

Atlanteans



A typical Atlantean



Atlantean soldier in full armor

Their own name for themselves is impossible to transliterate into the Roman alphabet, which was never intended to represent sounds expressed through water rather than air. Apparently, it can be *roughly* translated as "people of the gill". Atlantean would technically refer only to the residents of their largest city, located on an undersea plateau northwest of Bermuda, rather than those associated with the smaller settlements and nomadic groups that can be found beneath the surface of all of the oceans of the world. And even that is something of a

misnomer, for there is no tradition that their city once existed above the surface. Gill people legend claims that they were transported from the oceans of another world directly to the oceans of this world by entities whom they call the "sky kings", whom some identify with **the Olympians**.

Atlantean weapons are referred to as blasters since they inflict similar bruise patterns to those of the force-field-jacketed plasma weapons usually termed that. However, they work on a completely different principle, projecting a momentary jet of hard water at a target. They are powered by focusing the water-controlling powers that are latent in all Atlanteans (and which partially account for their high-speed swimming) and cannot be used by individuals without such talents. However, they are not personalized focuses, and are as mass produced as the Atlantean manufacturing base will allow.

By and large, the Atlantean peoples are not interested in the surface. They were here before the surfacers, they will be here long after they are gone, and they show little concern in the changes that the "lung people" are making to the planet. On rare occasions, groups of Atlanteans do take offense to events that occur in territories that they occupy, as when a group of nomads who occupied the ocean off of Alaska were affected by the Exxon-Valdez oil spill, and tend to personalize such episodes by claiming that they were deliberately done to assault them. This invariably leads to a spate of violence directed against nearby surface settlements, lasting until such time as the Atlantean leader believes that appropriate retribution has been made. This usually happens a lot faster if they are answered with similar levels of violence.

Some Atlantean adepts possess active water-controlling powers, typically arrays based on 12 points, or more for the most powerful and experienced adepts. These should also increase their Swimming to around 8 ranks.

Atlantean Soldier - PL 7 / MR 5

Abilities:

STR 6 | STA 3 | AGL 3 | DEX 0 | FGT 3 | INT 0 | AWE 1 | PRE 0

Powers:

Aquatic: Immunity 3 (cold, drowning, pressure); Movement 1 (Environmental Adaptation: aquatic); Senses 1 (low-light vision); Swimming 5 (16 MPH) - 11 points

Advantages:

Equipment 4

Equipment:

Body Armor (Protection 4), Blaster Weapon (Ranged Damage 8).

Skills:

Athletics 1 (+7), Expertise: Military 5 (+5), Perception 5 (+6), Ranged Combat: Blaster 4 (+4), Vehicles 3 (+3).

Offense:

Initiative +3

Blaster Weapon +4 (Ranged, Damage 8)

Unarmed +3 (Close, Damage 6)

Defense:

Dodge 7, Parry 5, Fortitude 7, Toughness 7/3, Will 6

Totals:

Abilities 32 + Powers 11 + Advantages 4 + Skills 9 + Defenses 14 = 70 points

Offensive PL: 6

Defensive PL: 6

Resistance PL: 7

Skill PL: 2

Complications:

Loyalty--Motivation. Others as Needed.

*Note: It has recently (c.2018) been discovered that there are at least two small colonies of gillfolk living within the great inland seas of **Venus**, apparently having travelled there through stable submarine portals located in the south Atlantic. They are culturally similar to their Atlantean brethren.*