

DARK AEONS: THE ATLANTEAN CHRONICLES

THE ATLANTEAN HOUSES

HOUSE RAMIUS

This Atlantean House originates in Italy. Of all of the Houses of the Imperium, the members of House Ramius tend to gravitate towards positions of authority and leadership. In recent years this house has been on the decline, much is this due to poor leadership decisions that have been made over the last four centuries.

HOUSE DRACONIS

This Atlantean House originates from the area of Europe formerly known as Dacia (eastern Europe). This House is renowned for its Sorcerers and the extreme negative reputation that it has earned from centuries to manipulating its rival Houses. The members of House Draconis that practice Sorcery tend to have power hungry demeanors that put everyone around them on edge.

HOUSE THALUS

This Atlantean House originates from Greece and Turkey. House Thalus, in the last two centuries has become very influential as its Founder, Priam of Troy now sits on the throne of the Imperium as its Emperor. Of all of the Houses of the Imperium, this House's power is definitely on the rise and most of its rivals are attempting to gain its favor where ever its members reside.

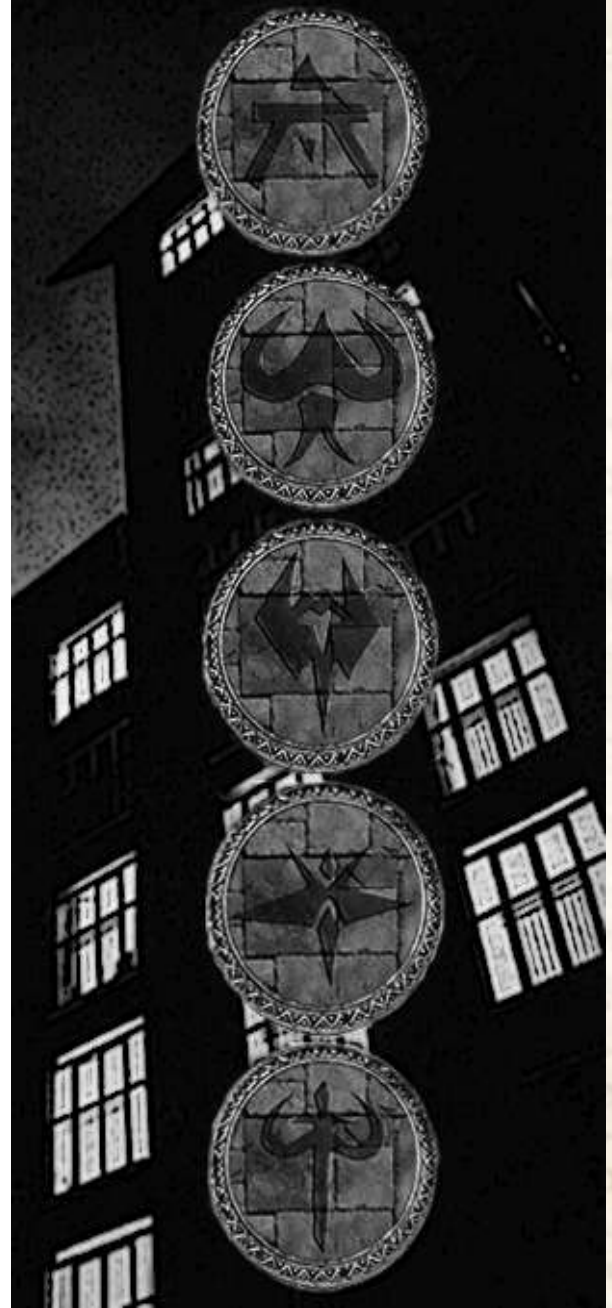
HOUSE LIONNES

This Atlantean House originates from the area of Europe formerly known as Gaul and Germania (France and Germany). This House is known for its reputation as information brokers within the Imperium. Only a few centuries ago this House ruled over the Imperium through its Empress, but in recent times House Lionnes has turned to making alliances with other more influential Houses in an attempt to keep its power within the Atlantean society.

HOUSE DRACUL

This is the youngest of the Atlantean Houses, originating from the Wallachia. Originally the Dracul were a family of the Draconis, but about three centuries ago its Founder; Radu Dracula led his children out from under the tyranny of its former Draconis masters. For their betrayal, the Draconis cursed the Dracul with an extreme allergy to moonlight. The Dracul, like the Draconis; are renowned for their skill at the Art of Sorcery and because of their centuries long feud with House Draconis.

TEMPLATE COST: *Advantage: True Blooded* (15 Study Points),
Advantage: Faux Blooded (5 Study Points)



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TRUE BLOODED PSYCHIC TALENTS

MESMERISM

PSYCHIC SKILLS	Control
TALENT CATEGORY	Common
ACTIVATION COST	1 Life Force Point

DESCRIPTION

Mesmerism is the Psychic Talent that allows the True Blooded Atlantean to control the minds of others. Through mesmerism, the True Blooded Atlantean can remove portions of a targets memory or they can add false memories. The more time a True Blooded Atlantean has to perform mesmerism with their target, the more memories can be altered or removed. The most common use of mesmerism is by True Blooded Atlanteans that are attempting to unlock memories that have been lost to their target. Some rather unscrupulous Mesmerists have used this Talent to force their targets into signing away their lives fortunes, or in some of the most extreme cases, to end their own lives. The most common use of mesmerism among True Blooded Atlanteans is to remove all memories relating to a Lilan feeding upon a mundane. Another example would be altering the minds of those that have witnessed a Lilan using his or her powers.

To use Mesmerism; the Psychic needs to spend 1 Life Force Point, then True Blooded Atlantean makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card. If the Contest is successful, the True Blooded Atlantean is able to dominate the target will into performs actions that they otherwise would not consider doing.

Every additional Life Force point past the initial Life Force point that was spent to activate Mesmerism, the True Blooded Atlantean adds another +2 to their Psionics for all Mesmerism based actions for the rest of the scene. True Blooded Atlanteans gain a automatic +2 to their Resist Magic & Psionics rating when defending against a Psychic that is attempting to use Mesmerism on them.

TELEPATHY

PSYCHIC SKILLS	Broadcasting, Scanning, & Shielding
TALENT CATEGORY	Common
ACTIVATION COST	1 Life Force Point

DESCRIPTION

Telepathy is the Psychic Talent that allows the True Blooded Atlantean to look into the minds of others, in some cases to look so deeply into their target's mind that it causes the target physical harm as the Psychic picks through their deepest secrets. These True Blooded Atlanteans can also broadcast their thoughts into the minds of their targets in an attempt to communicate with them.

To use Telepathy; the True Blooded Atlantean needs to spend 1 Life Force Point, then True Blooded Atlantean makes a Psionics + Broadcast or Scan Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card.

If the Contest is successful, the Psychic is able to use Telepathy to Broadcast thoughts into their targets mind, or Scan what surface thoughts that are presently going through the target's mind. If the True Blooded Atlantean beats their target in a Contest by 10 or more points, then the True Blooded Atlantean is able to gain free access to all of the targets thoughts, both surface and deep. Please note that deep scans cause a target 1 point of wound damage per round that the deep scan is active.

Every additional Life Force point past the initial Life Force point that was spent to activate Telepathy, the True Blooded Atlantean adds another +2 to their Psionics for all Telepathy based actions for the rest of the scene. True Blooded Atlanteans gain an automatic +2 to their Resist Psionics rating when defending against another Psychic that is attempting to use Telepathy on them.

Telepaths automatically add their Shielding Skill Ranks to their Psionics + Card when defending against another Telepath that may be attempting to invade his or her mind.