



The Great Wheel of the Fates: Special Creature Briefing

Nefilim

The Nefilim are demigod humans who can trace their lineage directly back to one of the Gods of the ancient lands of Hatti, Caanan and Phoenicia, and whose divine nature has been “awakened” either by exposure to occult forces or the direct intervention of, and recognition of, their divine parent. Nefilim may be descended from gods of the ancient Phoenician, Caananite, Hittite or Minoan pantheoi - which in most cases means their divine progenitor will be long dead.

The Nefilim and the Annunaki (demigods descended from the gods of Mesopotamia) are traditional enemies and will be drawn to fight one another.

All Nefilim have certain abilities and powers in common; they can resist the voice of the gods which would normally strike a mortal dead; they are much harder to kill, and in some cases may be functionally immortal; they are much stronger in battle.

The vast majority of Nefilim go unrecognised and live and die as mortals.

At some point during their lives, each awakened Nefilim will face a Trial – a situation or circumstance where they must decide whether they will ascend to full godhood, or whether they choose to set aside their immortality and live their lives out as a mortal, albeit a powerful one. Once made, this decision cannot be unmade. These trials will occur, at the latest, by the Saturday night of the Final Annual. All Annunaki must make the decision to ascend or set their divinity aside before the Age is decided.

Unless extremely unusual circumstances come into play, only Champions may become Annunaki.

The Nefilim in Play – Roleplaying Effects

- Strong affinity for battle and heroic action.
 - Possessed of a certain degree of overconfidence about their own invulnerability.
 - May suffer bad dreams (or good ones, depending on the character’s true views about being a Annunaki) focussing on Anu’s death. There may be an envelope awaiting you on any morning with information about your dreams; if not, feel free to generate them yourself.
 - Tendency to pick fights with or deliberately provoke any Annunaki characters they come into contact with.
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The Nefilim in Play: Unusual Abilities

Once per Annual, may undergo a ritual blinding. For the thirty minutes it will take the eyes to regenerate, the Annunaki may invoke the right of blood prophecy and ask of the Gods the answer to any one question. The gods will answer it as best they can based on their knowledge. (Requires a trip to GOD or a radio check from a Drowned Dead). Use of this power will trigger The ALL-CONSUMING HUBRIS.

Resistant to the effects of Divine Voice from all Persian gods as if they were a priest (this extends to gods of other nationalities where relevant)

The Nefilim in Play: Restrictions

Execution by Special Weapon

Please read this section carefully; it has changed slightly from previous Annuals.

If executed by any weapon¹ which calls “EXECUTE – PERMANENT” then the Nefilim will die, permanently, irrespective of however many hits they have remaining.

Any Nefilim may use the weapons above freely during combat, but if they use the weapons to call “EXECUTE – PERMANENT” on another unwilling special creature then they lose their special creature status including all the abilities, bonuses and powers within this document, immediately upon doing so and will probably be the subject of a powerful CURSE originating from the patron of the executed character.

Divine Hubris

Divinely-inspired special creatures¹ who use their more advanced powers or are injured often experience Divine Hubris. This is the overweening pride, arrogance and confidence that characterises the gods that can be difficult or impossible to manage.

Divine Hubris comes in three stages.

LESSER HUBRIS demands tribute to slake it. The demigod must be freely given tribute through sacrifice as if they were a god, equivalent to ten drachma; the sacrifice must be made to their parent god, in their name, by a priest. Until LESSER HUBRIS is assuaged, the demigod cannot use any of their abilities except regeneration, and will behave in a condescending, arrogant and prideful manner. If LESSER HUBRIS is not assuaged within one half-hour, it becomes GREATER HUBRIS



¹ There are currently six such weapons in the game, though the means exist at the Final Annual whereby more might be made. The existing weapons are: *The Labrys, The Harpoon of Yam, The Subtle Knife, The Spear of Alexander, The Sickle of Kronus and Lucretia's Blade.*





GREATER HUBRIS is more difficult to assuage. To slake this, the demigod must be freely given tribute through sacrifice as if they were a god, equivalent to fifty drachma; the sacrifice must be made to their parent god, in their name, by a priest.

Until GREATER HUBRIS is assuaged, the demigod cannot use any of their abilities except regeneration, and will behave in a condescending, arrogant and prideful manner, but will additionally have no compunction about using threats, violence or even bloodshed to coerce priests into making the appropriate sacrifice. If GREATER HUBRIS is not assuaged within one half-hour, it becomes ALL-CONSUMING HUBRIS

Finally there is ALL-CONSUMING HUBRIS. Many of divine blood never reach a degree of potency where this pride is triggered – which is perhaps for the best. The only way to assuage ALL-CONSUMING HUBRIS is to sacrifice a life to the patron god of the demigod character – something which, depending on the god in question, they may not especially appreciate or enjoy. Until ALL-CONSUMING HUBRIS is assuaged, the demigod character cannot speak, use their hands for anything other than weapons and shields and is filled with an irrational all-consuming rage.

If THE ALL-CONSUMING HUBRIS is not assuaged within one half-hour, the demigod's human personality is permanently lost, and they become a ravening, savage monster unable to tell friend from foe

Automatic Triggering of [Divine Hubris Status](#)

Note that during the Final Annual, Divine Hubris will trigger more often than usual as the increasing lack of Quintessence provokes the Nefilim.

During the Friday and Saturday of the Final Annual, your Divine Hubris status will **increase by one step** at **Midday and Midnight**.

If you are in no status, it will automatically move into LESSER; if in LESSER it will automatically move to GREATER and if already in GREATER it will move to ALL-CONSUMING.



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Combat Rules for the **Nefilim**: Atlantis Outside the Arena

Please read this section carefully; it has changed slightly from previous Annuals.

A Nefilim might be involved in combat on Atlantis outside the Arena. Under those circumstances they are obligated to use the following ruleset.

Total Body Hits: (This takes into account armour, body and all other hits:

10 Hits Total - this cannot be increased by any means.

Damage Calls You Can Make:

You may not use any special call effects under Atlantis rules or when fighting on Atlantis.

Calls you can call RESIST against to treat as ONE NORMAL HIT:

- **IMPALE** at any time
- **REPEL** or **CRUSH** if blow is parried with a weapon or shield.

Calls you cannot call RESIST to:

- **STRIKEDOWN, PARALYZE** and **CURSE** - you cannot be subject to any mystery effect which grants resistance to these calls.

Regeneration Rules:

- If reduced to zero hits/incapacitated, fall to the ground. After a slow count of ten seconds, regenerate at one hit per ten seconds to original maximum (or one less if execution).
- This is a major strain, and will trigger the **LESSER HUBRIS** after the bead pull is resolved.
- **AT THE END OF THE BATTLE WAIT FOR PHILOSOPHER TREATMENT/BEAD PULL PROCESS TO BE COMPLETED** before taking any further action. Take one extra bead pull (with replacement) for every time you were incapacitated.
- On an execution or for each black bead, lose one body hit permanently.



Combat Rules for the **Nefilim**: For Use Under Arena Rules

Please read this section carefully; it has changed slightly from previous Annuals.

Any Nefilim may enter the Arena when their associated warband does if they so choose, irrespective of their path. They are not obligated to do so, however.

When inside the Arena as part of a battle under Arena Rules, they are obligated to use the following ruleset **in addition to any further effects the Arena Minoans may state are in play:**

Total Body Hits: (This takes into account armour, body and all other hits:

10 Hits Total - this cannot be increased by any means.

Damage Calls You Can Make:

- Either STRIKEDOWN OR CRUSH for three uses total (not each) per Annual.
- Gains the skill USE TWO HANDED WEAPON

Calls you can call RESIST against to treat as ONE NORMAL HIT:

- IMPALE at any time
- REPEL or CRUSH if blow is parried with a weapon or shield.

Calls you cannot call RESIST to:

- STRIKEDOWN, PARALYZE and CURSE - you cannot be subject to any mystery effect which grants resistance to these calls

Regeneration Rules:

- If reduced to zero hits/incapacitated WAIT FOR PHILOSOPHER TREATMENT/BEAD PULL PROCESS TO BE COMPLETED AT THE END OF THE BATTLE.
- On an execution or black bead, lose one body hit permanently. Only once bead pull is resolved, hits regenerate at one hit per ten seconds to original maximum (or one less if execution/black bead).
- This is a major strain, and will trigger the LESSER HUBRIS once bead pull is resolved.



Combat Rules for the **Nefilim**: For Use On Quests

Please read this section carefully; it has changed slightly from previous Annuals.

Any Nefilim might be involved in combat off Atlantis on a quest or other mission. Under those circumstances they are obligated to use the following ruleset.

Total Body Hits: (This takes into account armour, body and all other hits:

10 Hits Total - this cannot be increased by any means.

Damage Calls You Can Make:

- Either STRIKEDOWN OR CRUSH for three uses total (not each) per Annual.
- Gains the skill USE TWO HANDED WEAPON

Calls you can call RESIST against to treat as ONE NORMAL HIT:

- IMPALE at any time
- REPEL or CRUSH if blow is parried with a weapon or shield.

Calls you cannot call RESIST to:

- STRIKEDOWN, PARALYZE and CURSE - you cannot be subject to any mystery effect which grants resistance to these calls.

Regeneration Rules:

- If reduced to zero hits/incapacitated, fall to the ground. After a slow count of ten seconds, regenerate at one hit per ten seconds to original maximum (or one less if execution).
- This is a major strain, and will trigger the LESSER HUBRIS after the bead pull is resolved.
- AT THE END OF THE BATTLE WAIT FOR PHILOSOPHER TREATMENT/BEAD PULL PROCESS TO BE COMPLETED before taking any further action. Take one extra bead pull (with replacement) for every time you were incapacitated.
- On an execution or for each black bead, lose one body hit permanently.