

ANATIA THE AMAZON

Human Tribal Ranger

PHYSICAL DESCRIPTION: Tall and lithe, her taut muscles are well shaped and accentuate her femininity. Her brown eyes contrast with hair made blond through sun and a citrus poultice. Partial to the dress of the Warrior Sisters, she wears the Kuloti and Don. In a fight they limit hand holds, but provide little warmth.

CHARACTER BACKGROUND: It was the time of legend when the evil Heracles drove her people from their home land. Then it was a land rich in male slaves. The neighboring Gargareans were easy prey and a strong woman could have a stable full of slaves.

But that was then, and now her people face great danger in these jungles. She acts as scout and protector for her people, a position that was hard fought for. A daughter of a minor matron she should, by rights, have been little more than a worker. Perhaps one

day even a matron, under the direction of the Queen of the Towns. That was not in her nature, she would rather fight, and grew up in awe of the Warrior Sisters.

Jealousy is a silly thing, but Hippolyda was jealous of her slaves and did not like to be cuckolded. If Hippolyda was not the Queen of the Towns, Anatia would not have cared. Myrina Queen of the Warriors held Hippolyda in contempt, but that did not mean she could easily disregard her co-queen's vendetta. Anatia was one of Myrina's best scouts and would not easily be replaced.

Anatia was given one last warning, more than the daughter of a minor matron deserved. Her taste in slaves was beyond question (Togoth was a fine slave, unhobbled, he seemed content with his place as favored of Hippolyda, well mostly... he was a willing accomplice), but her respect for the property of others was not. She would be sent from her people for seven years, to repent.

She considered her banishment an unjust sentence since the normal punishment for this crime was a lashing. Protesting to Myrina, she was told that what Hippolyda had demanded was her death. Myrina suspected that Hippolyda would attempt to carry out her plan despite the punishment Anatia received.

TRAINING PACKAGE: AMAZON SCOUT

Scouts of the Amazons answer to the Queen of the Warriors, and both hunt and fight on the fringes of the Amazon lands.

Herbcraft.....	2
Rope Mastery.....	3
Stalk and Hide.....	3
Survival (Jungle).....	3
Tree Skin (GS).....	4
Weapon: Dagger.....	2
Weapon: Short Bow.....	3



NAMEANATIA RACE Human (Amazon)PROFESSION Ranger CULTURE Tribal HEIGHT 6'WEIGHT 155 EYES BrownHAIR Blond AGE 21SEX F											TALENTS LEVEL ONE: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Tap Personal Mana, Focus Style (Gestural), Focus Style (Somatic), Outdoorsman LEVEL TWO: Athletic LEVEL THREE: Instinctive Defense LEVEL NINE: Speed Loader, Quiet Stride																																																																																																													
LEVEL <table><tr><th>STATS</th><th>1st</th><th>2nd</th><th>3rd</th><th>4th</th><th>5th</th><th>6th</th><th>7th</th><th>8th</th><th>9th</th><th>10th</th></tr><tr><td>STRENGTH</td><td>75 (+7)</td><td>76 (+8)</td><td>76 (+8)</td><td>76 (+8)</td><td>82 (+9)</td><td>87(+10)</td><td>87(+10)</td><td>87(+10)</td><td>87(+10)</td><td>87(+10)</td></tr><tr><td>CONSTITUTION</td><td>72 (+5)</td><td>76 (+6)</td><td>76 (+6)</td><td>76 (+6)</td><td>76 (+6)</td><td>76 (+6)</td><td>76 (+6)</td><td>76 (+6)</td><td>76 (+6)</td><td>76 (+6)</td></tr><tr><td>AGILITY</td><td>81 (+9)</td><td>81 (+9)</td><td>81 (+9)</td><td>81 (+9)</td><td>81 (+9)</td><td>86(+10)</td><td>87(+10)</td><td>87(+10)</td><td>87(+10)</td><td>87(+10)</td></tr><tr><td>QUICKNESS</td><td>76 (+8)</td><td>76 (+8)</td><td>76 (+8)</td><td>76 (+8)</td><td>76 (+8)</td><td>81 (+9)</td><td>81(+9)</td><td>81 (+9)</td><td>81 (+9)</td><td>81 (+9)</td></tr><tr><td>SELF DISCIPLINE</td><td>51 (+1)</td><td>51 (+1)</td><td>51 (+1)</td><td>51 (+1)</td><td>51 (+1)</td><td>51 (+1)</td><td>51 (+1)</td><td>51 (+1)</td><td>51 (+1)</td><td>56 (+2)</td></tr><tr><td>REASON</td><td>56 (+2)</td><td>56 (+2)</td><td>57 (+2)</td><td>57 (+2)</td><td>61 (+3)</td><td>61 (+3)</td><td>61 (+3)</td><td>61 (+3)</td><td>61 (+3)</td><td>61 (+3)</td></tr><tr><td>INSIGHT</td><td>75 (+7)</td><td>77 (+8)</td><td>81 (+9)</td><td>81 (+9)</td><td>81 (+9)</td><td>81 (+9)</td><td>81 (+9)</td><td>81 (+9)</td><td>81 (+9)</td><td>86(+10)</td></tr><tr><td>PRESENCE</td><td>71 (+5)</td><td>71 (+5)</td><td>71 (+5)</td><td>71 (+5)</td><td>71 (+5)</td><td>71 (+5)</td><td>71 (+5)</td><td>76 (+6)</td><td>76 (+6)</td><td>76 (+6)</td></tr></table>											STATS	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	STRENGTH	75 (+7)	76 (+8)	76 (+8)	76 (+8)	82 (+9)	87(+10)	87(+10)	87(+10)	87(+10)	87(+10)	CONSTITUTION	72 (+5)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	AGILITY	81 (+9)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	86(+10)	87(+10)	87(+10)	87(+10)	87(+10)	QUICKNESS	76 (+8)	76 (+8)	76 (+8)	76 (+8)	76 (+8)	81 (+9)	81(+9)	81 (+9)	81 (+9)	81 (+9)	SELF DISCIPLINE	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	56 (+2)	REASON	56 (+2)	56 (+2)	57 (+2)	57 (+2)	61 (+3)	61 (+3)	61 (+3)	61 (+3)	61 (+3)	61 (+3)	INSIGHT	75 (+7)	77 (+8)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	86(+10)	PRESENCE	71 (+5)	71 (+5)	71 (+5)	71 (+5)	71 (+5)	71 (+5)	71 (+5)	76 (+6)	76 (+6)	76 (+6)	NORMAL EQUIPMENT Kuloti & Don (Clothing), Sandals, Dagger, Short Bow, Quiver, 20 Arrows, Pouch										
STATS	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th																																																																																																														
STRENGTH	75 (+7)	76 (+8)	76 (+8)	76 (+8)	82 (+9)	87(+10)	87(+10)	87(+10)	87(+10)	87(+10)																																																																																																														
CONSTITUTION	72 (+5)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)	76 (+6)																																																																																																														
AGILITY	81 (+9)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	86(+10)	87(+10)	87(+10)	87(+10)	87(+10)																																																																																																														
QUICKNESS	76 (+8)	76 (+8)	76 (+8)	76 (+8)	76 (+8)	81 (+9)	81(+9)	81 (+9)	81 (+9)	81 (+9)																																																																																																														
SELF DISCIPLINE	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	51 (+1)	56 (+2)																																																																																																														
REASON	56 (+2)	56 (+2)	57 (+2)	57 (+2)	61 (+3)	61 (+3)	61 (+3)	61 (+3)	61 (+3)	61 (+3)																																																																																																														
INSIGHT	75 (+7)	77 (+8)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	81 (+9)	86(+10)																																																																																																														
PRESENCE	71 (+5)	71 (+5)	71 (+5)	71 (+5)	71 (+5)	71 (+5)	71 (+5)	76 (+6)	76 (+6)	76 (+6)																																																																																																														
LEVEL <table><tr><th>OTHER INFO.</th><th>1st</th><th>2nd</th><th>3rd</th><th>4th</th><th>5th</th><th>6th</th><th>7th</th><th>8th</th><th>9th</th><th>10th</th></tr><tr><td>ENDURANCE POINTS</td><td>66</td><td>72</td><td>72</td><td>77</td><td>77</td><td>87</td><td>87</td><td>89</td><td>91</td><td>96</td></tr><tr><td>POWER POINTS</td><td>53</td><td>54</td><td>55</td><td>60</td><td>60</td><td>65</td><td>70</td><td>70</td><td>70</td><td>92</td></tr><tr><td>DEFENSIVE BONUS</td><td>16</td><td>16</td><td>36</td><td>36</td><td>36</td><td>36</td><td>36</td><td>38</td><td>38</td><td>38</td></tr><tr><td>BMR</td><td>11</td><td>11</td><td>11</td><td>11</td><td>11</td><td>11</td><td>11</td><td>11</td><td>11</td><td>11</td></tr><tr><td>INITIATIVE</td><td>15</td><td>16</td><td>17</td><td>17</td><td>17</td><td>17</td><td>17</td><td>18</td><td>18</td><td>19</td></tr><tr><td>PERCEPTION</td><td>(2) +18</td><td>(2) +19</td><td>(2) +20</td><td>(3) +25</td><td>(4) +30</td><td>(5) +35</td><td>(5) +35</td><td>(6) +40</td><td>(6) +40</td><td>(6) +42</td></tr><tr><td>RR: STAMINA</td><td>(1) +25</td><td>(1) +27</td><td>(1) +27</td><td>(2) +32</td><td>(3) +37</td><td>(3) +37</td><td>(4) +42</td><td>(5) +47</td><td>(5) +47</td><td>(5) +47</td></tr><tr><td>RR: WILL</td><td>(1) +17</td><td>(1) +17</td><td>(1) +17</td><td>(2) +22</td><td>(2) +22</td><td>(2) +22</td><td>(2) +22</td><td>(3) +27</td><td>(3) +27</td><td>(3) +29</td></tr><tr><td>RR: MAGIC</td><td>(1) +29</td><td>(1) +31</td><td>(1) +33</td><td>(2) +38</td><td>(2) +38</td><td>(2) +38</td><td>(2) +38</td><td>(3) +43</td><td>(3) +43</td><td>(3) +45</td></tr></table>											OTHER INFO.	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	ENDURANCE POINTS	66	72	72	77	77	87	87	89	91	96	POWER POINTS	53	54	55	60	60	65	70	70	70	92	DEFENSIVE BONUS	16	16	36	36	36	36	36	38	38	38	BMR	11	11	11	11	11	11	11	11	11	11	INITIATIVE	15	16	17	17	17	17	17	18	18	19	PERCEPTION	(2) +18	(2) +19	(2) +20	(3) +25	(4) +30	(5) +35	(5) +35	(6) +40	(6) +40	(6) +42	RR: STAMINA	(1) +25	(1) +27	(1) +27	(2) +32	(3) +37	(3) +37	(4) +42	(5) +47	(5) +47	(5) +47	RR: WILL	(1) +17	(1) +17	(1) +17	(2) +22	(2) +22	(2) +22	(2) +22	(3) +27	(3) +27	(3) +29	RR: MAGIC	(1) +29	(1) +31	(1) +33	(2) +38	(2) +38	(2) +38	(2) +38	(3) +43	(3) +43	(3) +45
OTHER INFO.	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th																																																																																																														
ENDURANCE POINTS	66	72	72	77	77	87	87	89	91	96																																																																																																														
POWER POINTS	53	54	55	60	60	65	70	70	70	92																																																																																																														
DEFENSIVE BONUS	16	16	36	36	36	36	36	38	38	38																																																																																																														
BMR	11	11	11	11	11	11	11	11	11	11																																																																																																														
INITIATIVE	15	16	17	17	17	17	17	18	18	19																																																																																																														
PERCEPTION	(2) +18	(2) +19	(2) +20	(3) +25	(4) +30	(5) +35	(5) +35	(6) +40	(6) +40	(6) +42																																																																																																														
RR: STAMINA	(1) +25	(1) +27	(1) +27	(2) +32	(3) +37	(3) +37	(4) +42	(5) +47	(5) +47	(5) +47																																																																																																														
RR: WILL	(1) +17	(1) +17	(1) +17	(2) +22	(2) +22	(2) +22	(2) +22	(3) +27	(3) +27	(3) +29																																																																																																														
RR: MAGIC	(1) +29	(1) +31	(1) +33	(2) +38	(2) +38	(2) +38	(2) +38	(3) +43	(3) +43	(3) +45																																																																																																														
SPECIAL ITEMS LEVEL ONE: SL Kuloti & Don LEVEL TWO: 3 Doses Turan LEVEL THREE: Potion of Shrinking LEVEL FOUR: Dagger +10 +1 PP adder LEVEL FIVE: Chain Kuloti & Don LEVEL SIX: Boots of Jumping LEVEL SEVEN: Glowrod LEVEL EIGHT: Master Work Plate Chain Kuloti & Don LEVEL NINE: Cloak of Scouting LEVEL TEN: Headband of Evasion					MAGIC <table><tr><td>SPHERES</td><td>Universal, Ranger</td></tr><tr><td>CASTING TRADITIONS</td><td></td></tr><tr><td>MANA TYPE</td><td>Personal</td></tr><tr><td>FOCUS STYLES</td><td>Gestural</td></tr><tr><td></td><td>Somatic</td></tr><tr><td>CANTRIPS</td><td>Repel Tiny Insects, Clean Body, Compass, Create Water, Remain Dry, Ignite, Purify Drink</td></tr></table>						SPHERES	Universal, Ranger	CASTING TRADITIONS		MANA TYPE	Personal	FOCUS STYLES	Gestural		Somatic	CANTRIPS	Repel Tiny Insects, Clean Body, Compass, Create Water, Remain Dry, Ignite, Purify Drink																																																																																																		
SPHERES	Universal, Ranger																																																																																																																							
CASTING TRADITIONS																																																																																																																								
MANA TYPE	Personal																																																																																																																							
FOCUS STYLES	Gestural																																																																																																																							
	Somatic																																																																																																																							
CANTRIPS	Repel Tiny Insects, Clean Body, Compass, Create Water, Remain Dry, Ignite, Purify Drink																																																																																																																							
SPECIAL NOTES GUILD SPELLS: Access to Tree Skin, Tree Door, and Obscuring Mist are available from the Amazon Warrior Sisters. KULOTI & DON (The Chainmail Bikini): Acts as very modest protection for a select few torso pieces, but has minimal impact on movement. <table><tr><td></td><td>DB</td><td>UF</td><td>MAXMP</td><td>UF</td><td>MinMP</td><td>MAX MP</td><td>Min MP</td><td>CP</td><td>IV</td><td>WEIGHT</td><td>COST</td></tr><tr><td>Soft Leather</td><td>5</td><td>10</td><td></td><td>1</td><td>5</td><td>0</td><td>0</td><td>1</td><td>2</td><td>1</td><td>sp</td></tr><tr><td>Rigid Leather</td><td>8</td><td>15</td><td></td><td>2</td><td>8</td><td>1</td><td>1</td><td>1</td><td>3</td><td>3</td><td>sp</td></tr><tr><td>Chain</td><td>10</td><td>30</td><td></td><td>3</td><td>15</td><td>1.5</td><td>1</td><td>1</td><td>4</td><td>9</td><td>sp</td></tr><tr><td>Plate Chain</td><td>13</td><td>40</td><td></td><td>5</td><td>20</td><td>2</td><td>2</td><td>1</td><td>5</td><td>22</td><td>sp</td></tr></table>												DB	UF	MAXMP	UF	MinMP	MAX MP	Min MP	CP	IV	WEIGHT	COST	Soft Leather	5	10		1	5	0	0	1	2	1	sp	Rigid Leather	8	15		2	8	1	1	1	3	3	sp	Chain	10	30		3	15	1.5	1	1	4	9	sp	Plate Chain	13	40		5	20	2	2	1	5	22	sp																																																		
	DB	UF	MAXMP	UF	MinMP	MAX MP	Min MP	CP	IV	WEIGHT	COST																																																																																																													
Soft Leather	5	10		1	5	0	0	1	2	1	sp																																																																																																													
Rigid Leather	8	15		2	8	1	1	1	3	3	sp																																																																																																													
Chain	10	30		3	15	1.5	1	1	4	9	sp																																																																																																													
Plate Chain	13	40		5	20	2	2	1	5	22	sp																																																																																																													

TALENTS

LEVEL ONE:
Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Tap Personal Mana, Focus Style (Gestural), Focus Style (Somatic), Outdoorsman

LEVEL TWO:
Athletic

LEVEL THREE:
Instinctive Defense

LEVEL NINE:
Speed Loader, Quiet Stride

NORMAL EQUIPMENT

Kuloti & Don (Clothing), Sandals, Dagger, Short Bow, Quiver, 20 Arrows, Pouch



SKILLS	LEVEL									
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
ATHLETIC										
Acrobatics	(1) +15	(1) +25	(1) +25	(1) +25	(2) +30	(2) +31	(2) +31	(2) +31	(2) +31	(2) +32
Climbing	(2) +26	(2) +37	(2) +37	(2) +37	(3) +43	(3) +45	(3) +45	(3) +45	(3) +45	(3) +45
COMBAT (FAVORED)										
CS&M: Blind fighting	(1) +21	(1) +22	(1) +22	(2) +27	(2) +28	(2) +30	(2) +30	(3) +35	(3) +35	(3) +35
CS&M: Mounted Combat		(1) +22	(1) +22	(2) +27	(2) +28	(2) +30	(2) +30	(3) +35	(3) +35	(3) +35
Weapon: Dagger	(5) +41	(6) +47	(6) +47	(8) +57	(10) +68	(11) +72	(11) +72	(12) +74	(12) +74	(12) +74
Weapon: Short Bow	(5) +41	(5) +42	(5) +42	(7) +52	(10) +68	(11) +72	(12) +74	(13) +76	(13) +76	(13) +76
Wrestling (ML)	(5) +33	(6) +39	(6) +39	(6) +39	(6) +40	(7) +46	(7) +46	(7) +46	(7) +46	(7) +47
GENERAL (FAVORED)										
Healing	(1) +14	(1) +15	(1) +16	(1) +16	(1) +17	(1) +17	(1) +17	(1) +17	(1) +17	(1) +18
Herbcraft	(3) +39	(3) +40	(3) +41	(3) +41	(3) +42	(4) +47	(4) +47	(5) +52	(5) +52	(5) +53
Language: Racial (S)	(6) +39	(6) +40	(6) +41	(6) +41	(6) +42	(6) +42	(6) +42	(6) +42	(6) +42	(6) +43
Language: Racial (W)	(5) +34	(5) +35	(5) +36	(5) +36	(5) +37	(5) +37	(5) +37	(5) +37	(5) +37	(5) +38
Language: Common (S)	(4) +29	(4) +30	(4) +31	(4) +31	(4) +32	(4) +32	(4) +32	(4) +32	(4) +32	(4) +33
Language: Common (W)	(3) +24	(3) +25	(3) +26	(3) +26	(3) +27	(3) +27	(3) +27	(3) +27	(3) +27	(3) +28
Lore: Local Region	(2) +14	(2) +14	(2) +14	(2) +14	(2) +16	(2) +16	(2) +16	(2) +16	(2) +16	(2) +16
Rope Mastery	(3) +26	(3) +26	(3) +26	(3) +26	(3) +27	(3) +28	(4) +33	(5) +38	(5) +38	(5) +38
Signaling		(1) +15	(1) +16	(1) +16	(1) +17	(1) +17	(1) +17	(1) +17	(1) +17	(1) +18
MYSTICAL ARTS (FAVORED)										
Attunement	(1) +19	(1) +21	(1) +23	(1) +23	(1) +23	(1) +23	(1) +23	(2) +28	(2) +28	(2) +30
Battle Runes (ML)	(1) +19	(1) +21	(3) +33	(5) +43	(6) +48	(6) +48	(6) +48	(7) +53	(7) +53	(7) +55
Cantrips (CoM)	(3) +18	(3) +18	(3) +18	(4) +23	(4) +24	(5) +29	(6) +34	(7) +39	(7) +39	(7) +40
Power Point Development	(3) +53	(3) +54	(3) +55	(4) +60	(4) +60	(5) +65	(6) +70	(6) +70	(6) +70	(10) +92
OUTDOOR (FAVORED)										
Animal Handling: Horse	(1) +32	(1) +33	(1) +34	(1) +34	(1) +34	(1) +34	(1) +34	(1) +35	(1) +35	(1) +36
Foraging/Survival: Jungle	(5) +49	(5) +50	(5) +51	(5) +51	(5) +52	(5) +52	(5) +52	(5) +52	(5) +52	(5) +53
Foraging/Survival: Plains						(1) +32	(1) +32	(2) +37	(2) +37	(2) +38
Foraging/Survival: Mountains						(1) +32	(1) +32	(2) +37	(2) +37	(2) +38
Foraging/Survival: Forrest						(1) +32	(1) +32	(2) +37	(2) +37	(2) +38
Foraging/Survival: Deserts									(1) +32	(1) +33
Riding: Horse	(1) +30	(1) +30	(1) +30	(1) +30	(1) +30	(2) +36	(2) +36	(3) +41	(3) +41	(3) +42
Tracking	(4) +53	(4) +54	(4) +55	(4) +55	(4) +65	(5) +70	(5) +70	(6) +75	(7) +80	(7) +92
PHYSICAL (FAVORED)										
Armor Skills	(1) +21	(1) +22	(1) +22	(1) +22	(1) +23	(1) +25	(1) +25	(1) +25	(1) +25	(1) +25
Endurance	(6) +76	(7) +82	(7) +82	(7) +82	(8) +87	(10) +97	(10) +97	(11) +99	(12) +101	(14) +106
Jumping	(1) +21	(1) +22	(1) +22	(1) +22	(1) +23	(1) +25	(1) +25	(1) +25	(1) +25	(1) +25
Swimming	(1) +21	(1) +22	(1) +22	(1) +22	(1) +23	(1) +25	(1) +25	(1) +25	(1) +25	(1) +25
SUBTERFUGE (FAVORED)										
Ambush	(4) +30	(4) +30	(4) +30	(4) +30	(5) +35	(5) +36	(5) +36	(5) +36	(5) +36	(5) +37
Stalking & Hiding	(6) +40	(6) +40	(6) +40	(6) +40	(7) +45	(7) +46	(7) +46	(8) +51	(8) +76	(8) +77
SPELLS										
Find Shelter (3)					(1) +15	(3) +25	(3) +25	(3) +25	(3) +25	(5) +37
Hues (3)				(3) +25	(3) +25	(3) +25	(5) +35	(5) +35	(5) +35	(5) +37
Locate Food (2)							(4) +30	(4) +30	(4) +30	(4) +32
Obscuring Mists (8) (Amazon)										(8) +52
Path Lore (2)				(2) +20	(2) +20	(2) +20	(6) +40	(6) +40	(6) +40	(6) +42
Tree Merge (4)							(4) +30	(4) +30	(4) +30	(4) +32
Tree Skin (4) (Amazon)	(4) +28	(6) +39	(6) +40	(6) +40	(6) +40	(6) +40	(6) +40	(6) +40	(6) +40	(6) +42



AMAZONS IN LEGEND: Amazons were the product of Greek Myth, the alleged offspring of the God of War and an exotic maiden.

The Amazons lived always on the fringe of the known Greek World. Heracles was said to have either driven them off or wiped them out. Originally they were supposed to have lived in Turkey, but later as the Greek world expanded they moved with it, eventually ending up in Africa.

Always considered by the Greeks to be barbarians, they took male slaves from a neighboring tribe and used them in menial women's roles (according to the Greeks). They were alleged to wound the legs of the slaves to prevent challenges to their rule.

Female children of the Amazons and slaves were raised as members of the tribe. Male children were released back to the neighboring tribe.

AMAZON SOCIETY: The Amazons have two Queens that share the rule of the people. One the Queen of the Towns who rules over domestic affairs and a second Queen of the Warriors who commands the Warrior Sisters.

The Amazons were builders of small towns, with names like Smyrna, Ephesus, Sinope, Paphos, but they still clung to a tribal structure. Wealth was measured as much in slaves and rank as in actual coin. Use the Tribal culture from HARPer's Bazaar for characters from Amazonia.

Having fled before the Greeks and their hero Heracles, they speak the common tongue of the empire as well as their own. You can substitute any major empire in your campaign for the Greeks.

The Amazons in this example have fled to the jungle, but they were reputed to have fled to numerous places and so can be easily transposed to another environ by changing the Foraging / Survival skill.

THE AMAZON WARRIOR SISTERS: The Warrior Sisters are the caste of Amazonian women who defend the towns. Fierce warriors and scouts, they tend toward either Ranger or Warrior Mage profession, though a few Rogues and Fighters are in their ranks.

They have a small selection of guild spells learned from the druids. These include Tree Skin, Tree Door, and Obscuring Mist.

They prefer little to no armor and have a wrestling tradition. Most disputes between Sisters are settled in the wrestling ring.

THE CHAINMAIL BIKINI: It is as mythical as the Amazons themselves. The Amazons call it the Kuloti & Don. These have high ceremonial value in their culture, since the Amazons rely on spells and their wits more than heavy armor. The Chain and Plate / Chain Kuloti & Don have a cloth under padding for comfort.

In the Special Notes section of the character sheet there are HARP statistics for the armor. No other torso armor can be worn with a chainmail bikini, but other armor, helmets, greaves, and the like, will work quite well.

ARTIST: Rick Hansen

AUTHOR: Allen Maher

HARP game system published by ICE, Designed by Tim Dugger, and many others. All ICE trademarks and IP are Copyright 2002 by Aurigas Aldbaron LLC... All rights reserved. No reproductions without permission. Produced and distributed by Mjolnir LLC, dba Iron Crown Enterprises 112 Goodman Street, Charlottesville, Virginia 22902.