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- Dieux de Charon

Religions - Dieux de Charon

dimanche 15 octobre 2000, par [Guillaume](#)

Orgiana	Sphere : Darkness
Profession Bonuses Awareness Group (+10) Power Point Development (+5) Subterfuge Group (+15) Spell Group (+10) Special Attacks (+5) Weapon Group (+5)	Skills <i>Occupationnal</i> None <i>Everyman</i> Religion Spell lore All skills in Subterfuge Stealth Ambush Silent Kill <i>Restricted</i> None
Special Abilities + 5 to all skills in Awareness Group +15 to all skills in Subterfuge Stealth Prime Requisite Reasoning	Spell Lists Communal Ways Death Mastery Holy Elements (Darkness *) Hunting Mastery Holy Wrath Crusade

Klysus	Sphere : Death
Profession Bonuses Influence (+5) Armor Group (+5) Lore~Magical (+5) Power~Awareness (+5) Power~Manipulation (+5) Power Point Development (+10) Spell Group (+5) Weapon Group (+10)	Skills <i>Occupational</i> Religion <i>Everyman</i> None <i>Restricted</i> None
Special Abilities None Prime Requisite None	Spell Lists Death Mastery Proselytizing Protections Repulsions Holy Wrath Soul Destruction

Inis	Sphere : Carnal Pleasure
Profession Bonuses Armor~Light (+5) Influence (+15) Lore Group (+5) Power Point Development (+5) Self Control (+5) Weapon Group (+10)	Skills <i>Occupationnal</i> Seduction <i>Everyman</i> Religion Dancing <i>Restricted</i> None
Special Abilities None Prime Requisite Presence	Spell Lists Ceremonies Holy Wrath Protections Proselytizing Spiritual Vision Summons

Andaras	Sphere : Cats
Profession Bonuses Outdoor~Animal (+20) Outdoor~Environmental (+10) Power Point Development (+5) Spell Group (+5) Subterfuge~Stealth (+5) Weapon Group (+5)	Skills <i>Occupationnal</i> Animal Handling (Cats) <i>Everyman</i> All skills in Outdoor~Animal Tracking Read Tracks Stalking Hiding Ambush <i>Restricted</i> None
Special Abilities Animal Mastery (Cats) is classified normal. +25 to Animal Mastery (Cats) Prime Requisite Self Discipline (must be over 95)	Spell Lists Channels Proselytizing Summons Land Forms Holy Discipline Hunting Mastery



Kesh'Ta'Kai	Sphere : Signs & Symbols
Profession Bonuses Communication (+5) Influence (+5) Lore~General (+5) Lore~Magical (+20) Power Manipulation (+5) Power Point Development (+5) Spell Group (+5)	Skills <i>Occupationnal</i> Written Magical languages (GM Choices) <i>Everyman</i> All skills in Lore~Magical Magic Ritual <i>Restricted</i> All skills in Armor Group All skills in Weapon Group
Special Abilities Can detect Magical Symbols & Signs At 10' when concentrating. Prime Requisite Memory	Spell Lists Ceremonies Holy Symbols Proselytizing Summons

Z'Taar	Sphere : Warfare & Strengh
Profession Bonuses Armor Group (+10) Athletic Group (+10) Influence (+5) Power Point Developement (+5) Spell Group (+ 5) Weapon Group (+15)	Skills <i>Occupationnal</i> 1 Skill in Athletic~Brawn Military Organisation <i>Everyman</i> Heraldry 1 Skill in Athletic~Endurance 1 Skill in Armor Group Fletching 2 Skills in Weapon Group <i>Restricted</i> None
Special Abilities +10 RR Versus Fear +10 to Influence Category while in combat. Prime Requisite Constitution	Spell Lists Death Mastery Faith Shield Holy Symbols Holy Weapon Holy Wrath Crusade

Scalu	Sphere : Night & Nightmares
Profession Bonuses Awareness Group (+10) Influence (+10) Power Point Development (+10) Subterfuge Group (+5) Spell Group (+10) Weapon Group (+5)	Skills <i>Occupationnal</i> Stargazing Astronomy <i>Everyman</i> Religion <i>Restricted</i> None
Special Abilities +5 to all skills in Awareness Group +5 to all skills in Subterfuge~Stealth +10 ro all skills in Influence Prime Requisite Reasoning	Spell Lists Communal Ways Holy Trances Proselytizing Spiritual Vision Repulsion Summons

Moralis	Sphere : Love & Pain
Profession Bonuses Awareness Group (+5) Influence (+20) Power Point Development (+5) Self Control (+5) Spell Group (+10) Technical/ Trade Group (+5)	Skills <i>Occupationnal</i> Seduction Interrogation Surgery <i>Everyman</i> Religion Dancing All skills in Influence Category <i>Restricted</i> All skills in Armor Group All skills in Weapon Group
Special Abilities +10 to the Influence Skill Category. Prime Requisite Self Discipline	Spell Lists Ceremonies Channels Life Mastery Proselytizing Protections Repulsions