoyant he speaks little of what he sees, for he believes that everything has its reason to be and will only interfere in what he is intended to. In battle he has no fighting stance, he just stands with crossed arms and erects a barrier, relying solely on his Psychokinesis to deliver blows from a distance with the occasional Aura Bolt; when he decides to fight in close quarters he relies on wrestling and trows which he enhances with additional Psychokinetic force, that, and his (in)famous Diamond Drill. A dangerous fighter at close range but deadly at any other distance, however, he is known for fighting exclusively when needed. He is Orion's designated teacher, and Orion has learned to hate his grappling moves as well as his Psychokinesis. Orion realized that the only way to fight him was being faster than the eye could follow, that's the main reason why Orion fights so furtively sometimes; he has also learned from his master to forget about prejudices and treat everyone as equals, mainly because Argus is Catholic, thing

which has caused both troubles more than once. Argus enjoys chess very much and has found in Ezius a fine match; he also uses to play with Chimera every now and then but these days Chimera has been postponing until he gets some private lessons in order to beat Argus. To date Orion has been an excellent pupil but nowadays Arugs is starting to loose his patience on how unseriously Orion takes everything even in these specially harsh times. He dislikes specially the pride Orion is showing and he is seriously considering the idea of challenging Orion in the colliseum to teach him some lessons of humility. On his dreams he has been foreseeing other sanctuaries joining forces on a final invasion that will obliterate every single testimony of Athena's Saints mere existence, and he fears that, with the Golden Saints dead, such nightmares may come true.

Ezius

- Attributes: Int8 Focus9 Cha10 Will10 Str10 Ag10 Sta10 App7 AP21 Chi70 Health80 DT28 Rage26 Soak51
- Birthday: June23 Zodiac Sign: Gemini
- Skills: Daredevil8, Escape6, First Aid3, Games8(chess), Groundfighting4, Hold Breath7, Hojoujutsu4, Leadership8, Lore3(celtic), Navigation3, Perception4, Savoir-Fare4, Stealth4, Survival5, Swimming6 (specialization:speed).
- Disciplines: Blind Fighting6, Body Hardening10, Feng Shui5, Meditation8, Positive Chi8, Clairvoyance3, Precognition3, Telepathy5, Psychic Healing4, Style Lore5.
- Advantages&Disadvantages: Acute Senses3, Area Specialization: Focus, Attuned, Calm5, Chi Overloading 10, Elemental: Light, Elemental:Shadow, Psychic8
- Rank: Trainee
- Style level:9 --Base Accuracy:19 Base Dam+9 Focus Dam+9
- Standard Maneuvers: Air Jump, Sommersault, Ki-Ai, Wall spring, Circular Parry, Regeneration, San He, Light Aura, Slam, Axe kick, Knee strike, Spinning Thrust Kick, Art of Breaking, Backhand, Disarm, Deflecting Punch, Uppercut, Elbow Strike

Special Maneuvers:

Warm-up: Combo: Deflecting Punch// Elbow // Spinning Thrust Kick
ACC:20 AP:13 Dam:3d4+22 Move:0

Spiral of Jing&Yang: Chi Blast: Double (Light//Shadow), Homing, Extra Force, Explosive, Ki-Ai
ACC:24 AP:10 Chi:14 Dam:2d10+23 Move:0

Final Spiral (SUPER): Mega Attack: II -- Spiral of Jing&Yang: Area Effect, Continuous, Power Blast, Extra Force, Ki-Ai)
ACC:28 AP:ALL Chi:40 Dam:4d10+52 Move:0

Symphony of Light (illumination Star)
AP:ALL Chi:18 Dam:2d6+16 Move:0

- Appearance: Ezius is VERY tall (1.90m), age 22, greek, brunnett skin and short, black hair. He dresses in black spandex with a golden belt, a small breastplate and one shoulder plate.
- Disposition: Somewhat distant. Hard to tell because of his little social interaction. The only way to attract his attention is training with him (if you can keep up with his pace). Almost always serious without being rude and completely devoted to his training.
- Background: Ezius is always on the move, mainly because he is still a trainee... the trainee for the golden cloth of Gemini. His Golden Saint training started a little while after the death of Gemini Saga, still, when Hades' spectres destroyed the sanctuary he still had a lot to learn and wasn't ready, so, Saga's younger brother, Cannon, was endowed with the Gemini cloth to fight for Athena. As most of the Golden Saints, Ezius lacks a tutor having to learn on his own the basics of the cosmos and the fighting arts alike, however, during his years of training he has been pupil to many masters including Argus Solomon, Chimera Rigel, and the former Golden Saints. Argus thanks god that Ezius has reached full strenght now that the sanctuary needs Golden Saints most desperately, even if he is still a trainee his power is vastly superior to that of almost anyone left in the sanctuary except for the stronger Silver Saints. In battle he

fights hand to hand 100%, for he learned from master Douko to save his cosmos exclusively for those really stronger enemies. Ezius is not widely known among the sanctuary, but among those few who know him, his training sessions are famous for being EXTREME: These days he has been doing all of his training routines foot-chained, underwater in cape Sumion (therefore, his high levels of Hojoujutsu, Hold Breath, and Swimming) and before that, he went to high mountains to train with a minimum amount of oxygen (therefore, his high stamina). Likes chess but because of his lack of spare time his current game with Argus has carried on quite slowly (one move per week). Because of his last foresights, Argus is trying hard to keep Ezius training in secret for he fears that, should other sanctuaries knew the existence of a newborn Golden Saint they would waste no time in sending assassins before he could attain the golden cloth. In addition, Ezius also has problems of his own sleeping at night since he discovered the secret of Letuz...

Arthemis

- Attributes: Int11 Focus10 Cha13 Will9 Str10 Ag11 Sta11 App12 AP23 Chi-Health30 DT20 Rage:(A quick temper!) Soak47
- Birthday: November 20 Zodiac Sign: Sagittarius
- Skills: Assimilation6, Cooking9, Daredevil4, Deception8, Expert6 (Instruction), Expert10 (hunting), First Aid3, Intimidation8 (specialization: SHUT UP AND DO AS I SAY!!), Language3 (ALL), Leadership7, Lore7 (Combat arts), Medicine10 (herbalism), Perception10, Savior-Fare9, Stealth10, Streetwise8, Survival10, Swimming10, Taunt10.
- Disciplines: Telepathy8, Positive Chi7, Weapons Mastery10, Style Lore7.
- Advantages&Disadvantages: Aura of Power, Artifact4, Fury4, Acute Senses7, Alertness7, Elemental(Wood), Power of Scanty Clothes, Nightvision, Peripheral Vision, Self-Taught, Short Fuse
- Standard Maneuvers: Teleportive Motion, Projectile Deflection, Projectile Reflection, Danger Sense, Soul Merge, Ki-Ai, Leaf-shield Aura, Vines Wall, Sense

wood, Animate Plants, Splinterburst, Nature's Unite

- Weapons: Long Bow ACC:22 AP:10 Dam:8 Move:none
- Appearance: An godly beautiful and well formed blond girl 25 years old, 1.70m height and white skin with a light tan, dressed in bluish loose greek garments with a DANGEROUSLY short skirt and a shiranui-esque cleavage that goes down to the belt, each strap with a form fitting metal breastplate and a shoulder plate. Metal bracelets and sandals. On her back she carries her golden longbow in one shoulder and her arrows in the other.

NOTE: DON'T EVEN TRY TO HOLD IT AGAINST ME!
IT WAS KURUMADA WHO STARTED DRESSING HER FEMALE CAST LIKE STREETWALKERS, NOT ME!

- Disposition: A BIG and arrogant macho girl who is as beautiful as she is rude. Her strong personality and quick temper is only comparable with that of Chimera Rigel. Capricious as an ill-mannered child, what she wants, she gets, no matter the price nor the consequences. However, (very)deep inside (again, VERY deep), she is a sweet, caring and compassionate person. However, no one has ever been that close to her as to find out.
- Background: Arthemis is the Avatar of the goddess of the same name and, given her manners, anyone could tell that. One year ago she met Chimera Rigel during his training, where more or less she told him he fought like a girl, thing which more or less started a war of egos of cataclysmic proportions, and started a most violent "friendship" of sorts. For one year, Arthemis made harassing Rigel a past-time of hers, but more often than not she was the one that ended pissed off, specially when Rigel called her "Arthie", nickname that uses to drive her into a berzerker rage even now. Their sparring sessions used to end in a draw, but once Chimera finished his training not even her was able to land a blow on him (what she herself doesn't know is that more than once she unconsciously lowered her guard or missed a blow). As an Avatar, Arthemis possesses all the proper abilities (read chapter 7). Her arrows, forged by Hefastio himself, are replicas of Sagittarius' arrows (as the relic), and she regularly returns to his forge for more. No

one in the sanctuary knows of her existence except for the rumors about Chimera and "a girl" in the colliseum. Arthemis considers Chimera as her caprice, she wants "her slave" to become the strongest man in the sanctuary. Equally strong personalities and always fighting, the two are starting to develop a love-hate relationship.

Letuz

- Attributes: Int:?? Focus:?? Cha:11 Will:?? Str:?? Ag:?? Sta:?? App:15 A.P:?? Chi:?? Health:?? DT:?? Rage:?? Soak:??
- Skills: Blades14, Blunt Weapons14, Chain Weapons14, Deception14, First Aid7, Ground Fighting 14, Holistic Medicine6, Intimidation14, Language14 (all), Leadership14, Lore14 (7 lore skills at GM's discretion), Missile Weapons14, Perception14, Polearms14, Savoir-Fare14, Shield14, Survival14, Swimming14.
- Disciplines: Body Hardening14, Meditation14, Feng Shui14, Aura Power7, Telepathy11, Positive Chi8
- Advantages&Disadvantages: Calm14, Aura of Power, Elemental(light), Psychic:??
- Rank: Pope
- Style level: ?? --Base Accuracy:?? Base Damage:??
- Maneuvers: ??
- Appearance: A 7 feet tall white man with long blue hair that flows to the waist in white priestly robes, sandals on his feet and usually wearing a silver mask and an amber helmet resembling a dragon's head with two blue, translucent oval-shaped gems as eyes.
- Disposition: Quiet and unnaturally calm of slow paced movement and gentle manners. His sole presence is like that of an angel capable of calming a raging bull.
- Background: No one knows for sure where he is from and his past is a mystery. At the time of the elections of the new pope a war was about to start among the candidates when suddenly this man just came from nowhere with a presence that impressed even the would-be golden Saints, no one raised a sword, no one said a word. Letuz constantly radiates a shining golden aura

not unlike that of the golden Saints, but Letuz' aura is somehow always on and his servants say that his presence is like that of a god. Until now the rumors persist that Letuz is not a human being yet no Saint is daring enough to try to find out, and the remaining silver Saints refuse absolutely to try aura reading on him out of fear. There are also stories of Letuz performing things like restoring dead people to full life and calming raging Berzerks to docile sheep.

Uroboros

Over six centuries ago, long before the reign of Arles, Uroboros was the strongest Saint in the Sanctuary. No warrior could ever defeat him, for he possessed inhuman strength and speed, even among Saints, and his legendary cloth, a gift of Chronos himself, possessed the powers of bringing his owner back to life, time after another, constant regeneration and even so, the cloth itself had the power of coming back to life from smithereens. With time he became bored and left the sanctuary looking for stronger opponents, and he wandered the world, never knowing defeat for he already was the strongest man in the world. One day, full with pride, arrogance, and resentment, he shouted at the peak of mount Olympus in greece that even death itself would fall to his might...thing that he would regret, for in the following instant he was facing Thanatos, the personification of Death. Thanatos threw him a challenge: "Fight me, and if you win, eternal life is yours...and if I win, your soul is mine to do with it whatever I please". The battle endured for seven days and, in the end, even death met his end on Uroboros crushing fists. And reward was delivered: Zeus condemned Uroboros to do Thanatos job, seek and destroy all stagnant evil...for all eternity.

Still, Uroboros wish was granted, he came to meet stronger opponents, time after time, and each one stronger than the one before him. Centuries passed and, eventually, Uroboros knew defeat, and death...but just to be reborn time after time after time. In the end, Uroboros could not endure the centuries of fighting evil and went insane. One day, he tried to assault Olympus and, as punishment, Zeus dismembered Uroboros and scattered his limbs all over the planes of

existence, for he could never die. Still, it is rumored that should the ubication of Uroboros severed limbs were to coincide in the exact ubication of all of the planes, his body would restore and he would come back to extract revenge on the human race.

THE OTHER SANCTUARIES

It is told that a year ago, a war of factions exploded in Asegard resulting in the Demise of Hilda of Polaris, and that Asegard is now ruled by a powerful warlord named Dolbare. Recently, Pope Letuz made the public announcement in the sanctuary that, as the oceans still had the need for the 7 pillars, Zeus reconstructed Poseidon's submarine acropolis, and from now on Poseidon himself will be visiting his underwater shrine every while. Recent rumors persist that the marine shoguns are starting diplomatic visits to Asegard. Also, the last six months the sanctuary's agents in England have seen strange warriors with medieval-style armors and no apparent affiliation with any sanctuary.

CHAPTER 3: THE SAINTS

Saints is the name of the goddess Athena's warriors and is the group I'll be placing most importance. The Saints differ from other divine warriors in many ways. For starters, Saints seldom make use of weapons: First, among every other divine warriors group the Saints are a group specially proud of their cosmos; second, even if Athena was a warrior goddess among other things she hasn't been known of carrying weapons; second, as their name implies the Saints were not created just as a warrior group but as Athena's representatives, more like Athena's angels than just her warriors and because of that even if their rank is not official within the sanctuary's military they seem to enjoy more respect and authority than any officer. The players will always start the game as trainees, warriors on their way to become Saints. Each Saint Guild has diverse requirements for the aspirants to cover, reflecting the complexity of the training and what is expected from members of that Saint Guild.

Once a guild is chosen, a Saint will stay in that guild for life (ie no 'promotions', silver will always be silver and bronze will always be bronze). However, under very special circumstances, a saint's cloth can be upgraded (for rules on upgrading cloth refer to chapter 7). Players must have in mind that a higher ranking is not necessarily superior, even if Silver Saints enjoy more authority and respect, the Bronze Saints make up for it having quite more freedom of action, also, each guild has different kinds of duties, specially true for the Golden Saints whose problems are almost entirely bureaucratic (in fact, as they are the highest ranked men on the sanctuary after the pope they don't have the need to go out and risk their lives anymore). Players should always be aware of this in order to avoid unnecessary disappointments. It isn't a good idea to have Golden Saint PCs unless the GM is thinking on scheming and politics-oriented stories.

Each Saint guild possesses a special trait is a distinguishing feature of a specific guild that places it apart from the others, each guild has its own traits and appealing (ie even if the Golden Saints have infinite Chi and can

use it at will, if they die, they stay dead, a problem the Bronze guild can avoid).

All Saints that train in the sanctuary practice the pankration as a default combat style, but characters get different benefits from their combat style according to guild. For more details on the pankration read the *Thrash Sourcebook*.

Classes: Bronze, Silver and Golden Saints.

Armor: Cloth

The Bronze Saints

Athena's champions. The first Saints to be sent on any mission and consequently the ones with more chances to prove(and improve) their abilities; you can think of them as Athena's ambassadors for they are often sent around the world to do Athena's bidding. As many bronze saints leave their cloth on the place they died/retired/whatever, it's not uncommon for a bronze saint trainee to be sent to faraway lands in order to earn their cloths. Such cases are known for the variety of tests a trainee must pass before he can claim his cloth.

Suggested themes for guardian constellations for bronze saints can be found among mundane and mythological beasts, but can be nearly anything at GM's discretion.

Requirements:

- Will 7
- Strength 7
- Stamina 6
- Health 45
- Body Hardening 5
- Positive Chi 2
- Mentor 2
- Style 4
- Armor: Bronze Cloth
- Base Active Chi: 20%(see chapter 7).
- SPECIAL TRAIT: Every time a bronze saint is in REAL need (GM's discretion) the Saint has a 35% chance of receiving Divine Assistance: Chi and Health refilled to 100%, Active Chi raises to 100%. In the most extremely epic battles (GM's discretion) the saint may have access to one Golden Saint maneuver. Also, if the saint sacrifices himself for the sake of the

battle he has a chance of reviving equal to his Intelligence+Will+Focus+ Stamina+ Charisma. Bronze saints that succeed a resurrection roll will also draw Zeus' attention: Raise all attributes by one point and the base Chi 50%.

While the divine assistance roll can be made as many times in a battle as the Saint shows true spirit (and better roleplaying) the resurrection roll can only be attempted once.

The Silver Saints

The equivalent to officers and special operatives among saints. While lacking official rank within the sanctuary's military, silver saints interact with officers in a cooperative way, and many a time they seem to enjoy more respect and authority than any officer in the command chain. They are generally more powerful than average bronze saints, their silver cloth provides them of more privileges, and their guardian constellations are higher ranked. As they are more related with the military they tend to be familiar with the use of several weapons. When Athena's sanctuary sends a diplomatic entourage to another sanctuary, such groups generally consist in a small group of bronze saints leaded by a silver saint.

Suggested themes for guardian constellations for silver saints can be found among greek mythological heroes. But can be nearly anything at GM's discretion.

Requirements:

- Focus 8
- Will 8
- Str 8
- Chi 50
- Health 65
- Leadership 4
- Body Hardening 8
- Meditation 5
- Positive Chi 5
- Proficiency in at least 3 melee weapons.
- Mentor 5
- Style 8
- Armor: Silver Cloth
- Base Active Chi: 50% (see chapter 7)
- SPECIAL TRAIT: Silver Saints receive the following bonuses: +1/2 to the damage of all attacks and +4 to all rolls

that involve mental fortitude. For combat purposes, every die roll result under '5' is considered a '5' (except for four-sided dice). When using the *Body Chi* power, the limit an attribute can be increased is 20, not 15. When reduced to zero health points, the saint can stand on his feet down to a negative amount equal to his stamina, where he collapses into a coma. CRITICAL STRIKE: every 10 rolled for attack is considered a critical strike, the damage of the attack is equal to the maximum possible result, non-soakable (ex: the damage of a critical strike with a maneuver that does 1d6 damage would be 6).

The Golden Saints

Legends tell us about the might of these warriors, the most powerful men on earth. It is told that they can move faster than light itself and a single attack from them would slice mountains. It is also told that their Golden cloth can imbue even the least of mortals with cosmic power. There were 12 Golden Saints, each drawing their power from one of the most important zodiac constellations: Aries, Taurus, Gemini, Cancer, Leo, Virgum, Scorpio, Sagitarius, Capricornius, Aquarius, and Pisces. While in life, the Golden Saints were the highest ranked men in the sanctuary, second only to the pope; still, they rarely went out of the sanctuary and were often secluded each to their own sacred houses. Their last battle was that against the 108 warriors of Hades, where the last five golden Saints sacrificed their lives to destroy the gates of the Tartarus for Athena and her bronze saints could defeat the god of the realm of the dead. Lately, new aspirants to the golden clothes have arisen, and the competence is fierce.

Requirements:

- All primary attributes 10 (except focus, appearance, and intelligence)
- Chi 120
- Health 99
- Leadership 10
- Feng Shui 6
- Meditation 10
- Positive Chi 8
- Vital Points 2
- Aura of Power

- Calm 5
- Chi Overloading 10
- Elemental: Light
- Psychic 9
- Aura Power 1
- Clairvoyance 8
- Precognition 4
- Psychic Healing 9
- Telepathy 8
- Style 12
- Light Aura
- Light Vortex
- Lightspeed
- Armor: Golden cloth
- Base Active Chi: 100% (see chapter 7)
- SPECIAL TRAIT: +2 to armor crush and, combat accuracy value for all and any maneuver is now that of the oponent +4 unless the oponent is a Warrior God, Golden Saint, or beings of demigod status or higher, as well as warriors with 200 Chi or more. A Golden Saint wearing his sacred cloth raises his Appearance rating to 10 and emmits a golden luminous aura that works as the Radiate Chi power (no Chi cost). Rage is zero, can perform super maneuvers at will.
- THE TRUE SEVENTH SENSE: Golden Saints have unlimited Chi (for information the true seventh sense refer to chapter 7).

*****A golden saint lives secluded in his sacred house, never to come out except when the pope itself commands it. Golden saint PCs are advised to either retire their characters as NPCs or bore themselves to death*****

The Female Warriors

It was no long ago since the sanctuary opened its doors to women. For centuries it was men's job to defend Athena for in the ancient greek society women had no participation at all... in fact, in the ancient Greece the popular belief was that women lacked the ability to think. With the passage of time, Athena's sanctuary started accepting the training of women. Female warriors don't differ much from their male counterparts, they can be either silver or bronze (there has never been a female golden saint yet) and they can get as strong as any man. Females train in a specific part of the sanctuary

forbidden to all men, and their cloth uses to be of the light type (but that is not always the case). In order to be equal to men, female warriors and trainees alike wear iron masks in order to disguise their femininity. Any man that sees the face of a female warrior must die, and if the warrior fails in taking the life of the perpetrator, she will be bound to him forever.

Prerequisites: Depending on whether silver or bronze.

Armor: Depending on whether silver or bronze

*****Yes, the name is female warriors, not saints. Even today, Saint is a title that only a man can carry (Toby's club politics, but so is Athena's sanctuary)*****

The Crystal Saints

A special breed of saints trained exclusively in Siberia. Masters of the chilling cold, no ice elemental can match the power of their freezing attacks or the elegance of their ways. This legionaries are born and raised in the cold plains of Siberia with the only purpose of becoming the ultimate ice elementals. Crystal Saints have not a properly established sanctuary so the trainee rarely knows any Crystal Saints other than his master. Also, the cloth they possess is particularly strange: A one piece body suit made of a crystal-like substance (that's where the name 'crystal saints' comes from), the substance is incredibly light yet as strong as the strongest diamond and is known to have unique properties different from the bronze, silver, or even golden cloth. Foreigners are also trained every now and then with little prejudice, men and women are trained with little or no distinction. Some crystal saints are known for training bronze, silver and even golden saint trainees in the ways of the chilling cold. Female Crystal Saints are called *Frost Maidens*. Frost Maidens don't wear mask, and because of that they are treated with distrust by other female warriors; still, frost maidens are known to fight with a skill, grace, and mastery that can only be called inhuman.

Requirements:

- Focus 8
- Agility 8
- Stamina 8
- Chi 48
- Health 38
- Survival 6
- Meditation 2
- Positive Chi 3
- Elemental: Ice
- Ice Aura
- Ice Blast (any)
- Ice Storm Blitz
- Ice Wall
- Impervious to Cold
- Mentor 5
- Style 4
- Armor: Of bronze equivalent as concerned to level and character points, must buy the "crystal" ability.
- Base Active Chi: 45%
- SPECIAL TRAIT: All elemental-based maneuvers are performed at half the normal Chi-cost to a minimum of 1, when using Summon Inner Strength Active Chi raises in d10, not d6. *ABSOLUTE ZERO*: Upon reaching 100% of Active Chi every 10 rolled for attack with an ice-based maneuver the attack is considered to have reached a freezing rate of 'absolute zero' and a piece of the opponent's armor is automatically destroyed (no saving throw). Living targets of a successful absolute zero strike must succeed a Stamina roll difficulty 16 or have their Health points reduced to zero (hypothermia). Only Crystal Saints are capable of attaining absolute zero, the only exception ever has been the Golden Saint Aquarius Camus and he is rumored to have been a Crystal Saint before attaining the Golden cloth.

*****Absolute zero is the lowest temperature possible (-273° celsius, 0° Kelvin), the point at which the atomic movement ceases completely*****

*****The crystal saints only exist in the animated series (only one saint actually). I'm including them as a separate category only because I liked the concept and for no other reason*****

Trainees

Starting category for starting characters. As a trainee, the character will find him/herself in the sanctuary under rigorous training for one day becoming a saint. Depending on who is the character's designee, the character party will start as pupils to the same tutor, even if it's likely that they'll have to go separate ways for each one to attain his own cloth. In order to become full-fledged saints, the trainees must cover the prerequisites needed for their chosen Saint Guild. Only when the tutor feels his pupil has already learned everything he could under his wing is when he will ask to the pope for authorization to submit his pupil to the proper tests for becoming saints.

Prerequisites: none

Armor: Leather Armor

Base Active Chi: Trainees can only use Focus maneuvers either upon reaching rage threshold or by succeeding a Focus roll difficulty 16. At GM's discretion, golden saint trainees can be assumed to have a base Active Chi of 40% (then again, he's in no way obliged to do so).

CHAPTER 4: POWERS

NEW DISCIPLINES

Cloth Repair

The secret techniques for repairing a saint cloth. It requires a long ritual-like process that needs a personal sacrifice, generally on the part of the cloth owner, who must spill a half of his blood (Stamina save difficulty 15 or loose 1 Stamina point permanently). The Chi cost, time required, and difficulty, go as follows:

Cloth	Damage	Chi Cost	Rep. Time	Difficulty
Bronze	Up tp half total	20	1 hour	10
	3/4 total	35	3 hours	25
	Dead	60	8 hours	30
Silver	Up tp half total	30	2 hours	15
	3/4 total	50	6 hours	28
	Dead	80	12 hours	35
Gold	Up tp half total	50	5 hours	20
	3/4 total	85	10 hours	35
	Dead	120	24 hours	40

For details on cloth damage, healing, and death read chapter five. Only when the cloth is dead the blood sacrifice is needed.

*****The knowledge of this discipline was known only by the golden saint Aries Mu, and no other people in the world knows its secrets except for his disciple Kiki, who is training on his own in the Yamien peak in China to become the next golden saint of Aries*****

Negative Chi

As well as the Positive Chi discipline, I made changes in both disciplines for purposes of this gaming settings. The availability of characters with negative Chi varies with each sanctuary: While warriors with negative Chi aren't uncommon in Asegard and all the warriors of Hades have negative Chi, they are completely forbidden in Athena's sanctuary.

- 1) *Sense Chi:* Same as the Positive Chi version (see below).
- 2) *Dragon Chi:* Same as the Positive Chi version (see below).
- 3) *Hardened Chi:* Same as the Positive Chi version (see below).
- 4) *Find the Soul:* Same as the Positive Chi version (see below).
- 5) *The Devil's luck:* Evil is not that strong but surely makes up for it preying only on the weak. Works like the Aura of Power advantage but also add another +2 to all intimidation rolls, +1 to accuracy and +2 to

- damage for every 15% that the villain's Active Chi (in addition to the normal Active Chi bonuses) percentage surpasses that of the oponent. Details on Active Chi rules in chapter seven.
- 6) *Summon inner strength*: Same as the Positive Chi version (see below).
 - 7) *Satan's bless*: +2 to armor crush.

Positive Chi

- 1) *Sense Chi*: The character is naturally attuned to the forces around him at a distance of 3ft per point of focus+positive Chi. When trying to Measure the Chi in a person a roll is required and the GM will only provide answers like normal (for a normal human), unusual, great (similar to that of the character) or greater than yours. Martial artists with 100 Chi or greater will automatically be sensed by anyone with the Sense Chi power.
- 2) *Dragon Chi*: Allows the Saint to gather Chi energy in the area to replenish his/her stores of Chi. The longer one concentrates the faster the Chi is gathered.
 - 1st turn: 1d4
 - 2nd turn: 1d6
 - 3rd turn: 1d12
 - 4th and every subsequent: 1d20
 The use of this power produces an effect similar to the Focus Rage maneuver, producing quick sparks of crackling electricity around the character as long as he keeps his concentration.
- 3) *Soft Chi*: Same as the old version.
- 4) *Hardened Chi*: Same as the old version.
- 5) *Find the soul*: A superior version of the Sense Chi power. On a succeeded perception roll the saint can measure the exact number of Chi points the oponent possesses or foresee when a character is about to perform a super maneuver gaining a +1 to parry/dodge the attack. On a succeeded roll of focus+positive Chi against a difficulty of 20 the character can't find the whereabouts of a person known to the saint anywhere on earth.
- 6) *Summon Inner Strength*: At his level of the discipline the Saint learns how to tap on their full potential. Every 10 Action points spent concentrating allow the player to roll 1d6 and add that number to the character's Active Chi (see Active Chi on chapter 7). The use of this ability causes the character glow with a bright anime-esque aura that dissipates 1 turn after the character ceases concentration, Player chooses color.
- 7) *Body Chi*: Same as the old version, the limit an attribute can be increased is 15 for a Bronze Saint, 20 for a Silver and 25 for a Golden Saint.
- 8) *Radiate Chi*: Same as the old version.

Style Lore

"Fool! You can't use the same technique twice on me and expect it to work!"
-Generic Golden Saint

Experienced saints tend to develop an ability to study their oponents' moves in combat so no special attack works twice against them. In order to get a basic understanding of a maneuver, the character must spend time studying the maneuver he is attempting to counter, a minimum of 7 turns minus 1 per level of style lore. The character

must succeed then a contested roll of intelligence+style lore vs the attack roll, receiving a permanent bonus of +1 to save against that particular maneuver for each number that the total exceeds the attacker's roll. A character can make multiple rolls against a particular maneuver retaining the highest roll, as many as one per level of Style Lore. Players with the Spontaneous Moves advantage may add this bonus to their Spontaneous Moves roll if trying to mimic that particular maneuver. Characters that receive the attack willingly can make the roll right away without having to wait the required turns, plus they enjoy a +5 on their roll.

NEW ADVANTAGES&DISADVANTAGES

Chi Overloading(3/level):

The saint's cosmos catches fleeting glimpses of the seventh sense in times of desperate need. Raise the character's base Chi by a number equal to the level of the advantage squared each time the character reaches his/ her rage threshold.

Cold Heart(-5):

"The ghost strike was unable to destroy my soul, because my soul is already shattered, there is nothing left of it!"
-Phoenix

Either by a secret grief, rage, self-pity, or a cold disposition, the saint's soul is shadowed and hard to reach, even by himself. In battle, the character's Active Chi grows at half rate. On the bright side, the character enjoys a +4 bonus to save against attacks that targets his soul.

*Desperation *revised*(8):*

When the GM rolls to increase the character's Active Chi (see chapter 7), instead of 1d10, the GM rolls from 1d12 to 1d20 according to how desperate the situation is (at the GM's discretion) and the character's angst (which must be roleplayed properly)..

*Light Feet *revised*(1/level):*

Increase the character's movement, running, and jumping in hexes by one per each level of light feer. Likewise, increase the movement of all maneuvers by one at level one, plus another +1 for every 3 levels of light feet.

Master Swordsman(8):

Only available to the warriors of Pendragon (yeah yeah, someday I'll move my lazy @ss to write the SS Atlas) who spend almost all of their time honing their weapon skills like only the warriors of old used to. Duplicate combat bonuses provided by the Iaido discipline and every roll under "5" is treated as a "5" using swords.

MANEUVERS

This section deals mostly with those maneuvers and modifiers that for some reason would be difficult to replicate or simply are not there. This book also features maneuvers that are not in the series but I thought cool to include.

New Modifiers

Chi blast

- Area effect blast(+4): The blast has an effective diameter of 3ft/1mt (as per the explosive blast), so when directed at a specific target everyone on the same hex the target is have to evade the attack or suffer damage as the target. Increase the AP by 5, Chi cost by 4 and accuracy by 1, decrease range by half. If applied on a Chi blast with the multiple blast modifier double the usual number of blasts.
Requires: focus8.

- Piercing blast(+3): Instead of the standard energy ball, this Chi blast consists in a thin, narrow beam with all of its strength concentrated in a single point. The blast is +4 to damage and +1 to armor crush (for piercing it, not destroying it), but also -2 to accuracy due to the narrowness of the beam (can easily be dodged). The beam passes through armor, wood, doors, and anything alike (ignores all covering values). Can also be combined with a vital points attack using the attack roll as the vital points roll, but if this is the case the blast gets an additional -3 to accuracy and -4 to damage. A piercing blast cannot be combined with the following modifiers: Homing, Guided, Multiple, Explosive, and Burst. **Requires: focus7.**

- Power blast (special): Rather than stopping on impact, the blast goes right through its victims, hitting all targets on straight line up to the blast's maximum range. The blast AP cost is 1 full turn,

and can't be combined with any modifier that reduces AP cost. Chi cost is doubled. Cannot be combined with the Guided, Piercing, or Homing modifiers. The cost of the modifier is the total cost of the maneuver (modifiers included).

Requires: focus9.

- Splash Bolt(+2): Instead of an energy blast, the character releases a watery bolt at the opponent. Successful strikes knock the opponent two hexes away and force a Daredevil check (difficulty the attack roll) to avoid suffering a knockdown. If blocked, the water will splash into the target's eyes blinding him for 1d2 turns unless a successful Agility save (difficulty 16) is made. If made into a multiple blast, the character is knocked away one hex per successful mini-bolt, but the attack doesn't cause knockdown. Water elementals receive this modifier for free for all their chi-blasts.

Elemental Wall (Ice/earth)

- Encasing (+1/+3): The character is trained in encasing small objects harmlessly (either in ice or rock). The elemental can also encase an enemy's limb (arm, leg). An encased arm imposes a -3 penalty on all blocking maneuvers, and a leg imposes a -4 penalty on all evasion and acrobatic maneuvers. In the case of ice elementals, victims also suffer 1d4 frostbite damage (non-soakable). The +3 version allows the elemental to completely encase a living target. Living targets encased in ice/rock can break free from the inside by succeeding a tamashiwara roll with a +4 penalty to the difficulty or by raising their Active Chi to 50% or higher.

*****Contrary to non-solid elemental walls (fire, water, electricity, etc), a solid elemental wall cannot be summoned 'on-target' to harm opponents, as basic physics state that it's impossible for 2 solid objects to share the same space at the same time (principle of impenetrability)*****

Focus

Last Breath

The Last resort of a Saint. Should the Saint run out of Chi in a critical moment, this maneuver enables him to trade health points for Chi Points (works like the *Regeneration* maneuver, but backwards). If the exchange leaves the Saint on a negative amount of Health points equal to his stamina times two the Saint dies after performing whatever special attack he needed the Chi for, but the attack becomes an automatic success, and the damage is tripled and non-soakable.

Prerequisites: Will:8
 Character Points:5
 Accuracy:N/A
 Action Points:4
 Chi cost:N/A
 Damage:N/A
 Move:none

Super

Gold Storm

A storm of narrow beams coming from all directions on the target's hex. Works like a Chi blast with the Multiple modifier, but the damage is dramatically increased, the target has a penalty of -3 to dodge the blasts, and the character can divide the damage in as many blasts as the character's focus.

Prerequisites: Focus:9, Chi:60, Chi blast (multiple blast)
 Character Points:5
 Accuracy:-1
 Action Points:ALL
 Chi cost:15
 Damage:3d10+10
 Move:none

Mega-Attack II

A supreme technique in which the saint overloads his cosmos to the limit. Works like the regular Mega Attack maneuver, with the following modifiers: The maneuver is performed as if the character's Active Chi was 100% (+4 to accuracy, damage, and armor crush) and the damage becomes non-soakable, but the character needs to succeed a stamina roll difficulty 16 or suffer himself the damage of the maneuver too. The stamina roll has a penalty of -1 for each 25% the character's health is below its maximum. Performing such maneuver when one's about to die is like playing Russian Roulette with a

full loaded pistol hoping for the possibility that the gun jams.

Prerequisites: none
 Character Points: special
 Accuracy: special
 Action Points: ALL
 Chi cost: special
 Damage: special
 Move: special

Elemental

Ice

Freeze Body

The elemental freezes isolated areas of his body at a time in order to block nerves and isolate blood flow in specific areas or even freeze toxins and microbes before they enter the bloodstream. In game terms, the elemental gains complete immunity to poison, disease, blood loss, and *Vital Points* attacks while the maneuver is in effect.

Character Points:6
 Accuracy:N/A
 Action Points:1/turn
 Chi cost:2/turn
 Damage:N/A
 Move:N/A

Freezing Rings

The elemental generates rings of freezing energy that surround the elemental and lowers the temperature inside the rings. The rings add a total to their will+focus to soak against ranged attacks and anyone trying to physically penetrate the rings gets that limb frozen as per Elemental Wall: Encasing.

Prison(+2): The elemental can center the freezing rings on targets other than himself. Targets are trapped inside the freezing rings until they beat the elemental in a contested Focus roll.

Character Points:4
 Accuracy:N/A
 Action Points:10
 Chi cost:8
 Damage: special
 Move:none

Ice coffin

A beautiful technique created by Acarius Camus with the purpose of giving a recently dead person the most beautiful grave. The elemental encases the target in an crystal-clear ice coffin of supernatural resilience: Physical, focus, psychic, elemental

and magical attacks do no damage (not a single scratch). The ice never melts regardless of environment, heat, or the passage of time. Living targets can free themselves from the ice coffin by raising their Active Chi to 100%, shattering the coffin from inside. A second way to destroy an ice coffin is by the use of very special enchanted weapons and relics, like the sword of Valmung of the short sword of Libra.

Prerequisites: Elemental Wall

Character Points:5

Accuracy:N/A

Action Points:5 turns

Chi cost:15

Damage:Special

Move:none

Reflect Evil

The elemental summons a mirror-like ice that wards evil away from his soul, reflecting it back towards aggressors. The use of this maneuver reflects back all harmful effects directed towards the elemental's mind and soul such as Induce Fear, Telepathy, curses, Steal Shadow, necromantic effects like Enfeeblement, Ghost Strike, etc. The elemental must be aware of the incoming attack in order to reflect it

Prerequisites: Elemental Wall, Will8

Character Points:3

Accuracy:N/A

Action Points:5 turns

Chi cost:15

Damage:Special

Move:none

Earth

Dust Storm

The elemental can rise a dust storm that will last for 1 minute per point of focus. The area must be a place full of dirt or dust in order to perform the maneuver. The area covered will have a radius of 1 hex per 2 points of the character's focus, where opponents will be effectively blinded.

Character Points:5

Accuracy:N/A

Action Points:8

Chi cost:8

Damage:none

Move:none

Sand Pit

The elemental can turn a portion of ground (any ground, even asphalt) with a diameter of 2 hexes (or 1 hex per point of focus if a mega-attack) into a quicksand trap where victims sink at a rate of 1ft per turn. Trapped victims can pull themselves out by beating the attack roll of the elemental with a pertinent maneuver (like jump), as well as with flight or levitation. The sand pit has a depth of 3ft/1m. per 2 points of the elemental's focus (or 1-1 if a mega attack). Victims loose initiative and half their APs while trapped, as well as receiving a penalty of -3 to all athletics&evasion maneuvers. The sand pit also imposes a penalty of -2 to all rolls to escape for every 2 turns spent sinking (the more you sink, the more difficult breaking free becomes). Victims that sink down completely run the risk of suffocating.

Prerequisites:Elemental Wall, Focus6

Character Points:5

Accuracy:+3

Action Points:6

Chi cost:8

Damage:Special

Move:none

Amethyst Shell(super)

The dreaded signature-technique of the warrior god Megres Albretch. Consists of a shower of amethyst crystals that slowly envelop a target and encases him inside a large amethyst boulder that slowly drains his life force to the death. Trapped victims must succeed a constant roll as per the Drain Life maneuver or suffer the subsequent loss of health points. Victims reduced to zero health points can no longer make contested rolls and continue losing 1 health point every 10 minutes, until they finally die or are rescued by friends. Victims can break free from the amethyst shell by raising their Active Chi to 100%, and allies can try to shatter the amethyst boulder on a tamasiwara roll as per the 'metal' difficulty.

Prerequisites:focus9,elemental wall, drain life

Character Points:7

Accuracy:+0

Action Points:ALL

Chi cost:24

Damage:none

Move:none

Wood

Alter Wood

The character is able to increase/decrease wood's health points as much as the wood object's total times the character's focus.

Character Points:3
Accuracy:N/A
Action Points:5
Chi cost:3
Damage:N/A
Move:none

Grow/Wither Plants

The elemental can grow normal plants up to 2 times their size per Chi point spent or wither them: 1 Chi for pot-plants and 5 Chi for normal size trees.

Character Points:2
Accuracy:N/A
Action Points:6
Chi cost:special
Damage:N/A
Move:none

Nature Unite(super)

Another dreaded maneuver courtesy of Megres Albretch. The maneuver allows the elemental to enrage all the spirits of nature in a 3 hex radius and direct their wrath against all opponents in there: ground shatters, trees and plants come to life to attack, rivers and waterfalls raise tidal waves, and mountains avalanche. Enraged spirits surround the area of effect making escape impossible. The elemental rolls 1d10 to determine the duration of the maneuver in turns, and each turn targets suffer a cumulative 1d4 of damage (ie on the first iturn targets suffer 1d4, 2d4 on the second, 3d4 on the third, and so on, base focus damage included). The whole nightmarish sequence should be roleplayed properly. There is a way out of this maneuver, but it's a bit tricky as it requires the target to 'be at peace'. Targets with at least 4 levels in the Philosophy skill can attempt a meditation roll difficulty 18 each turn to avoid the spirits' wrath, taking no damage.

Prerequisites:Elemental(earth),soulmerge,focus9
Character Points:9
Accuracy:special
Action Points:1 turn to prepare
Chi cost:24
Damage:special
Move:none

Psychic

Kinetic Explosion

With nothing but the tip of a finger, a psychich with this maneuver can send a kinetic energy surge into a target's body, such kinetic burst will propel the target upwards, as high as 1 story per 2 levels of the psycokinesis discipline (take note of the fall damage). A kinetic explosion can be combined with Vital Points Points attacks as well as with tamashiwara, case in which the pshychic recieves a +1 bonus to armor crush.

Prerequisites:Psycokinesis 7, Kinetic Strike
Character Points:8
Accuracy:+0
Action Points:10
Chi cost:9
Damage:Special
Move:none

Ghost Strike(super)

A mental assault that searches into the depths of a victim's mind, pulling out his worst fears as a mind-piercing illusion. The illusion lasts only one turn in real time, but in the mind of the victim the illusion can last for several turns, the illusion exists in the victim's mind only and no one else can see the effects. A succeeded roll of the victim's Will+ Focus+Calm vs the attacker's Psychic+ Telepathy means the victim experienced the Illusion, but emerged unharmed from it. Failure on the aforementioned roll means the target fell completely to the illusion's effects: the victim is paralized in shock for 2d4 turns and his Active Chi drops to zero.

Prerequisites:Telepathy8
Character Points:5
Accuracy:Special
Action Points:10
Chi cost:18
Damage:none
Move:none

Golden Saint Maneuvers

It was until the battle between of the bronze Saints leaded by Pegasus Seiya that the powers of the Golden Saints stoped being rumors. This legendary techniques cannot be aquired by anyone lesser of a Golden Saint (or trainee at GM's discretion), Warrior God, Marine Shogun, Spectre or Paragon.

*****This maneuvers are specially unbalancing, GM's are warned NOT to use them in any Thrash setting other than this one*****

Divine Vision

This maneuver enables the Golden Saint to show others what he is seeing via clairvo-yance (may include audio if Clairaudience is also possessed). The Chi cost is 2 per minute.

Character Points:2

Accuracy:N/A

Action Points:special

Chi cost:special

Damage:N/A

Move:none

Hand of God

Few things denote more the state of divinity of the Golden guild than this, the ability of exerting their powers anywhere on earth no matter the Saint's present location. Saints in possession of this maneuver are known for assisting their disciples from their Golden house or punishing unworthy Saints that are on the other side of the earth. Any focus or psychic/elemental power can be performed this way. The Saint enters into a trance-like state (takes 1 turn to enter and 1d4 turns to snap out of it) and must succeed a clairvoyance roll against a difficult of 28 (a Find the Soul roll is necessary if looking for a person in particular). During the trance the Saint is not aware of what's happening around his body and the body is left defenseless against outside harm). The Chi cost of maneuvers performed this way is the maneuver's Chi cost times four.

Requirements: Clairvoyance 10

Character Points:12

Accuracy:N/A

Action Points:special

Chi cost:special

Damage:special

Move:none

Lightspeed

The legendary technique used by the Golden Saints to move themselves at the speed of light. For the duration of the maneuver the character is considered to have an effective agility of 22, can go anywhere within his/her line of sight with but a thought (as per instant teleport, no AP cost) always have the initiative and the A.P cost of any

maneuver used while in lightspeed is 1. Lasts for 1 turn per 2 points of the character's focus.

BRONZE SAINTS AND LIGHTSPEED: A bronze Saint can attain lightspeed for a brief period of time but first he must succeed a Divine Assistance roll and cover the following requisites:

- 1) The Saint's style level Must be a minimum of 7.
- 2) Must possess the Style lore discipline at level 4 or higher.

- 3) Attribute requirements: Focus9 Will9 Chi80.

The bronze Saint must also have learned from a Golden Saint the basics of lightspeed and the seventh sense. Bronze Saints performing lightspeed this way do so as per a super maneuver (Rage full, Chi cost 25) and is only effective for ONE maneuver (combo maneuvers are still OK).

Prerequisites:Positive Chi7,Light Vortex

Character Points:10

Accuracy:N/A

Action Points:4 to activate

Chi cost:9

Damage:N/A

Move:N/A

Teleport: Dimensional

This variant of the elemental vortex teleports the Saint directly to any of the 5 realms: Olympus, the realm of the dead, the astral plane, Limbo, and this. In the case of realms that possesses a door that must be crossed to enter the Saint will be Teleported in front of the realm's door (like the gates of Olympus or mount Aida).

Prerequisites:Light Vortex

Character Points:7

Action Points:as per elemental Vortex

Chi cost:16

Damage:N/A

Move:special

Teleport: Others

The Saint can teleport matter other than himself, be it animate or inanimate. The Saint can teleport up to 100lbs per point of focus(or psychic). Can be made into a dimensional teleport if Teleport: Dimensional is also possessed, but the Chi cost increases by +6.

Prerequisites:Psycokinesis13

Character Points:10

Accuracy:N/A

Action Points:11

Chi cost:24

Damage:N/A

Move:special

CHAPTER 5:ARMOR

"We are far apart from the Saints forged from bronze, silver, and gold!" –Atlas

Armor (cloth) is the most common thing in SS for almost every single character in SS world uses it. A saints' cloth is more than just a protection however, and deserves a careful study.

The Saints' Cloth

These are very special suits of armor, no one knows exactly where did they came from or who or what forged them, but they are rumored to have been animated with the same matter gods are made of, there is also rumored to be one Saint cloth per each constellation. These armors are really special and are told to have a life of their own, all of them fit into their current owner regardless of size and each cloth have unique powers like making their owner fire-resistant or even immortal.

Cloth in game terms

For game purposes, the Saints cloth is considered an artifact with its level depending whether it's Bronze, Silver or Gold. All cloths automatically posseses the following enchantments: indestructible, mangifier conduit, and summoning, plus other powers depending on the cloth's rank. When not in use, the cloth is stored in a sacred vault of 0.5mx0.8m, this vaults has a special chain with a handle that the saint pulls to open the vault in a burst of mystic energy and summon

the cloth which dons itself to its master in a matter of seconds. Globetrotting saints carry their cloth's sacred vaults on their backs. In order to build the player character's armor, a constellation must be chosen first (they don't need to know this at character creation, there's still plenty of time until they reach the Saint rank). Upon attaining a cloth, characters are given an allotment of character points to build their armor in terms of protection, powers, etc. The rules for cloth construction will be presented as follows:

Hefastio for a day

Bronze

- Artifact level: 6
- Character Points: 18
- Freezes under 223°K (Kelvin scale)
- Healing Rate: 1d8 cracks per week (read "Cloth Healing" below).

Silver

- Artifact level: 9
- Character points:25
- Freezes under 100°K
- Healing rate: 1d12 cracks per week

Gold

- Artifact level: 12
- Character points: 34
- Freezes at 0°K (absolute zero)
- Healing rate: 1d4 cracks per day

There are also rumors of divine cloths, forged from completely unearthly materials. These cloths are rumored to be insanely powerful, having 40+ character points. Some gods, like Apollo, dress their escorts in divine clothes made from, say, the sacred metal of the crown of the sun.

Armor appearance

Piece	CP cost	Benefits
<u>Head(choose one)</u>		
Crown	1	+1 Cover, +2 Soak
Helmet	2	+2 Cover, +4 Soak
Helmet&Mask	3	+3 Cover, +5 Soak
Mask only (females)	1	+1Cover, +1 Soak
<u>Arms(choose one)</u>		
Armguards	1	+1 Cover, +2 Soak
Gauntlet (arm)	2	+2 Cover, +3 Soak

Legs (choose one)

Legguards	1	+1 Cover, +2 Soak
Boots	2	+2 Cover, +3 Soak
High Boots	3	+3 Cover, +5 Soak
<u>Torso (choose one)</u>		
Breastplate (heart)	1	+1 Cover, +1 Soak
Breastplate (chest)	2	+2 Cover, +4 Soak
Full Plate	4	+3 Cover, +7 Soak

*****Clothes impose no encumbrance penalty as long as they're worn by their legitimate owners, otherwise the normal encumbrance rules apply*****

*****Crystal Saints wear a one piece armor that appears when summoned, still, they buy the equivalent in covering and soak bonus instead*****

Powers

Armor Crush Bonus(3 per +1):

Bonuses to save against armor crush, not valid for attack purposes.

Cosmic Aid(4):

Recharges Chi&Health at full when donning.

Chi Cache(1 per each +6):

An empty cache that can be filled with Dragon Chi.

Claws/Fangs(varies):

+2damage&Climbing, the cost is 2 or 4 if poisoned or retractile, 5 for both.

Crystal(6):

Only aviable to Crystal Saints. Reflects light-based attacks (as per Reflecting Barrier), half damage from energy attacks (except for fire attacks which inflict double damage). +4 to accuracy on environments below 0 celsius. Immune to freezing even at absolute zero.

Enchanted Weapon(4):

As per in the Thrash main book. The player pays for the weapon powers normally. Only allowed for signs that have something to do with weapons, Berserkers or Holy knights (read the SS Atlas).

Extra Accuracy(2 per each +1):

Applies to all maneuvers.

Extra Damage(1 per +1):

Applies to all maneuvers.

Fiery Touch(3):

Every time the Saint raises his current Active Chi the cloth burns everyone touching the Saint (1d4+focus damage+ artifact level, non soakable). Ice elementals and warriors with negative Chi get instead a "Frozen touch". Last for 1 turn per 2 points of the saint's focus.

Special Maneuver(varies):

Can perform any non-super maneuver as many times in a day as half the owner's focus or psychic attribute (no Chi cost). This maneuver can be any from the focus, psychic, magic or elemental cathegory (can be a super but the number of times that can be executed is only one third the focus or psychic attribute). The cost in CPs is that of the power +2. Super Powers as well as Golden Saint maneuvers are available at GM's discretion except for Lightspeed, Hand of God and Teleport: Others, which are strictly forbidden.

Rebirth(6):

The cloth can regenerate from the very ashes. Only allowed to signs related to eternity, rebirth or ABSOLUTE life.

*****The dreaded cloth of Uroboros STILL has a current owner and the cloth of Phoenix is still lost in the realm of the dead along with the clothes of Draco, Andromeda, Cygnus and Pegasus*****

Regeneration(special):

The cloth regenerates 1 Chi and 1 Health per turn to its owner per each 3 character points spent.

Resurrection(10):

The cloth can resurrect his owner. In order for this power to work the Saint must have stored 30 experience points and the cloth must not be destroyed. Only allowed to signs related to eternity, rebirth, or life.

Shield(4):

+1 to covering, +2 to parry. Can parry any attack to zero damage and the shield is +2 to save vs Armor Crush. Spending 7 CP in

this will also make the Shield indestructible to all attacks except maybe for very special artifacts (Sagittarius arrow, Excalibur, etc.).

*****A saint wearing his cloth can normally parry energy attacks to zero damage, but not physical attacks*****

Strength Bonus(2 per +1):

Raises Strength attribute while wearing the cloth, may surpass 10.

Wings(5):

Allows the Saint to perform some limited flight, gets automatically the Leap Dodge maneuver and can also move in Limbo.

Choosing a sign

THIS must be player's most important decision for once a constellation is chosen it cannot be resigned. Remember that Athena's sanctuary is under the protection of 88 constellations but players should not take this that seriously, in fact, they can choose almost any mythological creature or so for their sign; in the SS movies appeared a lot of Saints which sign had no apparent constellation so I guess that if a player wants to be Saint of Minotaur then that's alright, just remember when choosing your sign that marine creatures are Poseidon's domain, the dead and the undead belong to Hades and Nordic or Celtic mythos are completely out of the question (for Athena's Saints at least).

Cloth Healing and Repairing

As aforementioned above, the clothes are told to have life of their own, that life force comes from the cloth's guardian constellation; sadly, it means that it can also die, losing all of its special powers and turning into normal armor, not to mention that this is the worst thing a saint can experience for it is like losing one's honor (a character's cloth is more than just armor, it's the character's emblem, the symbol of their guardian constellation, the badge that certifies him/her as a saint, the crown of years of constant effort, his/her pride and joy!). When a character receives an impact with a damage that surpasses the cloth's soak bonus, the cloth suffers a crack, when a cloth has as many cracks as its soak bonus,

the cloth dies from massive damage. On the good side, a cloth can also heal by itself as long as no part of it has been destroyed. The healing rate will depend on the cloth's rank. When a part of a cloth is destroyed it's gone for good. Only Aries Mu used to know the secret of repairing the Saints cloth and know he is dead along with the golden saints.

Once the cloth owner dies, the cloth will automatically be reborn when a new Saint claims it as its new master, even if the cloth was destroyed to nothingness.

Cloth's Life and Will

A special quality of the Bronze and Gold cloths is the fact that the cloth not only has a life, it also has a will of its own; in fact, in order to earn the Saint rank a trainee must prove him/herself worthy to the cloth's criteria, that means that characters' guardian constellation will be effectively watching over them in times of need (which means special favors on the part of the GM from time to time), but that means that characters' behavior as a saint must please their guardian constellations, otherwise, it may suspend its divine aid from the character or take away the cloth's special powers or even the cloth itself. Constellations have different spirits and mythology so each will expect different behavior according to their will (ie pegasus will expect good will and a pure soul from its saints while hydra may allow some nasty behavior). Besides, if players have chosen themselves a constellation for their characters it's because their character empathizes with that specific myth. Silver cloth also has will of its own but Silver Cloth's constellations always seems to give their saints freedom of action (nice deal huh?).

Armor Crush

"That brittle armor seems like a duty for you mortal, I'll be taking it away from you right now!" --Poseidon

Even if the saints cloth is told to be indestructible, sometimes, only sometimes, the attack of a saint is so strong that it is capable of destroy it; this used to happen in death or life situations when saints unconsciously align with the macrocosm; in fact, it is told that Golden Saints are powerful enough to blow a cloth to pieces with little or

no effort. Whenever a 10 is rolled on the attack die that attack has automatically "armor crush" value, that means that should the attack be successful, the defender must succeed a contested roll of will+artifact vs the attacker's attack roll resulting in the destruction of part of the cloth if the defender fails. When a cloth has bonuses to armor crush, add that number to the attack roll for armor crush purposes, as well as to the will+artifact roll to save against armor crush. Do not add the armor crush bonuses to the character's attack roll, the bonuses only apply to armor crush purposes and should never be applied to combat (ie even if a Golden Saint has +6 to armor crush, a 3 rolled for attack is still a 3 and not a 7). Saints that reach 100% of Active Chi during combat have +4 to armor crush (see Active Chi on chapter 7).

*****Another way to destroy an armor is submiting it to extremely low temperatures, see descriptions under each armor*****

CHAPTER 6:THE OLYMPUS

"Just take a look at yourself you mortal!, you may be this world's strongest Saint but, besides of that, you are NOTHING!" --Hades

In SS gods play a very important roll for they are the ones that give birth to any and all conflicts in the SS universe (the important ones at least), they're the ones pulling strings behind the events controlling humanity's fate from their comfortable place in mount Olympus: Some using their divine powers to create natural disasters and possessing nation rulers to wage wars among other nations, others sending heroes and champions trying to stop the chaos caused by their brethren. In order to protect the gods' many interests in this world they create their champions, namely, the Saints, Mermen, Berzerkers, and so on.

Gods in Game Terms

Though the possibility of players of actually facing a god is minimal (I personally don't think the GM wants to rush up the whole greek pantheon in the first three game sessions *Muchkin GMs are a case apart and I wont discuss it at the moment*) there's

always a chance of meeting one every now and then (after all, players are not very likely to try slaying every god they met *just please, don't try to peep on any goddess when she's taking a bath!*), and for that matter I deem necessary the creation of rules for generating gods.

Attributes:

First and most important...DON'T ROLL FOR ATTRIBUTES, don't even bother on writing them...Why?: Attributes are a measure unit for characters and consequently are stipulated in human terms and you can't measure gods in human terms, not even numbers above 15, and if you have to assign a number to a god's attribute use Avogadro's!.

Skills&Disciplines:

Gods have not skills&disciplines, not as we know them at least; I mean, if Apollo is considered in some regions to be the god of agriculture that is because he has power over wheater, earth and plants, not because he has an agriculture skill of 20.

Advantages&Disadvantages:

This is where the gods power is. Each god can have different powers according to their spehere of influence: Elemental powers, psychic abilities, artifacts, etc.

The following are the conditions under which all the gods are:

- Gods can not be taken by surprise (still they can wait and see what are characters up to).
- Gods have unlimited Chi and don't have Dizzyn Threshold.
- Gods powers are absolute (When a god is a "water elemental" that's because he has OMNIPOTENT power over water).
- Gods are immune to mortal magic.
- All gods have telepathy15, Astral Power6, Aura Power4 (minimum), clairvoyance (absolute), Precognition (absolute), Psychic Healing9, Sorcery9, Necromancy13 and *Masophetamenos*: The secret technique that the gods use to be eternal, consists in generating a younger body within the old. This technique is absolutely secret and a god will NEVER teach it to any mortal. The only exception ever has been Douko, the former Golden Saint of Libra.
- Gods can use any magic spell as an innate ability at GM's discretion (specially true for spells related to their sphere of influence).
- All gods radiate an aura of power (ABSOLUTE power).
- All gods can Induce Fear, metamorph into any creature, Teleport to ANY place (on earth or not), Posses the body of any person (no saving throw unless a Saint, will+focus, dificulty 25), Draw Line,

Chi Push, Curse (Dim Mak included), Ghost form, Levitate(self or others) and Regenerate.

- Gods health is sooo relative: Even if characters decide to duke it out against a god they can be fighting all day long and the god will be fresh as a lettuce; gods may opt to retreat from battle for the brave warriors to live to fight another day; a god will only be able to be knocked out in VERY special as well as critical moments (GM discretion). Gods can only be slain by means of unique artifacts such as Sagittarius Arrow, Excalibur, or the Gungir spear.
- Gods don't have maneuvers, not as we know them as least. Should a god use his power on a mortal I suggest the accuracy of the attack to be the victim's accuracy+6 and the damage be it from 1d6 to 6d6, but of course this is much too relative and a god can also choose to kill instantly a victim if he/she wants to (but of course this is way too grisly besides of resulting in hurt feelings).
- Gods can Armor Crush at will.
- When in human guise, all gods radiate an aura of divinity that make all mortals in the vicinity feel compelled to please them even if the god is unaware of them, the only thing necessary for this to work is the person to have contact with him/her (even visual contact will do). Saints are immune to this.

This in addition to any other divine powers at the GM discretion; if you think I'm exaggerating is because a god is just that..Would you expect less from Zeus or Hera?. Don't be afraid, as I already told you all your party doesn't have to be fighting on every god they met, besides, not all the gods like war or apocalypse...in fact, some can be rather friendly.

Gods and Avatars

When a god needs to see for his/her interest but doesn't want to do the trip he/she creates an avatar. An avatar is an earthly receptacle of a god's power. Avatars can be told from ordinary people because these persons are gifted with a superhuman beauty (10+), supernatural IQ (300+), they learn to speak and walk twice as fast, and are naturally *attuned* (as per the advantage), also, Aura Power always reveals a golden halo in the avatar's head. The powers of avatars vary according to their creator but all have in common the fact that, when facing danger, a circular force field always appears from nowhere to protect them from harm, this barrier has an accuracy equal to the attacker's base accuracy+1. Still, once the avatar's true nature is discovered it isn't likely that even Saints try to harm a god's ambassador. Avatars are possessors of the seventh sense and so they have infinite Chi

and an Active Chi of 100%; cannot be taken by surprise, are immune to mortal magic & psychic attacks, can teleport to any place or earth, have Telepathy8 and possess an Aura of Divinity like that of the gods in addition to other powers according to their creators.

Zeus in a Box

Here's a summary of the principal Gods existing on the greek mythology, their most popular myths and their relationships (and feuds) with other Gods so when GMs decide to use a God on their campaigns they can be more familiar to them (besides of saving you all the work of library research)

AUTHOR'S NOTES AND APOLOGIES

First, let me tell you all that if you are of the ones that still have that romantic version of greek mythology, with the romantic heroes and stuff you better skip this part for here you will find the ugly truth; greek mythology isn't beautiful or romantic, it isn't even politically correct!: The Olympus was an eternal orgy between brothers, fathers& daughters, mothers&sons and almost every "mix and match" your perverted mind can think of. Hercules wasn't the goody-two-shoes hero your little brother saw on the Disney movie but a murderer, rapist, and bisexual. Well, I could be here another 20 pages talking about my personal point of view but the point is...Good old Greece's definition of hero: A jack who kills a lot, rapes a lot of women, steals property, and lives to tell about it...way different from Masami Kurumada's vision of the greek pantheon, for Kurumada's vision is a way christianized, poetic and romantic (not to say politically correct) Olympus. I'm only presenting this data to your disposition so GMs can form their own criteria when running their campaigns.

Uranus

The live personification of the sky, the most accurate approximation of greek mythology to God for he and Gea (mother earth) were the first two living entities. He casted Gea's sons, the cyclops, to the hades (the realm of the dead) and then he married her, giving birth to the 7 titans. To avenge Uranus cruelty, Gea convinced the titans to attack Uranus while he was sleeping, the attack was commanded by Chronos, the younger of the titans, who castrated him with

a scythe and drew his father's sexual organs to the sea. In his agony, Uranus cursed Chronos to give birth to a son that would defeat him and strip him of his glory, then he died. A few drops from Uranus blood dripped over the earth and that gave birth to the Erines, avengers of every unjust bloodshed. Later, the titans rescued the cyclops from the abyss and let Chronos rule the earth.

Chronos

Not very long after their newfound freedom, Chronos sent the cyclops again to the abyss and married his sister, Rea. In order to prevent Uranus prophecy that an offspring of his would overthrow him, he devoured every children product of their union. Enraged, a pregnant Rea fooled Chronos by feeding him a rock in diapers and ran away to mount Liceus, in Arcadia, to give birth to a baby that she left under the care of Gea, that baby was Zeus, and Gea hid him by hanging his cradle from a branch of a tree, that way Chronos' oracle was unable to find him...not on earth, nor in the sky or the sea. When the time came for Zeus to battle his father, Rea prepared Chronos a drink made from honey, mustard, salt and wine, a mixture that made him vomit his former 'meals': namely Hestia, Demeter, Hera, Hades and Poseidon, all reviving. After that, Zeus starts the battle against Chronos and the titans, leaded by Atlas. The battled continued for 10 years during which Zeus traveled secretly to the realm of the dead in order to recruit help among the tarterus' inhabitants. In order to enter the tarterus, he murdered Campe, the guardian of the gates, and rescued the cyclops and the men with the hundred arms. On their way to battle, the cylos provided the gods with weapons: a trident for Poseidon, a helmet that produces darkness for Hades, and a thunder for Zeus. After winning the war against Chronos, Atlas was punished with holding the earth on his back for eternity, but the rest of the titans were forgiven.

Zeus

After dethroning his father, Zeus became the gods sovereing. His union with Mnemosynis gave birth to the 9 muses and a similar affair with Eurinome gave birth to the 4 stations and the 3 fairies. His union with Hera is very stormy, the union of an unfaithful husband and a jealous wife. Zeus' story is one of love affairs almost entirely. Some

offsprings from their various affairs are: Athena, Hermes, Apollo, Arthemis, Dionisius, and Heracles.

Hera

Her weddings night with Zeus endured 300 years, having this number a deeper meaning, this number means the duration of a somewhat long period for the harmony of certain cosmic fenomenom. She used to bath in the Canatus fountain, near Argos, in order to permanently renew her virginity. Her union with Zeus gives birth to Ares, Hefastio, and Hebe. She lives constantly killing (or trying to) the offsprings of her husband's affairs.

*****Hera's hatred for a product of his husband's affairs was strong, but the hidden fear Zeus has of Athena, the only being capable of dethroning him, encouraged her to be only god on Olympus that spoken in her defense during her trial (see below)***

Athena

Patronizer of industry and every art that requires intelligence and dexterity. An expert military tactician. Offspring of an Affair between Zeus and the titan Metis. The oracle told Zeus that the product of that affair would be a girl but, should she give birth a second child, this would be a boy that would dethrone him, so after their unlawful union, Zeus kills her and eats her in order to make sure she wouldn't give birth, not even dead. Few hours after that, Zeus haves a killing headache upon arrival to Triton lake, where Hefastio hit him on the head for him to vomit, and from that vomit emerged Athena wearing an armor with a helmet that not even Zeus' thunder could pierce, and a shield. Many gods and demigods have tried to marry her, all failing. During Troy's war she asked for weapons to Hefastio, telling him she would pay him well for arming the greek army. Hefastio, however, refused to recieve a payment, saying that the payment would be herself, raping her soonafter. Sadly, Hefesto came too soon, then Athena took his semen with a piece of fleece and threw it on the floor, fecundating the land which gives birth to Erictius: half man half-snake. Gea and Hefastio alike denied any responsibility towards the child, so Athena leaves him under the care of Aglaurus, daughter of the king of Athenas, another half-man half-snake.

*****As soon as the souls of Hades and Athena reached the gates of the Olympus they were taken to Zeus temple for Athena to face judgement. There, she was judged with the charges of oposing the will of Zeus and the assasination of the mortal incarnations of Apollo and Hades. The judgement lasted for one year of Gods yelling and accusing each other but in the end Athena was still found guilty. As punishment, she was striped of her divine powers and authority and exiled of Olympus forever, condemned to live between the mortals she loves so much for the rest of her mortal life, not even knowing the peace at her death for she is already condemned to the styx. After returning to earth, she secluded in hiding, never to be found again either by the saints or the Graude foundation. Not even the few powerful Saints being able to find her Chi trace*****

Poseidon

Brother of Zeus and Hades. After defeating Chronos, the three brothers "rolled dice" in order to see who would keep which part of the earth: Zeus kept the sky, Poseidon kept the seas and Hades kept the realm of the dead. His most famous grudge was the one against Athena in the isle of Attica, where he stuck his trident where the Acropolis rises as a sign of posession; then Athena came and planted the olive, Athena's symbol of property. Poseidon challenged Athena to duel and she accepted, but the fight was stopped by Zeus who resolved the fight by voting: male gods voted for Poseidon and the goddesses voted for Athena. The voting resulted in a tie, which was to be broken by Zeus vote. As the olive was so benefical to the region of Attica Zeus gave it to Athena. Enraged, Poseidon sent huge waves to destroy the region of Triasya where the goddess built her city, forcing her to move to Athenas. As Poseidon continued to fight other gods for territory, Zeus prohibited him to create more floodings, then he went to the oposite extreme, creating droughts.

*****Finding the human race tainted and unworthy, Zeus lifted the punishment over Poseidon, allowing him to rise his waves once more on one condition: This time he would pour a six-day long deulge that drowned the entire human world, not only Athena's sanctuary. Even if Poseidon wasn't

killed, the crime against his own brother was The one Zeus resented the most*****

Demeter

Protector of agriculture, specially of wheat and every seed which is used to make bread. Her most famous celebration was the "tesmoforia", which was a series of magical rituals women performed to endure the land's fecundity. Even if single, she is the patronizer of weddings and the secret union of married couples. Hades falls in love with her daughter, Kore, and asks her hand to Zeus. In order to avoid troubles with Hades or Demeter he limited himself to give an ambigual answer, one that his brother can use as an excuse to kidnap her. Demeter sends Hermes to warn Hades that if he doesn't returns her daughter the friendship between the two would end, Hades answer is that Kore would be released as long as she hadn't eaten on his table, thing she hasn't done at the moment of Hermes arrival so he releases her, but later a servant of Hades tells him that she eaten a few seeds while both were arguing. Demeter and Hades come to an agreement: Kore would spend 3 months per year with Hades.

Apollo

The male beauty personified. God of music, medicine, prophecy, combat, agriculture and cattle raising, also adjudicated to the sun. Leto, his mother was cursed by Hera that she wouldn't give birth in any place where the sun shines and sent the snake Pyton to kill her. She gave birth to Arthemis in ortigya and Apollo in Delus. After four days of having born, Apollo asked for bow and arrows to Hefastio and killed Pyton in the Delfos oracle. Because of a complain from Hades, Zeus killed Apollo's son, Ascelpius, for resurrecting a human being. The murder enrages Apollo, who kills the cyclops in response. As punishment for that, Zeus was to cast Apollo to the realm of the dead for eternity, but Leto intervened, and the punishment was reduced to one year of esclavitude.

*****While Hera was the only goddess to speak in Athena's defense, Apollo was the only male god defending her, for Athena was her sister. The punishment imposed on Athena weighted heavily on Apollo, for mortal centuries are like weeks for a god, and years

are like hours. The grief of loosing her sister was hard, and few weeks after the judgement Apollo left Olympus to a place no god has been able to find yet. Some say the grief drove him mad, and he ran away to loose himself in Limbo, while others say he is resentful towards Zeus, and he is traveling all planes of existence looking for the titan Chronos*****

The outer realms

Normally, the action will take place on this earth, but the series also took the characters to far away places, some parallel dimensions and some places definitely not of this world. Saint Seiya's World is divided into 5 realms being they the prime material plane (which we call home), the realm Of the dead, Olympus, Limbo, and the astral plane.

Olympus

The home of the gods. A strange world composed of ethereal mists and Endless blue sky. The mists conceal the floor at all times, but one doesn't seem to experience problems because of it. When a character gets to Olympus he will find himself lost in the endless mists, and will stay lost unless he finds his way to the gates to the true Olympus, a huge porticulis standing in the midst of the mists, guarded by Heracles. In order to find his way the character must succeed a perception Roll against a base difficulty of 14. A failed roll means 24 hours lost in the mists, and each consecutive roll has a cumulative +1 penalty to the difficulty (Zeus only likes winners). Good news: while on this plane, the character will not suffer from starvation nor thirst. Bad news: that means that unfortunate characters will spend eternity lost in the endless sky. When traveling in groups, only one success is needed to take the group to the gates. Be wise my son and never go alone into the mists.

Getting to the gates doesn't mean the party's problems are over. Heracles is the gatekeeper and he has clear instructions of not letting anyone getting in under no circumstances, and being an angel is no good enough a Reason. As a matter of fact, as Athena is now an outcast from Olympus Zeus has decreted that all saints must be terminated on sight if near the gates to Olympus

(holy warriors from other sanctuaries are still allowed). Characters may still have a chance if they are found first by Hermes, the minor god of trade, Hermes is also Olympus' courier so it's not strange for him to be found in the mists on his way to deliver something. Zeus's orders are clear, but Hermes is always open if the price is right. In order to bribe Hermes the group must offer something of REAL value and must do it fast and without hesitation; Otherwise, Hermes may set a price first and his prices are almost always something really priceless (like the character's cloth) or a *mission:impossible*. Once having Hermes on your side he will convince Heracles of letting you all in (or almost all if the bribe was not that good). Inside the gates things are way more easy. There are roads that can take you to any of the sanctuaries. In Olympus there is an exact replica Of the shrines of Athena and Poseidon (just the temples, not the whole Sanctuaries) as well as shrines for each of the other gods, major and minor, each shrine reflecting the nature and inclinations of the god who lives there (specially mentionable is the temple of Ares, god of war, who also possesses a replica of the Colyseum). The geographical ubication of the shrines is somewhat like in Athena's sanctuary, towering at the top of a mountain (the true mount Olympus) Zeus shrine, being this the biggest and the most magnificent of all the temples. You can think on Zeus shrine as the Ford Mansion: dozens and dozens of rooms and corridors (one can easily get lost if distracted), all of them with a warm pool (1ft in diameter and 3ft deep) that maintains the room's temperature, a fluffy bed, and a beautiful woman (actually, the women are all illusions created by Zeus. If Hera finds any single woman on Zeus shrine she will kill her then and there, even if a player character). There is Also a small replica of the Elyseum in the back of the temple where he can relax. At last but not least, there is the dining room, a huge hall with a round table and a chair reserved for every god in the Olympus. Here is where Zeus carries on all the meetings that take place to discuss the matters of the gods and the living (this was also the hall where Athena's judgement Took place).

As with limbo, there is no place on earth when one can find a gate to Olympus, not even the mountain of the same name

located in Greece. The only way one can get there is living a truly heroic life and dying in a way that amuses Zeus (of course, with the recent events, all of Athena's Saints are already condemned to the Styx, all with the exception of one, the last Saint of the House of libra). There is also the possibility of a dimensional teleport but The success ratio drops to 5% per style level of the Saint performing it. Another chance is getting there by the hand of another god, but the event is not likely because bringing a warrior of Athena to the Olympus can attract Zeus wrath when he finds out (again, holy warriors from other sanctuaries don't suffer From this). There is a recent theory among the excptic and the scholars of Athena's sanctuary that actually Olympus is not a real world but a quasi-realm created by the greek gods in order to protect themselves from anihilation at the hands of other gods they have offended in the past. In order to exit Olympus, one must step out of the gates and walk 7 seconds, at the eighth second the mysts will dissipate and one will find himself back on the prime material plane (but not on the exact place where one teleported from).

Limbo

Limbo is the name given to the space between dimensional planes of existence. An ever changing space, in one second it can be a mimic of outer space and the next a red space with an endless storm of cristals just to morph into a black void the next instant. Limbo morphs eternally as a reaction of all the significant events in the other realms of existence. There is not a single life form inhabiting this place. Everytime a character does planeshifting from one realm to another, including one's return from another realm, there is a 8% chance that the character is transported to Limbo rather than the desired destination, time-space is not a constant and spatial rifts are quite common. If the charater doesn't possess the Teleport: Dimensional maneuver or is not rescued by another character who possesses it he will be lost forever. Saints whose cloth possesses wings may move while in the place and look for an exit but, to date ,limbo is the only relam without a known exit. What's worse, once in Limbo all Chi powers and maneuvers are 35% likely to fizzle into useless energy, This is mainly because of the inestability of Limbo's magnetic fields.

The Astral plane

A realm that is paralel to the prime material plane inhabited by spirits who lost their way to the realm of the dead and other energy beings. Characters versed in the Astral power discipline or those that can *Mind Walk* can separate their spirits from their bodies and walk on the astral plane. There, one is invisible to all the living except animals, children age 3 and younger, some madmen, gods, avatars, characters possesing Astral Vision and characters that have Danger Sense (will get a watched feeling). Animals waching an astral traveler will get an aversion feeling and will try to run, domesticated dogs will bark first, and babies will cry if the character is evil. In the astral plane a character can travel with the speed of though and can get to any part of the world they know in seconds. The astral plane also has windows to the other planes of existence if one looks hard for them, the chance of finding the desired window is 25% every 4 minutes of search. Each window provides a somewhat blurry image of that realm that can be used when looking for a person missing in the other planes (you have to know the person you're looking for) and can't be used as a means for "spying on the Olympus". The character can only see trough the window and cannot interact with it in any way, be it psychic powers or whatever.

The realm of the dead

As its name implies, this is the place for all those who die. It divides into several quasi-realms acordin to how the people die and How "worthy" is the arriving soul. All the quasi realms are conected.

Yomotsu

The entrance to the realm of the dead. Upon exhaling their last breath, people all over the world start walking on an endless road of mountains and eternal darkness without stars or moon, only the dark, the mountains, and the endless lines of the dead all with one destination: The Aida mountain (aida is the japanese for "between"). There, they will face Yomotsu, the huge crater on the top of the Aida mountain. All the souls make their way in lines with the only purpose of throwing themselves into the dark depths of Yomotsu, the entrance to the realm of the dead, all while trowing desperate screams

and howlings (roll under your will attribute in order not to frighten).

Players who are dimensionally transported to the realm of the dead will appear in the midway to the Aida mountain. Characters who instead are transported by a Spectre can appear anywhere in the Realm of the dead the spectre desires. To the player characters, the souls walking their way to Yomotsu will look like dark blue rotten abominations in tattered robes, their skullish faces vaguely covered with remnants of flesh and the hair disordered and smelling like death. The exception to this rule is when a person known by the character walks his way to Yomotsu, in this case the soul will look exactly as it did moments before the person died.

There is also the case of people whose destiny is directly the Elyseum, These souls will appear like comets of pure light flying to Yomotsu at an incredible speed. In contrast to this case, the first case mentioned is for souls headed for the Styx, the Garden of despair, or those whose true destiny wasn't fulfilled.

The Tarterus

After falling into the depths of Yomotsu the souls will awake in a small shore where they'll meet Charon, a 9ft skeletal figure in a brown, tattered robe holding a skitche. Charon exists since the begining of time with only one purpose: Taking the souls of the dead trough the Stix river to the castle of Hades, where they'll be judged for their sins.

The Stix

The Stix is the river of blood that crosses all the realm of the dead from the Tarterus to the 4 hells, where it ends in the Stix lake. When one enters the tarterus trough Yomotsu one can, if lucky, see Cerberus on the shore of the ohter side, always patrolling the areas near the Acheron river and the Tenarus river (two branches of the Stix river). The first is rumored to come from the waters of the Acheron river on the prime material plane, in Tesprotia, a river that disappears from sight in some parts to re-emerge from the earth in others; If a character takes a dive in one of the parts where it sinks there is a 15% chance they are

transported to the Tarterus, each dive takes 10 minutes and the character needs to succeed a stamina roll of 15 in order to be able to hold his breath that long (otherwise, the character will still go to the tarterus but IN THE TRADITIONAL FASHION this time). The Tenarus is the only rumored exit back to the human world but in fact, with the exception of Heracles and Orpheus, no mortal has ever been able to escape the tarterus to confirm the rumors, for Cerberus will destroy all souls trying to escape.

The Asphodelus fields

The place for those in the world that didn't know shame nor glory. A silent plain covered in the flowers of the same name. The souls inhabiting the place all wander the place aimlessly and mute. The only exception is Orion, that seems to be hunting an imaginary deer. The only hope of this damned souls is the blood offered in their honor on the prime material plane. Such sacrifice re-animates them and make them feel almost alive. Those of specially low status are transformed into bats.

Characters that get into the Asphodelus field must succeed an intelligence check each hour spent there in order not to forget a point of intelligence. Player characters that have their intelligence reduced to zero turn into mindless zombies condemned to wander in the Asphodelus fields for eternity, if forced out of the fields they will banish and reappear on the plains again. Intelligence points can be restored with the Water of life in Yamien but the character must find a way to know their problem first (characters that can See Auras will note that part of the affected character's soul is missing).

*****An Asphodelus is a white flower with a reddish line on each of its petals in form of spikes packed in racemes*****

The Elyseum

The greek version of paradise. An endless field where there is no such thing as extreme cold or heat. A perpetual day filled with laughter, dancing, music and fun. One can eat as much as one wants and the stomach will always have room for more, all the people is beautifull (all characters have an Appearance of 10 while in the Elyseum).

The souls inhabiting the place were selected for reincarnation, and they can choose the place and circumstances they want to reincarnate. Characters that get in the Elyseum must succeed a Will roll to allow themselves to exit from there. If lucky, one could get to the shores of the Elyseum where one can sail to the Fortunate islands, home of those that have already died and reincarnated three times or more.

***** Surprisingly enough, even if all other Saints (including the Golden Saints) were outcasted to hell, the bronze saints of Draco, Cygnus, Phoenix and Andromeda proven to be the most amusing humans on centuries, so now they live on the Fortunate Islands. Pegasus Seiya, on the other side, was struck by the Sword of Hades, and his soul was forever destroyed. For destroying the most amusing human since Heracles, Hades was punished by Zeus himself with being separated from Kore for 300,000 years or until another hero is born again (whichever happens first).

The Tarterus, Castle of Hades

The place where the souls are taken for judgement. An English style castle as big and magnificent as only Camelot was rumored to be, and also the home of Hades, his wife Kore, and the three judges: Aiacus, judge of the people of Eurasia, Radamantis, judge of the people of the Americas, and Minos, the supreme judge and the one that dictates the final verdict for the souls. Those without virtue nor evil are destined to the Asphodelus field, the virtuous are headed for the Elyseum and the sinners are doomed to the Erebus. Inside the main hall of the castle is a fountain which waters spawns to The spring of life in Yamien. The castle is also the home of the Spectres, warriors of Hades, and they don't like visitors wandering inside the castle.

***** After the battle in the tarterus the castle was reconstructed by Heracles under direct order from Zeus. Luckily, that was the half of the year that Kore spends with her mother in the Olympus so she suffered no harm. Even now, Kore doesn't love her husband that much, but she wouldn't put to a crime like the one Athena did in killing her husband, destroying her castle, and

disbanding her armies, so she was the one that accused Athena most badly*****

The Erebus

The final doom for the unworthy. There, the Herines inhabiting the place torment the souls of the damned. The Erebus is divided in four regions described as follows:

The Abyss

Lands of flames and sulphur, springs of blood and mountains of thorns are all that awaits the most brutal and diabolical of the criminals whose only company are the Herines that spend eternity dismembering their victims, which regenerate moments later just to be dismembered again.

The Azhure

The final place for the violent. An eternal battlefield of barren land full of warriors fighting each other with no reason at all. Those casted here are condemned to fight for eternity and beyond.

***** Here is where the Golden Saints were outcasted by Zeus himself, mainly to keep them busy enough as to prevent them from escaping*****

The Famine's hell

The place for those too mean or too greedy. There, one turns into a hungry, ghastly creature always starving to death and jumping over pieces of death meat until the end of time.

The Beasts hell

Those too bestial in life, those that never controlled their instincts and impulses are turned into beasts in the afterlife so they spend eternity as the beasts they were in life.

CHAPTER 7:PLAYING ZEUS

Well, I know what you're thinking right now: Why a GM section if this little piece of crap is but a sourcebook?, specially because as this book is more likely to be played by SS fans and they already are suposed to know how to GM a campaing the SS style, but first, as I mentioned in the introduction I wrote this book thinking in everyone, not just SS "otaku" *even if a non SS fan would normally have no reason to pick this sourcebook, but it would be my pride and joy if I could introduce a person, any person,to the SS universe via this book...if this is your case please let me know!*. Second, this so-called GM section not only contains tips on how to run SS campaings, but also contains mastering tips of general situations, situations that most GMs have to deal with and can get some GM newbies into some serious troubles. Expert GMs should have no problem when dealing with "GMing dilemas" but, even if Thrash was though(or so I think) for experienced players and GMs I know of several RPG players for which Thrash is hardly the second RPG of their lives (or their first, as my first gaming table) and precisely, this GM section is dedicated to them, the future GMs that are being introduced to RPG with Thrash. Well, here we go...

Genre Conventions

As mentioned in the Thrash main book, genre conventions are a group of characteristics that distinguish certain genre (ie:in action flicks crashing cars MUST explode, in anime, characters MUST have 100 blood gallons and drop 3 each time they get hit etc.) and GMs should be aware of this when running any SS campaing for they are part of the things that give SS that feeling. These conventions are basically the same rules under which any martial arts anime works:

1. Characters bleed a lot!!(aproximatley 3 gallons per hit).
2. Characters can get injured every now and then, but will never spend more than 2 days on hospital (even if they broke an arm or get one of their eyes poke out).
3. Even when they can aparently take a lot more damage,characters are required to

act very dramatically each time they recieve a good blow.

4. Even if they can revive an infinite number of times (GM discretion), bronze saints are required to act properly each time they face death.
5. Each enemy will claim to be the most powerful ever (this part optional).
6. Characters will cause cracks or even break all and every wall or stone object they are slammed against.
7. All the fights are plagued with speech.
8. There will always be a wall or similar solid object where characters always be slammed against each time they recieve a blow that sends them flying.
9. When either of the two constestans starts a speech, the other cannot take any action until the speech is finished.
10. Oponents will only resource to special maneuvers when the other looks like one blow is all needed to finish the fight or when the battle has lasted long enough.
11. When someone jumps to take a fatal blow aimed for a friend or loved one, there's no way to stop him from interposing.
12. When one of the fighters is about to die (or be knocked out) he must roleplay signs that let the other know his situation for him to finish the fight with as spectacular an attack as possible.
13. No hitting an oponent on the floor unless already with one foot on the grave.
14. That's all, I'm just superstitious.

Honor and the SS world

In the Saint Seiya world this is a factor of supreme importance, SS world is plagued with honor everywhere and I can count with one hand's fingers the few fighters in SS world who weren't honorable. In a world where honor is given such an importance I think its a good idea stating the meaning of honor in SS terms:

1. Honor means absolute loyalty to your masters, your liege, your superiors, your friends, and every person deserving it.
2. Honor means not attacking any opponent that is lying on the ground.
3. Honor means not taking on any oponents weaker than you (unless dictated so by your masters). If forced to fight,only applying enough strenght to prove your oponent it's not a good idea to try you on,

- but fighting with all your might oponents that prove themselves as true warriors.
4. Honor means always keeping your word until the last consecuences.

It's important to remember players that in SS absolutely everyone will despise a honorless warrior (even villains), not to mention that hangin around honorless warriors mean they'll be selling your hide at the first chance for personal gain with absolutely zero remorse. Every player in the game is assumed to have a personal code of honor and, as characters are very likely to start the game as "trainees" a dishonorable act while in your sanctuary would likely mean you'll never get the saint rank.

Campaign Stereotypes

GMs unfamiliar with SS may ask themselves what can they do with *all of this*. *But if you're the case I wonder why did u downloaded this anyway...*

Do you have what it takes kid?

Cruel GMs may want to delay the training period for becoming a full fledged saint more than the necesary, making of it an entire campaing. The training journey is a journey of discovery, where the future Saint will meet those who will be his friends (and enemies) for a long time and, if the trainee is a foreigner, will face a world that's totally alien to him. The sanctuary's training sessions are a lot more than a mere 'give me 20!', and each one is an adventure per se: A 90km race in the heart of Africa, testing their survival and fighting skills to their limits, a hand-to-hand gotcha fight in Greece's forests, bringing a specific object from the interiors of a volcano in Death Queen island, and so. *Evil Dungeon Masters* enjoy this campaings specially.

Sanctuary Politics

Even now with a new Pope, intrigues rage among generals and politics-immersed silver Saints that try hard to maintain the power they have accumulated these two years of confusion, and the characters are very likely to get involved, most likely without their knowledge. Sooner or later they are destined to uncover the veils occulting the puppetmasters and the smartest among the group may even learn the game's rules; once

they do, what will be their course of action?... Will they choose to side with one of the factions? Will they decide not to side with anyone, staying in the middle? Will they decide to fight the powers that be and their evil machinations? Whichever decision is likely to bring consecuences. Even if a Saint, politics and intriguering are part of the human nature. Can the characters prove virtuous enough to resist the temptations of power?. Is the group's friendship strong enough to avoid separation by the different factions' intriguering and offers?.

Sancturay Wars

Warlord Dolbare is known for ruling Asegard with fist of iron and for his power hunger. Poseidon craves vengeance against his not-so-loved nephew and her holy protectors. The end of the millenium already passed, but that won't stop Hades' spectres from bringing mischief by fulfilling apocalyptic prophecies. The sanctuary's enemies pile high and without a divine representative or its holy defenders, the Golden Saints, the sanctuary is completely unprotected.

Ancient Greece

An interesting idea would be setting the campaing in the times of old. The age of the myths centuries or millenia BC when the sanctuaries formed empires that ruled the world in all their glory. An age of wonder and magic, of godsent catastrophes and mythic beasts, of epic wars and uncomparable beauty... it was the age of the gods. The characters may get involved in such epic conflicts as the war of Troy and fight alongside heroes of legend like Heracles, Paris, and Achilles. In such an epic world where the Saints reached the epitome of their might I would suggest that characters started as per the High Powered criteria (read Thrash) and their cloths with an extra 5-10 CPs. such characters should never be allowed in normal SS campaings and for NOTHING in the world, in other Thrash settings.

SYSTEMS

"Rise from your grave!"
--Zeus, Altered Beast

Resurrection

Even if the lesser Saints are already mighty warriors per se, earth has very few of these in stock and the gods know it. Gods that enjoy of a still existing sanctuary on earth need not worry about having protectors, still, there are many gods that come to the prime material plane on a very irregular basis or just not interested in a sanctuary. However, even gods no longer interested in the human realm sooner or later come for one reason or another, and when they do they like to have some servitors of their own. Lacking a sanctuary to rely on for recruiting an escort, the resort on 'recycling' dead warriors with a good enough reputation.

A saint is released from all his duties in death and, even if Moses may be Athena's most loyal and faithful warrior, once dead he is cleanly released from his duties, and being chosen by a god to come back to life is actually the highest honor a warrior can have, it is an honor worthy of Moses complete adoration and loyalty to the 110%. A god that comes to earth on a certain task usually resurrects dead warriors for his/her escort (provided he/she doesn't possess one already) and sometimes, he may resurrect a dead player character or two to do his/her bidding. The GM should not feel obligated to actively use this on PCs and the players must have in mind that when a saint is resurrected by another god he is automatically bound to that god: all his loyalty, his faith, and his might now belongs to his new master; this is partly because of the reasons discussed above and partly because when the god resurrects someone he infuses the target with part of his/her divine essence, this acts in the target as a constant exposure to that god's aura of divinity (no saving throw). This is by no means judged as treason in the saint's original sanctuary. In fact, when a saint dies he is absolved from all his duties and when the Saint is revived the saint's new behavior is only treated as normal, he is treated with the same honor and privileges he had in life even when he is most likely to have to fight his old peers to the death.

The GM is in no way obligated to use this rule on player characters unless the story demands it. In fact, divine assistance is reserved for the mightiest of the warriors only (yes, again quoted from TSR).

The Gates to Perception: Eight Senses

What we call reality is resumed to the interpretation we give to the input coming from our senses. An individual's status in the cosmic scheme will mark how he perceives reality, and the way he perceives reality will mark his aptitudes and limitations to interact in the greater order of things.

The Gates of the Flesh

The gates of the flesh are constituted by what we commonly know as the 'five senses', and mark our ability to interact with the world of the flesh. Mortals possess full development of their five senses, gaining full interaction and understanding of the mortal realm, but are limited to the material world.

The Gates of the Mind

The gates of the mind is open to mortals through what some people call 'the sixth sense', and allow those who possess it to interact with the metaphysical aspects of the material world, being able to touch minds and to understand their parallel existence in the astral plane. Those who possess the sixth sense are often called psychics, but even they are still limited by the strength contained within themselves.

The sixth sense can be attained by the acquisition of the Psychic advantage, and grants access to all the disciplines and maneuvers that denote the psionic nature.

The Gates of the Soul

The gates of the soul are those which grant us access to our spiritual nature and opens the gate to a source of infinite strength. Saints are trained to get in touch with their own cosmos, gaining a lesser contact with the spirit world, but the only way to fully open the gates of the soul is by developing what the saints know as 'the seventh sense'. Those that fully develop the seventh sense are no longer limited to their own cosmos, being able to draw strength from the universe itself, and becoming beings of pure spirit. Possessors of the seventh sense are known

for performing god-like feats of strength and having an infinite cosmos. Such beings are often called angels and heroes.

A mentor can tell a saint what the seventh sense is, but the saint will never be able to understand it until he experiences it for himself, a feat only a handful of individuals throughout history have been able of.

*****In the TV series, the heroes could only awaken the seventh sense after God-knows-how-many episodes in the battle of the 12 Golden houses and only after learning what it is from Aries Mu. Handle with care*****

First Contact and Awakening

A character can have an insight of the seventh sense only after meeting someone who possesses it. Casual observations of an angel's cosmos will only reveal a huge cosmos. Closer inspection, however, will tell that the angel's cosmos merges with that of the surroundings (Positive Chi roll difficulty 28). Only after getting that first glimpse on the seventh sense is that a character can start figuring out how to be one with the macrocosm.

Aspirants to the seventh sense must possess Will and Focus attributes of 10 or higher, and regardless of whether it is during a fight or during spiritual training, the moment a character awakes the seventh sense must be one when the character's Active Chi is at 100% and the character must succeed a Focus roll difficulty 20. The moment of the first awakening the character gains momentarily the following benefits:

- 1) Infinite Chi
- 2) Insight on a desperate situation (GM's discretion)
- 3) An accuracy equal to that of the opponent (if higher than yours) or an automatic success at the GM's discretion)

*****Golden Saints have their own rules for accuracy*****

The first moment one awakens the seventh sense this lasts the number of turns needed to finish the fight or at GM's discretion. Golden saint trainees can call upon the seventh sense once per day after awakening for the first time, and each time they call on the seventh sense this lasts for one turn per

each 2 points of Focus of the trainee. Other characters with a Will attribute of 11 or higher can call consciously on the seventh sense under high pressure situations by rolling a '10' in a ten sided die, calling on the seventh sense this way will grant its benefits for a number of turns equal to the Saint's Will points exceeding 10 (of course they must have been able to awaken the seventh sense already).

The Gates of Understanding

The eight and last of known senses is the one which grants enlightenment. Those who attain this sense transcend existence as we know it to become something else. Possessors of the eighth sense are called gods.

Besides the gods themselves (who ain't talking), the only other beings in existence that knew the way to awaken the eighth sense were the former golden saints of Libra (who merely had fleeting glimpses of it) and Virgin (who was rumored to know how to fully awaken it). Individuals who fully develop the eighth sense become subject to all conditions listed under chapter six for gods. The youngest known god is Odin, who was known to be a champion of Poseidon in life, and who severed ties with Poseidon upon attaining enlightenment and started his own cult and sanctuary.

Combat

Combat in Saint Seiya is mostly like combat in the normal Thrash system but the genre conventions of the series incorporates new elements due to the cosmos and the way it affects characters.

Dice exchange rate

In Saint Seiya the most common thing is finding a special maneuver that is either a combo or a simultaneous attack of two or more maneuvers. The problem arrives when it comes to getting the total damage: $1d10+3d6+2d4+22\dots$ a bit messy huh?. When this happens the best thing would be to try to do the convert damage to only one type of die. To do this take the maximum possible result of the dice and find a number that can divide it as close as possible. *Example:* In the example above the maximum of those dice is 36 (10+18+8), note that 6 can divide 36 in 6

parts, so the damage of the maneuver now would be 6d6+22...still quite scary!.

Cruzades

A common thing in most fighting anime but the meat and drink in Saint Seiya. A cruzade is when two characters run towards each other ready to smash their oponent with a power punch. This is the way most battles begin (and end). A variant in this maneuver is when the oponents Jump each throwing a jump kick. A cruzade is evaluated different from Common combat in the way that the oponent will not evade nor do simultaneous attack (not exactly). A cruzade that instead uses focus Maneuvers is called a Chi cruzade. To resolve a cruzade each oponent will use the following as the Base accuracy: Will+maneuver's accuracy +Active Chi points+ Strength(or focus if a Chi cruzade) +1d10. Losers will recieve an amount of damage equal to the character's base physical damage+base focus damage+ the maneuver's modifier+1d10 per each 20% of the winner's base Active Chi. Winners will still recieve damage, but it will be just the damage of the maneuver used for the cruzade+1d6.

A cruzade is a 100% cinematic resource in the way that in order to take place both oponents (be it two PCs or PC and NPC) must agree to Cruzade. If one of the oponents instead decides to dodge, parry or counter then the round is considered regular combat.

Chi Combat

When a character is attacked with Chi blast one can easily counter with a Chi blast of his own but...What happens when the two oponents use continuous blasts?. OK, the blast is blocked but now both contestants get deadlocked, for the first in backing out will recieve the full force of the attack. This dilemma leaves contestants with the only alternative of trying to best his oponent's attack. This is considered an extended roll, both oponents roll Focus+Will+Active chi percentage+remaining chi points+1d10 and the damage will be the damage of the blast times the number of turns the cruzade lasted. The first one who wins 2 out of 3 obliterates the oponent's blast (and maybe even the opositor himself). Oponents may rise their Active Chi if the cruzade lasts for longer than

it should and the dramatic levels arise; in these cases oponents who possess Summon Inner Strength will have a definitive edge. Characters oposing positive Chi versus negative Chi cannot do Chi-Duel: should positive Chi energy ever clash with negative Chi energy the result will be an energy explosion worth 1d4 damage per each Chi point invested in the maneuvers to everything in a 1ft radius per Chi point spent.

Negative Chi's Side Effects

If Chi is the force of life and the blood of the planet, running through its arteries, the ley lines, then you can think on negative Chi as the planet's contaminated blood, running through its veins on it's way to be purified into normal Chi. Negative Chi is harmful for humans, for it contaminates the body and soul. For gaming purposes, every 6 points of negative Chi damage reduces a character's Stamina by one point. Lost Stamina points can be recovered either by Chi Healing/Regeneration, or by letting the body purge the negative Chi on its own. Natural rest will restore 1 lost Stamina point per week of rest. Victims reduced to zero Stamina by negative Chi damage are slain. Bronze saints can still attempt their resurrection roll, but first the body must be purged of all negative Chi by means of the water of life in Yamien. If a victim dies from negative Chi contamination while in the realm of the dead he becomes an undead warrior in 1d4 minutes after his death.

Upgrading

Training

While the Saints main learning ground is the battlefield, it is not the only way to improve and a good training session may be useful to correct some flaws that may prove lethal in the battlefield. In the Case of the trainees there's not too much to choose from.

When a character is in training either he can declare it a general training or a dedicated training. A general training is just doing 'a bit of everything', in this case the character receives 1d6 XP per each day spent training, such XP can be spent on whatever the player and the GM sees reasonable. This type of training can be done

anywhere no matter the circumstances but a minimum of 6 hours are required to consider it a day.

Dedicated training is a bit more complex. Dedicated training is when a character decides he/she needs improvement on a specific area. This kind of training have specific requirements and a minimum of 16 hours are required to consider it a day but the XP is increased to 2d6 per day training, the XP must be spent on the area the character was training on. Also, each week spent on dedicated training automatically raises one level that ability. The creativity of the players inventing their own ways of training should be rewarded with additional XP.

*****In all cases, XP from training can only be used mixed with normal XP on a 50/50 basis, so it should be a good idea to treat this 'training points' separately from normal XP.

Dedicated training types

- **Strength training:** Raises either Strength, Stamina, or Iron Fist.
- **Involves:** Weight lifting, breaking stuff, doing squats while chained upside down on the edge of a cliff and so.
- **Prerequisites:** none.
- **Spiritual training:** Raises either Base Chi, Will, Focus or any mental or spiritual advantage.
- **Involves:** Long hours of meditation, minimum food and complete abstinence in order to build one's spirit. The first day the character must completely wipe his mind from the outside world by succeeding a meditation roll difficulty 18. A failed roll means the character was unable to cleanse his mind and the day is wasted. The character starts receiving XP starting the first day after he succeeded in cleaning his thoughts. The character needs permission from a high-level official in order to leave his sanctuary.
- **Prerequisites:** Meditation or Kyudo. Also, must be performed in a place far away from towns, people, or any other distraction.
- **Agility training:** Raises either Dexterity or base AP.
- **Involves:** Dodging, shadow-boxing, gymnastics and other athletic feats.
- **Prerequisites:** None except maybe for a big enough space to train.
- **Endurance training:** Raises either Stamina, Health, Dizzying Threshold, Body Hardening, or any other discipline or advantage that involves physical fortitude.

- **Involves:** Standing below waterfalls, receiving blows, running from Rome to Athenas carrying the Olympic torch all while in a handstand etc. Whenever a character receives 50 or more points of damage in a single turn the GM makes a stamina roll for the character (provided he survived), if succeeded, the character gets increased one level of Body hardening and 4 Health Points.
- **Prerequisites:** Body Hardening.
- **Sparring training:** Raises Style level.
- **Involves:** Self-explanatory. In this training the characters involved receive 1d10 per opponent they defeat and 1d6 when they loose, the winner of all the fighting matches is prized with another 20 XP. When over, the sparring characters' Health will be restored to its maximum. In fact, this is by far the most amusing way to train (and to set differences between players) but can only be done once per story unless the characters' tutor says otherwise. NOTE: The players may also opt for XP prizes as per the XP awards below.
- **Prerequisites:** The sparring partner of the character must be at least of the same power level of the character (if not higher), otherwise, it will be the sparring partner who will receive the XP, the only exception is if the training character is being faced by many opponents at once.
- **Technique improvement:** Raises the accuracy of one particular maneuver.
- **Involves:** The character essays the maneuver he wants to improve over and over, studies its possible weaknesses, corrects them, essays over and over again, thinks on possible ways to improve it again and, well, you get the point. Usually takes place when a Saint's pride and joy of secret maneuver is blatantly defeated by an opponent.
- **Prerequisites:** The player must think carefully on the maneuver's weaknesses and exactly why did he lost the fight. If the GM approves the theory then the player can start training. When the character accumulates enough XP to correct all its flaws (a minimum of 3 days are required) then the maneuver's accuracy is increased by one. This training also cancels opponents possible style Lore bonuses against that maneuver for it's not the same technique anymore.

Lead to Gold

OK, OK, I delayed this until this chapter but believe me it's worth it. In the original story the saints didn't increase in rank, still, they DID improve their cloths: The first time was in the fight against Gemini Saga where their cloths were blown to bits and the second was in the tarterus when judge Radamantis destroyed their cloths to less than smithereens.

The first time the cloths were destroyed the thing they did was putting together the remaining pieces of their cloths

and then, the remaining Golden Saints revived the cloths in a ritual-like process in which each spilled half of their blood each one over a different cloth; the new revived cloths had now a different appearance looking more like Silver cloths (yet they still referred to them as bronze cloths). The second time it was Athena herself who had to summon the new clothes in a long ceremony using her own blood, but this time they now were referred to as Golden cloths that, in fact, they needed to defeat Hades.

In order to have one's armor upgraded first one's cloth must be utterly destroyed utterly in a VERY special battle (like the battle of the 12 Golden houses or a special conflict between sanctuaries) and then it must be revived using the blood of a Golden Saint or equivalent for bronze-to-silver, or the blood of a god in the case of silver-to-gold. The next step is receiving permission from one's guardian constellation: only if the constellation evaluates the Saint worthy of the honor the cloth will come back to life as a higher ranked cloth, unworthy behavior on the part of the Saint may cause the cloth to come back of the same rank it was or even not coming back to life at all. Note that the last automatically destitutes one as a Saint and the now unworthy warrior will never be accepted by another constellation again. When the cloth upgrades the player receives the character point allotment of the new rank to build his new cloth from scratch, all special powers and even appearance must be bought once again if the player wants them in his new cloth and Crystal saints still must buy the "crystal" attribute for their new cloth (but this time at half the price). Only the cloth goes up in rank, the Saint's category and special traits are unaffected, bronze saints will still be treated and referred to as bronze saints and crystal saints have no upper grade to ascend to anyway.

XP Awards

In SS, the requirements are considerably a lot higher than other Thrash settings but makes up for it with a faster growing of characters. During my experience as a player and as a GM I discovered that a fast growing can turn the game more dynamic and the players more enthusiastic. Besides, an XP criteria of 1-10 per story can sound quite unappealing for groups that barely plays 3

hours every two weeks or once every month (my gaming table for example). Also learned that sanctioning XP can surely wake them up, for that matter you will note on the following ist that every merit has a counterpart. XP should be given per session for we GMs can be sooo forgetful.

Merit	XP
Assistance	
Attending that session	1
Paying attention	1
Not paying attention	-1
Distracting other players	-1
Battle	
Beating lesser minion	1 per each 5
Beating nice minion	1 per each 2
Fighting an equal match	2
Beating an equal match	4
Fighting stronger oponent	4
Beating stronger oponent	6
Fighting SUPERIOR oponent	8
Beating SUPERIOR oponent	16
Role-Playing	
Good idea	1 each
Quick thinking	2 each
Nice speech	1 each
Display of Courage	1 each
SS-esque speech	3 each
Good Roleplay	1
Encouraging others to roleplay	2
Risk self to help others	2 each
Self-sacrifice (or potential)	10 each
Apathetic roleplay	-1
No roleplay at all	total divided/ 3
Discouraging others from roleplaying	-2
Intentionally lame roleplaying	-3

Dedicated awards

In addition to the XP after each gaming session, at the end of the story the GM should also reward players that strain particularly specific aspects of their characters. This rewards are not in XP but in a direct increase in the specific trait the character strained the most throughout the story:

- The character endured severe physical punishment throughout most of the story:
+1 body hardening, +2 Health

- Constant use of certain skill or discipline: **+1 level on that skill/Discipline**
- The character endured a situation that put character's willpower to the limit in order to survive or save a life: **+1 Will, +3 base Chi**
- (Super)heroics feats of strength: **+1 Strength**
- The character endured a situation that put character's self control, temple, or sanity to the limits: **+1 Calm&Meditation or +1 Charisma**
- The character was able to overcome a personal prejudice or some other mental or emotional limitation: **+1 Charisma**

*****Only one of these awards can be given per story per character. Training, general or particular does NOT count for any of these awards. Only truly worthy characters should receive this award and only if it was truly notorious that he was constantly straining that trait*****

Active Chi

As Chi is the energy of life itself all living things have a certain amount of energy within themselves (even inanimate objects for Chi flows freely through the ley lines). But it is also true that if we could make use of all that energy as we pleased even the weakest among the weaklings could be a saint. Saints have learned how to nurture and channel that energy and it reflects in the huge amounts of Chi energy they can store within their bodies (normal humans have just a Chi reserve of 2d6), but even when they have great powers, only the strongest saints can tap on their full potential at will. This limitation is called Active Chi and it reflects how much of that energy the character can tap at a given time. The Saint guild a character belongs to marks the base limit to his active Chi

For gaming purposes, Active Chi is the percentage of their base Chi they can syphon every 3 rounds under normal circumstances (refer to chapter 3:The Saints). When engaged in combat, that limit can increase according to the effort and spirit one demonstrates into the battlefield. Each time a character shows real courage and effort in battle, the GM rolls 1d10 and informs that player that his character's active Chi has

increased on a percentage equal to the results of that die.

In the process of extended battles, If a character's Active Chi reaches 100%, the subsequent rolls are used to increase the character's base Chi attribute on a number of points equal to that die roll. In any case, after the battle finishes the character's Active Chi drops to its base level.

As a character's active Chi increases so does his confidence and combat spirit. For every 25% of Chi active the character receives a bonus of +1 on all combat rolls to a maximum bonus of +4 (Golden Saints only receive the +4 to armor crush). *EXAMPLE: Moses has 80 Chi points and fighting an undead warrior he reaches an Active Chi of 50%, so he can syphon 40 Chi points every 3 turns. He strikes at the skeleton and his base accuracy is 19 but as his Active Chi is now 50% he has a bonus of +2 (+1 per each 25%), the attack is successful and the damage is 14, 16 with the +2. Evenmore, as the roll was an 8, the attack has *armor crush* value (8+2=10), should the target was another Saint he would have o save vs armor crush.*

Sharing Chi (optional rule)

On very special occasions, a Saint (or more) can choose to literally "lend his strength" to another warrior; this happens generally at the end of a story or the last battle AND in the rare occasion that all of the warriors but one have fallen to a seemingly invincible foe, in this cases the fallen warriors can choose to infuse the last warrior standing with their combined cosmos for him to have the strength necessary to beat the enemy: The standing warrior receives as many Chi points as the rest of the warriors want to provide (can exceed the warrior base Chi) and an increase to his Active Chi equal to the average of the whole group (can exceed the 100%, take note of bonuses).

*****In the T.V series this only happened twice, so GM should be very reserved when resorting to this*****

Last note on Chi&Health

Because saints train themselves to increase their stores of Chi to inhuman levels, their bodies also get used to having a constant amount of Chi within themselves. A character whose Chi reserves get to dangerously low levels gets a penalty of -2 to accuracy, -1 to focus and -1 on all physical attributes. If a character gets his stores of Chi to zero during battle he runs the risk of falling unconscious if he doesn't succeed a stamina roll each round and he will fall unconscious anyway after the battle ends.

Tormenting Players

It can be really fun sometimes to make fun of a character (specially true for cursed characters), in fact, luck is a random element that GMs can use (and abuse of) to give campaigns some special flavor and make characters more human. Having fun at the expense of players is not a bad thing as long as GMs be aware of not making the bad seasons too frequent, what's more, GMs should be careful on notice when the bad things are happening more and more often to the same 'particular player character', specially when there is one or more player characters behind the 'particular player character's' bad days; if this is the case, the GM should poke his nose a little to see what's the problem with the players and set the things straight: a game's intention is for the players to have fun, and I mean ALL of the players, a game stops being fair when a player stops having fun, specially if it is because the rest of the players are having it at his/her expense, it's no fun to be the laughingstock (of course there are some players who love to play Bozo but that's another story). If necessary, the GM should "pull strings with the gods" in order to give conflicting players a taste of their own medicine.

The Law of the Jungle

In Hack&slash games the most common thing is the law of the jungle where the big fish eats the small, but GMs should be aware that is not funny always beign the small fish so, just to make things interesting, you sould do a little 'draft' and let the weakest characters grow faster for them to catch up

with the rest. A measure in SS to assure that is the following: When a weak PC is beign picked on by stronger PCs it counts automatically as per Sparring Training for the weak character: even if he looses he can't be killed, he recieves 1d6 XP per each oponent participating and this can take place in the same story as many times as they prey on the weak PC. Also know as "**The Pink Rule**" This makes harder to intimidate the weaker characters in the group, and if they insist soon they'll find that the "weak" PC is now stronger than him and now he will be the one that's picked on, he grows again and the circle closes. This doesn't solve the players need for picking on the weak but is sure to keep things fresh and interesting. JUST make sure that no wise guy attemps to take advantage of this by mouthing off all the players against him and later saying that everyone is out to get him for no reason so he can get the XP for beign picked on.

*****The Pink Rule: Dragon Pink is a manga that mimics the course of a videogame RPG. In the 'game', Pink is a character that gets constantly abused by the rest of the party, but precisely because of all the constant abusing, she ends up earning exp faster and growing stronger than the other characters*****

APPENDIX1: Generic N.P.C's

Through the long road of the Saint, characters will be facing several kinds of people and hazards: from wild animals if training in the wilderness to intransigent officers to normal people. Even if sometimes part of the fun can consist on generating all of these menaces on the run there are some GMs that prefer things nice and already organized (myself among them), so I'm writing this section thinking on MYSELF (it was about time, wasn't it?).

*****generic NPC's don't soak damage, that only slows the game to a crawl!*****

Soldier

- Attributes: Int6 Focus4 Cha5 Will4 Str5 Ag6 Sta6 App6 AP9 Chi12 Health24 D.T14 Rage14
- Skills: Polearms2, Blades1 ,Blunt weapons1, Swimming1
- Equipment: Spear ACC+2 AP-2 Dam+2 Move+1 // Leather Armor
- Style: Special Forces1 --Base Accuracy:7,Base Damage+1

Maneuvers:

Body Flip ACC:7 AP:7 Dam:1d6+1 Move:1
Foot Sweep ACC:6 AP:6 Dam:1d6+1 Move:1
Bladerunner ACC:6 AP:10 Dam:1d10+3 Move:6

Background: Even if they are the very least in the command chain they should not be underestimated or considerated as just "pawns" or "cannon fodder" for when in groups they can be a really powerful force giving troubles to most Saints....nah!. Soldiers will be on groups of 1d6 when on rest, 3d6 when standing guard and 2d6/5d6 when patrolling, double that when under yellow or red alert.

Officer

- Attributes: Int8 Focus7 Cha8 Will7 Str8 Ag9 Sta9 App7 AP14 Chi20 Health36 D.T17 Rage22
- Skills: Blades3, Interrogation2, Intimidation1, Leadership4, Misile weapons2, Shield2, Survival2, Swimming3, Trown weapons2.
- Disciplines: Body Hardening2, Iaido3, Kyudo2
- Equipment: Short Sword ACC+1 AP-1 Dam+2 Move+0 // Platemail Cover3 Impact+10(soak25) Thrust+20 Enc:-1
- Style: Special Forces6 --Base Accuracy:15 Base Damage+4

Maneuvers:

Body Flip ACC:15 AP:7 Dam:1d6+4 Move:1
Foot Sweep ACC:14 AP:6 Dam:1d6+4 Move:1
Knife Hand ACC:16 AP:5 Dam:1d6+4 Move:1
Uppercut (ExtraF/PwStrike) ACC:16 AP:6 Chi:3 Dam:1d6+9 Move:1

Multi-Srike ACC:17 AP2/strike Dam:1d4/strike Move:1
Slice Upper ACC:16 AP9 Dam:1d10+9 Move:2

Special Maneuvers:

Mega Punch (mega-attack) --Heavy
Punch:ChiChg/ExtraF/PwStrike/Dashing/Prepared
ACC:19 AP:all Chi:19 Dam:3d6+11 Move:6

Background: The brave military man who, through strenght, will, and cunning, achieved a higher and higher rank 'till getting where he is now. Even when these men didn't focused their training on growing their cosmos like the Saints did nor they haven't a sacred cloth officers are powerful men on their own right and is not a good idea to try on any of them if you are not as powerful as a Silver Saint. Officers will always be accompanied by 1d6 soldiers when on rest (to a minimum of 2) and 3d6/6d6 when on mission. These stats can be used from lieutenants to generals.

Jailer

- Attributes: Int6 Focus5 Cha7 Will5 Str5 Ag7 Sta7 App5 AP11 Chi15 Health28 DT15 Rage17
- Skills: Blades2, Blunt weapons1, Whip3, Interrogation6, Intimidation4
- Equipment: Whip ACC+2 AP-2 Dam+2 Move+1 // Flak Vest // Blowing Horn
- Style: Special Forces2 --Base Accuracy:9 Base Dam+3

Maneuvers:

Body Flip ACC:9 AP:7 Dam:1d6+3 Move:1
Foot Sweep ACC:8 AP:6 Dam:1d6+3 Move:1
Joint Lock ACC:8 AP:8/turn Dam:1d4stun Move:1
Pin ACC:8 AP:10 Dam:1d4stun Move:none
Multi-Strike ACC:12 AP:3/strike Dam:1d4/strike Move:3
Snare ACC:10 AP:5/turn Dam:1/turn Move:1

Background: Our average jack in charge of the dungeon, this man knows little apart from inflicting pain (thing that he loves); this "officers" will always be the ones standing guard on the prison's corridors and disposing of the prisoners (specially when an interrogatory is involved), true artists of pain and torture (so better stay out of trouble kids!). When on interrogatory there will be always be 1d2(flip a coin) jailers persent, when patrolling they will be on groups of 2d4 and should an attemp of escaping ever happens the nearest jailer will blow his horn on an alert that will be heeded by 1d6 groups of 2d4 jailers. Should the escapee be succesful, the escapee will face 4d6 soldiers if a succesful Stealth roll is not made.

Trainee

- Attributes: Int7 Focus7 Cha6 Will7 Str7 Ag8 Sta8 App7 AP9 Chi21 Health32 DT16 Rage22
- Skills: Any(GM discretion)
- Disciplines: Body Hardening1, Blind Fighting1, Positive Chi1
- Equipment: Leather Armor Cover2 Impact+0 Thrust+4 Enc-1
- Style: Any --Base Accuracy:9 Base Dam+3

Maneuvers:

Knife Hand(Males) ACC:10 AP:5 Dam:1d6+3 Move:1
Claw Hand(Females) ACC:10 AP:5 Dam:2d4+3 Move:1
Spinning Trust Kick(Males) ACC:9 AP:6 Dam:1d6+3 Move:2
Flying Reverse Turning Kick(Females) ACC:8 AP:10 Dam:1d6+3 Move:1

Background: An all-purpose useful instant male/female trainee for all your needs: competence, social interaction, love affairs, death feuds...anything you need them for.

Undead Warrior

- Attributes: Int? Focus:N/A Cha1 Will4 Str9 Ag9 Sta:N/A App1 AP13 Chi:N/A Health28 DT:N/A Rage:N/A
- Style: ??? --Base Accuracy:14 Base Damage+5

Maneuvers:

Crescent Kick ACC:15 AP:8 Dam:2d4+5 Move:1
Knee Strike ACC:15 AP:7 Dam:1d6+5 Move:none
Claw Hand ACC:15 AP:6 Dam:2d4+5 Move:1

Background: Cursed souls of warriors from all around the world that now wander turned into unliving mockeries of their former selves. These aberrations are monstrous skeletal forms in broken and rusty armors (not to say useless). How did they got into that state is a mystery, maybe they can't find peace or just committed the mistake of letting themselves get killed in the wrong place (like the Cloth's Graveyard). Undead warriors can be found in very special places like the Cloth's Graveyard or the Realm of the Dead and will always attack on groups of 6d6; if destroyed, the creatures will reform in 1d4 days and will have a bonus of +1 on their attack rolls should they fight again that character/s, each time a character party returns to the place they fought with the monsters there's always a 30% (the GM rolls secretly) chance of fighting the same group of undead should they involve in combat again, the attack bonuses are cumulative each time they encounter again. In combat, undead warriors rely on simultaneous attacks only, answering all and any threat with a furious barrage of claw hands and kicks. If a character gets his/her health reduced to 1/4 fighting these monsters the GM will secretly make a stamina roll for that character after the

fight(provided the character survived), if the roll is failed the character will fall under a terrible disease and die within a week, the deceased character will turn into an undead warrior in 1d4 days without any sense of humanity and but a few, muddled memories, in any case all the character's feelings will be evilly twisted. While in disease, the character can be cured but only by a Saint with the Cure Lethal Diseases power or the Water of Life that is only found in Yamien, whatever the remedy it must be delivered within a week or the victim will die and is forever lost.

100-arms Man

- Attributes: Int5, Focus4, Cha5, Will7, Str12, Ag7, Sta10, AP22, Chi18, Health50, DT15, Rage21
- Skills: Daredevil10, Demolitions (single-handedly) 6, Expert (stoneworking):6, Hold Breath12, Intimidation9, Language (demonic and celestial): 6, Polearms5, Survival12, Thrown Weapons5.
- Style: Brawling 5 ---Base Accuracy:12, Base Damage+8

Maneuvers:

Shoulder Smash ACC:11 AP:10 Dam:1d6+8 Move:6
Tackle ACC:9 AP:10 Damage:1d6+8 Move:4
Power Block ACC:12 AP:3 Dam:8 Move:1
Shockwave ACC:16 AP:10 Chi:6 Dam:1d4+8
Backbreaker ACC:11 AP:7 Dam:1d10+14 Move:1
Bear Hug ACC:12 AP:8/t Dam:5d4+8
Choke Hold ACC:13 AP:8/t Dam:1d4+8 Move:1
Choke Throw ACC:12 AP:7 Dam:1d8+8 Move:6
Backhand ACC:13 AP:6 Dam:10 Move:1
Multi-Punch ACC:11 AP:10 Dam:1d4+7 per arm Move:1
Slapdown ACC:14 AP:6 Dam:2d4+8 Move:3

- Background: The native inhabitants of the tarterus. 100-armed men are bald, 8ft tall monstrous humanoids with 10 arms (the term 100-armed is just a figurative speech). In the times before the age of the gods, the 100-arms men helped Zeus in defeating the titans and dethroning Chronos, just to be sent back into the tarterus as soon as Zeus ascended to power. Living trapped in the tarterus for eternity by Zeus's edicts, the 100 arms men hold a deep resentment towards the mortals of the surface and the gods, specially Hades, their supreme ruler and jailer. 100-arms men live in the main expanse of the tarterus.

Average man

- Attributes: Int6 Focus2 Cha5 Will3 Str4 Ag5 Sta4 AP8 Chi8 Health16 DT12 Rage9
- Skills: anyone depending on job and personal preferences

Background: Your typical all-around peasant, in all their forms, sizes, colors and flavors; in

SS there can be found almost any type: average citizens, athletes, merchants, and inside the territory of the sanctuary there can be found blacksmiths, armorers, and other not-so-contemporanean jobs. These stats can change according to the person's profession and to tell the truth are completely irrelevant, after all, your trainees aren't likely to attack on every dude they met (again, I'm saying this), but just in case they are...

Generic Wild Animal Stats for when adventuring in the wilderness

Alligator

Str8 Ag6 Stamina7 Health21

Maneuvers: Bite ACC:7 AP:5 Damage:1d6+4
Move:none
Jaw Lock ACC:N/A AP:10 Damage:2/turn
Move:one

Bird of Prey

Str4 Ag9 Sta4 Health12

Maneuvers: Beak ACC:11 AP:4 Dam:1d4
Move:3
Diving Attack ACC:12 AP:10 Dam:1d6+1
Move:6

Talons ACC:10 AP:7 Dam:1d4 Move:0

Bear

Str9 Ag8 Sta9 Health36

Maneuvers: Claw ACC:9 AP:6 Dam:1d6+5
Move:none
Bite ACC:8 AP:5 Dam:1d6+5 Move:none

Camel

Str8 Ag6 Sta10 Health30

Maneuvers: Rear Kick ACC:4 AP:10
Dam:2d4 Move:1

Dog

Str4 Ag6 Sta6 Health18

Maneuvers: Bite ACC:6 AP:5 Dam:1d6
Move:none

Elephant

Str14 Ag4 Sta20 Health60

Maneuvers: Ram ACC:4 AP:10 Dam:1d6+11
Move:3

Horse

Str8 Ag8 Sta10 Health30

Maneuvers: Rear Kick ACC:6 AP:10
Dam:2d4+4 Move:1

Panther

Str8 Ag10 Sta8 Health24

Maneuvers: Bite ACC:10 AP:5 Dam:1d6+4
Move:none
Claw ACC:11 AP:6 Dam:1d6+4 Move:none
Pounce ACC:9 AP:9 Dam:1d6+4 Move:4

Snake: Boa

Str10 Ag3 Sta6 Health18

Maneuvers: Bite ACC:3 AP:5 Dam:1d6+6
Move:none
Constriction ACC:3 AP:8 Dam:Special

Snake: Poison

Str3 Ag3 Sta4 Helath12

Maneuvers: Bite ACC:3 AP:5 Dam:1d6
Move:none
Venom ACC:Special AP:1d4minutes
Dam:Special

Tiger

Str8 Ag8 Sta8 Health24

Maneuvers: Bite ACC:8 AP:5 Dam:1d6+4
Move:none
Claw ACC:9 AP:6 Dam:1d6+4 Move:none
Pounce ACC:7 AP:9 Dam:1d6+4 Move:4

Wolf

Str6 Ag8 Sta7 Health21

Maneuvers: Bite ACC:8 AP:5 Dam:1d6+2
Move:none
Pounce ACC:7 AP:9 Dam:1d6+2 Move:2

APPENDIX 2:ARTIFACTS

"You have just broken which cannot be broken!" --Merlin, Excalibur

Saint Seiya and, for that matter, the greek mythology is filled with several magical artifacts with several purposes, and in the climax of the first 2 seasons the main objective was the seize of a magical artifact that would help the Bronze Saints to achieve their goal. With the exception of those that have marked their artifact level next to their name these artifacts are NOT aviable to player characters no matter how many CPs or XP (or money or whatever the bribe!) they offer. These are legendary artifacts, the kind that can re-shape the course of history if caught by the wrong hands, and if the party ever encounters one of these you can bet your GM put it there with a very special purpose and don't expect him to let you keep it. Just think on all the consecuences it would bring along that a saint of Athena kept under his control the Sword of Valmung. Wars have exploded between sanctuaries for the possesion (and retrieval) of these artifacts whenever one is encountered.

*****Unless otherwise stated, with the exception of the Golden cloths and those artifacts that can be bought at character creation, artifacts are indestructible. Artifacts from this list that can be bought can only be aquired at character creation, either a character starts with them or not*****

Achilles famous armor

Forged by Hefastio himself, this golden armor consisting in a big breastplate, a metal skirt, bracers and a big Helmet provides the owner with a covering value of 9, +30soak and +3 to strength, dexterity and stamina.

Aphrodite's Belt

A magical belt property of the goddess, who carries it with her wherever she goes. The belt has the magical ability of instantly charming whoever comes in contact with the belt (even visual contact). Automatic success on any social roll. Once per day, the owner of the belt can make any one target to become hopelessly enamoured (Will save difficulty 18).

Athena's Helmet

Part of the armor of Athena. Completely indestrcutible and provides the owner a covering value of 10, +20soak and complete immunity to armor crush to all of his posessions. Sadly, as well as the rest of the armor of Athena, this Helmet is lost somewhere in the realm of the dead.

Athena's Shield

This shield, part of the now lost armor of Athena is the only known way to remove sagitarius arrow; in order to do so all that's needed is having the shield reflect some light to the arrow. Also, the possesor of the Shield has a bonus of +4 to parry and half damage from all Chi energy attacks. The shield is also completely indestructible.

Esperides apples(artifact level 3)

Normal-sized apples made of gold. They are rumored to grow in the esperides tree which belongs to the goddess Hera. These apples are priceless in Olympus and Gods will do ANYTHING to possess one (in fact, one of these in the Zeus shrine's table was enuff to unleash a fight that ended in the demise of Troy). Characters that dare to bargain with a god using these are warned to be careful on what they will ask in order not to anger a god (ie a god will never give cloth to a trainee, nor will stain his/her hands with blood for a petty mortal, nor they will upgrade a Saint's cloth).

Excalibur

The legendary sword of power bound by destiny to Arthur, he who was, and who will be king. It's origins are actually unknown but it's rumored to exist even before the time of man. Last time it was seen was in Sir Percival's hands when he delivered it back to the mistress of the lake as Arthur's final will. He who holds it replaces his/her accuracy for that of the oponent +4, or that of the oponent if the enemy is a being of demigod status or higher, is immune to all forms of mind manipulation, can destroy indestructible artifacts in the roll of a '10' and radiate a *Divine Aura* not unlike that of the gods, but can affect even another saints if the oponent is defeated and his life spared. The weapon also possesses automatic armor crush upon striking and slices trough indestructible shields. If it posseses other powers they remain a mistery but it's known that he who

wields it is destined to be king. Right now possession of none, the mistress of the lake wil only give it to the chosen one, he who will be king.

Hades Helmet

Part of the armor of Hades. Endows the owner with the power to cast shadows around him (same as the Dark Aura of the elemental: Shadow, no AP nor Chi cost), +5 stealth and makes no noise while walking.

Nike

Few persons on the sanctuary ever knew that the black staff with the golden falcon on top that Sagitarius Aioros took with him along with the baby Athena during his escape from the sanctuary was no other than the earthly incarnation of the goddess of victory. Any person holding Nike changes his accuracy for a value equal to their opponents base accuracy plus 6 (even if a god!), is immune to all psychic attacks and recieves a bonus of +5 on all his/her social rolls; also, the holder sees his base Chi multipliedX2, can perform super maneuvers at any time without the need for rage, and automatically recieves an intelligence check to dispell illusions. Schollars among the sanctuary have the theory that even if Athena is now powerless it is because of Nike that the bronze saints still recieve the divine assistance, but when Athena was destituted Nike was also taken away from her and put under custody in Zeus Palace.

Orpheus Harp

As Orpheus most beloved possession, with the passage of the years this harp was permeated with his owner psychic prints, resonance from his music and part of his own cosmos. As a result this Harp has the power of calming even Cerberus itself. Characters proficient in music can use this Harp in numerous ways once they find the right tunes (Charisma + Play Musical Instrument, dificulty 25 *18 if *Blind Luck* is possesed*, and the power summoned is at the GM's discretion).

- 1) Mind Crush (as per the psychic maneuver, no saving trow)
- 2) Induce Sleep (in 1d4 turns, victims with an Active Chi 100% are not affected).
- 3) Induce Rage (as per the psychic maneuver, no saving trow)
- 4) Strings Requiem: Strings jump from the harp towards the victim, accuracy is the victim's +4. Upon snaring the victim the strings get tighter and

tigher cutting trough flesh and even armor (1 crack each turn). Victim is completely immobilized and will only last until he suffocates or the strings sever his head, the strings can only be cut with enchanted weapons and other artifacts.

Phoenix's Feathers(Artifact level 2)

Remainings of the sacred cloth of Phoenix. When trown at an enemy, they are rumored to transfer to the possesor the knowledge of any 1 maneuver the target possesses.

Sagitaius Arrows(artifact level 4)

Sometimes found alone, can also be summoned sometimes by the trainee of sagitarius. These arrows upon striking its target can only be removed by the reflection of Athena's shiled and kill the target in 12 hours unless removed (can be used to kill the human guise of a god). In order to penetrate targets in armor the armor's covering value must be bested by the attack roll, otherwise, it will only be a partial wound (normal bow damage but non-soakable).

Sagittarius Bow

Part of the golden cloth of Sagitarius. The arrows of these bow are told to have two unique powers: automatic success upon shooting (the arrow can't be dodged) and automatic slaying of target, be it human, demon, Saint, or the human guise of a god. Can only be used by the person the Sagitarius cloth sees worthy.

Shaka's Rosary

A mystic relic property of the former golden saint Virgin Shaka. Last seen 2 years ago when Shaka himself used it to repel the last spectre invasion on the sanctuary, this relic was rumored to be made by Budha himself for the purpose of safeguarding his temples from the evil dead. When used by a character with 9 or more ranks in the Lore:Religion skill, the rosary can ward a place as large in radius as 10 hexes per point of the user's focus. Evil spirits, spectres, as well as beings with negative Chi are immedately expeled from the warded place and all attemps at returning fail, be it physical, teleport, or any other.

The 7 Guardian gems

The seven warrior gods each have on their armor one of the secret keys to summon the sacred armor of Odin. When in the armor

of a warrior god, the owner is immune to pain and any combat roll lower than 6 is treated as a 6.

The 12 Golden cloths

Misteriously, after the battle in the realm of the dead the 12 golden cloths returned to the 12 golden houses on their own. Each one possesses one unique power according to its constellation and all possesses an automatic covering of 10 but the rest is known to change according to the current owner. The GM should feel free to design his own golden cloths.

The Sword of Hades

This dreaded sword, part of the armor of Hades has the feared power of destroying the soul of any living being that meets his/her end on its edge, this in addition to the huge amounts of damage it does (6d6). A "10" rolled means the sword has plunged into the victim's heart and dies instantly. In fact, legends point this weapon to be the only means of forever slaying a god. Sadly, the first human being that verified this horrible truth was Pegasus Seiya. The sword is +2 to accuracy and -3 APs. Can only be wielded by Golden Saints or equivalent, as well as warriors with 120 chi or more.

The Sword of Valmung

The prized weapon of the Norse hero Siegfried. Victims with less than 50 Chi are automatically slain and those with 50 Chi or more must succeed a stamina roll against 15 or suffer the same fate. The sword itself is +3 to accuracy, +6 to damage, nullifies the special accuracy of Golden Saints and beings of demigod status or higher, and automatic armor crush (as Excalibur). This and Excalibur are the only two artifacts capable of destroying another artifacts.

Uroboros, the cloth of Eternity

Over one thousand years ago, a warrior of Athena's sanctuary found a wounded old man, he took the old man with him to the sanctuary and took care of his wounds for 3 days. In the fourth day, the Hydra came looking for him destroying everything on his path. On the outskirts of the

sanctuary the Hydra met the warrior...and its end. Shortly afterwards, the old man revealed himself as Chronos, and he rewarded the warrior for defending him from the Hydra sent by Zeus, and he endowed the warrior with a very special cloth whose powers would give the faithful warrior the time needed to become the strongest man in the world. Chronos was a student of the human abilities, and knew that the human race was able to attain the seventh sense given the time and the training, and his true intentions was to start nurturing a mortal warrior with the time and the strength to become strong enough to destroy Zeus for him to returning to his rightful place on the throne of Olympus. Sadly, Uroboros as a warrior only relied on brute strength and lacked insight, and even if he became strong enough to defeat even Golden Saints and Death itself, he could never awaken the seventh sense, but should have done that, he would have dethroned Zeus himself.

- **Cloth:** Sacred --helmet, armguards, boots and breastplate(chest) cover6 soak14
- **Appearance:** Grey un color. The helmet is round possessing a pair of emerald serpentine eyes. The boots are scaly-looking so are the armguards, each armguard resembling an ominous snake's head. The breastplate and back are round in form and plain in design except for the chest, which is engraved with the symbol of Uroboros: a huge serpent perpetually devouring itself... the greek symbol of eternity.
- **Cloth special powers:** Cosmic Aid, Fiery Touch, Chi Caché(50), Rebirth, Resurrection, Regeneration (7Chi and 7Health per turn), Strength Bonus(+7), Extra Accuracy(+7), +4vs Armor Crush, Owner becomes Immortal.

Zeus Thunders(artifact level 3)

A piece of pure thunder of 2 feet in diameter and solid to the grasp. When hurled it turns into a lightning bolt that does 1d6x10 on impact to mortals and has a bonus of +4 to armor crush. It's not known the damage it does to a god but it's known that a couple of these were all that Chronos needed to be defeated. The first thunders were forged by the Cyclops and the subsequent have been forged by Hefastio ever since. Note that Zeus and Hefastio may become upset if they find mortals playing with their toys!.

OTHER SOURCES

Let's Face it: originality is lost, you spend a year and a half of your life thinking the work of your life, and there's a 95% it already has been done (I concieved the idea of a versus mode in rpg/sim games more than a year before KARTIA, it's just that I wasn't fast enough). Here you will find things (other than SS) that inspired me, and some which I blatantly cut-and -pasted (I prefer being sincere than waiting for you to mail me about that).

Greek Mythology, by Porrua editorial: My main source of greek mythos.

Advanced Dungeons & Dragons: A fantasy world (many worlds) AND the best organized game in history. Also, plane-traveler storytellers may want to check the *Book of the Planes*.

Palladium's Megaverse: When you think on a spell which can be easily-adapted to Thrash, you go to Palladium. Also, *Heroes Unlimited*'s superabilities are easilily adaptable for truly awesome elemental powers.

Chakan, The Forever Man: The crappiest videogame with the coolest warrior. Presicely, Uroboros is my personal tribute to him.

Dragonball-Z: The RPG: By Bird Studio. Faithful to the show but the system is a real mess. The first RPG in which the training is considered for growing.

Music

Saint Seiya: The series and movies spawned a generous number of records. My personal favorite sources of inspiration were the OSTs corresponding to the series' second season, as well as those of the 2nd and 3rd movies.

Gladiator OST: The movie was pretty good, and the music is even better. One of the best for background music in Athena's sanctuary.

Soul Calibur OST: One of my favorite fighting games, and great music for battles.

Golden Axe II: An old game of the 16-bit Sega Genesis. I found several music tracks of this game apropiate for an adventure in Asegard.