



# Fate of the Nephilim

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## CHARACTER CREATION

### BASICS

Nephilim characters, by default, have:

- 5 aspects
- 3 Ka points
- 3 past lives
- 3 stunts

By spending a Ka point, characters can gain either an extra past life (which grants more skills, an extra aspect, and an extra stunt).

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### KA POINTS

In this world, fate points are called Ka points. Ka represents the mystical power and force that the Nephilim embody and can channel. Ka points function as fate points for purposes of invokes and compels, and can be spent at character creation to gain an extra past life.

A character must have at least one Ka point to be a playable character. That limits Nephilim to five past lives at character creation.

### PHASE ONE: SETTING CREATION

The first phase of character creation for *Fate of the Nephilim* is the standard setting creation of a *Fate Core* game. So, that means working through the *Game Creation* chapter of the *Fate Core System*, starting on p18. Reference the setting material in the *Nephilim* books for details to use in fleshing out your *Nephilim* world.

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### GROUP CONCEPT

The world of *Nephilim* is pretty wide open. It's really easy to create a group of characters that have no reason (beyond the meta-game reason that they're all characters in the same game) to stay together.

Don't do that.

It's worth it to take a little time, as you're fleshing out the issues for the game world, to discuss and make some decisions about who the characters are, and why they're together. Are they all members of the same Arcanum, working to further the group's cause? Are they the same metamorphosis supporting each other in their quest for Agartha? Were they all hunted by the same secret society at some point, and now they want vengeance? Or are they the last Nephilim who still remember the glory of Camelot? Talk about it and come up with at least the basic idea.

Once you have the idea, come up with a group concept aspect. This aspect is a shared aspect, beyond the normal number, that everyone in the group shares, and can invoke and be compelled by, just like a personal aspect. Examples: *We Turn the Wheel*, *Army of Angels*, *Scourge of the Vehm*, *Waiting for Arthur*.

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## PAST LIFE ERAS

Talk about the various past life eras available. There's a list of the ones written up in the *Nephilim* books on page 7. Don't feel constrained to those eras, though; use them as inspiration for creating your own past life eras, as well.

Seriously, talk with the group about what you think is cool. It's a good idea to have at least one era in common with at least one other character, and talking and negotiating which are cool and who wants what era makes that easier.

Pick at least the three default lives that you want your character to have experienced, and arrange them in chronological order. Give this list to the GM, who will use it to compile a list of all the eras that the characters will be using during character creation.

Why? Because during the Past Lives phase of character creation, this lets the GM move chronologically through the eras, and sort out who's going to be interacting in each era.

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## OOPS!

Nothing's set in stone, of course. Make your list, but know that you're free to change your mind. If you get a better idea during the Past Lives phase, or some other folks just seem to be having too much fun in a different era, feel free to jump in. Just remember that you get three past lives for free, and each additional past life costs you a point of Ka, which will weaken you.

## PHASE TWO: HIGH CONCEPT AND TROUBLE ASPECTS

As with any *Fate Core* character, the central pillars of your Nephilim are your High Concept and your Trouble.

The Past Lives phase is really going to flesh out who and what your character is, so I recommend just picking a place-holder idea for your High Concept and Trouble aspects. Once you've done all your past lives, come back and shape the aspect into something that fits and is cool.

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## HIGH CONCEPT

Your High Concept should incorporate your metamorphosis, and thereby your dominant element. That said, it shouldn't *just* be your metamorphosis. So, instead of a High Concept aspect of *Djinn*, or even *Fiery Djinn*, I'd ask for something like *Ageless Warrior Djinn*, or *Angel Esoteric Dancer*, or *Snake Astrologer to Alexander the Great* or something. Use the metamorphosis name, but add some detail and colour.

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## ELEMENTAL AFFINITIES

Each Nephilim has ties to the elemental flows of the world. Each is also most attuned to a single element above all the others. The elements are Air, Earth, Fire, Moon, and Water. For more details, see page 13.

You need to arrange your elemental affinities as follows:

- Dominant (+2)
- Neutral-favourable (+1)
- Neutral-unfavourable (+0)
- Minor opposite (-1)
- Major opposite (-2)

You don't need to fill in all five elemental affinities right at this stage, but you need to pick your Dominant affinity, because that will help you determine your metamorphosis.

Elemental affinities are a bonus or penalty that comes into play whenever you're doing something directly related to or influenced by the element in question.

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## METAMORPHOSIS

Choose an appropriate metamorphosis, based on your dominant element. You can see a list of the published metamorphoses on page 15.

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## TROUBLE

Keep in mind that your trouble aspect is a workhorse, being your go-to aspect for earning Ka points through compels. Look for interesting troubles during your Past Lives phases.

## PHASE THREE: PAST LIVES

Each Nephilim has three past lives by default. By spending Ka points, players may buy up to two more past lives, for a total of five. Each past life grants characters an aspect, rank in three skills, and a stunt. It may also grant interaction with other characters who are incarnated in the same era.

The GM goes through the list of chosen eras in chronological order, and every character who is incarnated in a given era will complete the steps of that era at the same time.

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## LIFE EVENTS

The past life eras published in the *Nephilim* rulebook and in *Chronicle of the Awakenings* have details about what's going on during that era, both in the human world and in the esoteric, occult world of the Nephilim. There are also a number of random tables which you can use to determine some basic things – who you incarnated as, what you did, how you died, etc. Feel free to roll on the tables, or just use them for inspiration.

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## SIMULACRUM

Decide who you incarnated into. Each era has a list of possible simulacra, and you can either roll on the table or use it as inspiration for picking your own simulacrum.

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## ARCANUM

If this is your first incarnation, you must choose an Arcanum that you joined. Without an Arcanum, you would not learn how to make a stasis item, and you would only have survived a single lifetime.

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## STASIS ITEM

If this is your first incarnation, you must choose a stasis item. Each era has a list of possible objects, and you can either roll on the table or use it for inspiration for picking your own stasis object.



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## WHAT YOU DID

Look at the events described in the era. Each era has a *What Did You Do?* Section – take a look at that section, and decide how to answer the questions it asks. Come up with a few incidents from your life that were memorable to you; don't go nuts, one or two per life is fine.

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## HOW YOU DIED

Each era has a table of Stasis Events. These are the events that killed your simulacrum and sent you back to your stasis item to wait for your next incarnation. You can either roll on the table, or use it as inspiration to choose your own stasis event.

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## INTERACTIONS

If more than one character is incarnated in the same era, decide if they ever interacted. If so, work with the other player to come up with a brief story about your interaction, in the vein of *Phase Two: Crossing Paths* on page 42 of the *Fate Core System* book.

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## SKILLS

Each group of eras – Ancient, Medieval, Renaissance, Modern – has a set of categories for your simulacrum, based on broad, general classes of person in that era. Decide which of the categories your simulacrum belongs to.

These categories each have six skills listed. You get to choose three from the list. Mark them on your character sheet. Each such skill starts at Average (+1); for each time you gain the same skill from a new incarnation, you may increase the skill by one rank. See the *Skill Lists* section, starting on page 9, for details.

In addition, each era has a number of magic skills available. You may take one rank in any of the available magic skills for that era, in addition to the other skills you gain.

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## I WANT A DIFFERENT SKILL!

The skill list for each mode may not quite fit with the concept of your incarnation. In such a case, you may choose one skill that is not on your list. You may not choose a magic skill (Alchemy, Sorcery, Summoning, or Ka Vision), nor may you choose a simulacrum skill (Athletics, Physique, Resources, or Solar Ka). Note that this counts as one of your three skill choices for that incarnation.

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## STUNT

You gain one stunt for each past life. For details on stunts, see the section beginning on page 14.

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## PAST LIFE ASPECT

Once you've made all the other decisions for your past life era, decide on an aspect that reflects who you were, what you did, or what you learned in that life. Some examples:

- An aspect related to your Arcanum, especially if this is when you joined your Arcanum: *Eminence Grise of the Emperor, Right Hand of Strength, Justice Investigator*
- An aspect related to an important event in that era: *Taught the First Farmers to Brew Beer, Fought Against the Reconquista, Cathar Perfect*
- An aspect related to an important person in that era: *The Fourteenth Apostle, Paladin of Charlemagne, Confidant of Robespierre*
- An aspect related to interaction with a secret society in that era: *Master Mason, I HATE the Holy Vehm!, Hunted by Templars*
- An aspect related to a personal event in that era that left a mark: *Hung as a Witch, Twelve Years a Homonculus, I Have Known True Love*
- Any other aspect, unrelated to the era, that shows off your character, goals, habits, or values: *No Such Thing as Overprepared, I Will Unlock the Secrets of Solar Ka, The Selenim Are Abomination*

## PHASE FOUR: FINISHING TOUCHES

Once all the players have completed all the Past Life phases for their characters, it's time to put the finishing touches on things.

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### NAME

You'll need a name for your Nephilim. If you haven't come up with one, yet, now's the time.

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### CURRENT INCARNATION

Decide who your current simulacrum is, and what the circumstances of your possession were. Note that you'll also need a name for the simulacrum.

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### SKILL TOTALS

Check all the skill totals for all your past lives, and note them on your character sheet.

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### ELEMENTAL AFFINITIES

If you haven't finished assigning all the elements to their ranks on your elemental affinities, do so now.

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### STRESS

Determine your physical and mental stress as described on page 50 of the *Fate Core System* book. Note that your physical stress will be based on the Physique skill of your simulacrum, while your mental stress will be based on the Will of your Nephilim character.

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## CH'AWE

Ch'awe is an indication of how in tune you are with the elemental flows, and how much elemental energy you can channel and store. It functions as a stress track for magical purposes – when you push yourself using magic, you may take hits to your Ch'awe. For more details, see the *Magic* section on page 13.

You start with two boxes of Ch'awe stress. For each type of magic – Sorcery, Summoning, Alchemy – you have at least Average (+1) rank in, add an extra stress box. If any of the magic skills is Great (+4) or higher, add another stress box. If all three skills are Great (+4) or higher, add one more stress box.

This means that you may have as few as two stress boxes (unlikely), or as many as seven.

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## GENERATE THE SIMULACRUM

## PAST LIFE ERAS

Past lives are one of the core elements of character creation in *Fate of the Nephilim*. Here's what you need to know about them.

## FROM THE BOOKS

Here's a list of past life eras found in either the *Nephilim* core book (**N**) or *Chronicles of the Awakenings* (**C**).

It's also important to split the list into broader time categories: Ancient, Medieval, Renaissance, Modern. Here's how I've drawn the lines:

- Ancient – eras 1-10
- Medieval – eras 11-16
- Renaissance – eras 17-22
- Modern – eras 23-27

Now, these are not hard and fast divisions, and are totally arbitrary. Feel free to try and convince your GM that the edge cases may go the other way from where I placed them.

1. Predynastic Egypt, c. 5000 BCE – The Great Compromise: What God Were You? **N**
2. Memphis, Egypt, c. 3000 BCE – The Pact: Menes Creates Empire **N**
3. Uruk, Sumeria, c. 2700 BCE – The Epic of Gilgamesh **C**
4. Thebes, Egypt, c. 1350 BCE – Akhenaton: The Arcana Rebellion **N**
5. Mycenae, Greece, c. 1200 BCE – The Age of Discord **C**
6. Babylon, Persia, c. 600 BCE – Zoroaster and Ethical Religion **N**
7. Alexandria, Egypt, c. 350 BCE – Alexander and the Great Philosophers **N**
8. The Kingdom of Carthage, c. 200 BCE – The Destruction of Carthage **C**
9. Jerusalem, Judea, c. 30 CE – The Jesus Incident: Birth of the Piscean Age **N**
10. Rome, Italy, c. 350 CE – Constantine and the New Church **N**
11. Aachen, Germania, c. 750 CE – Charlemagne Destroys Paganism **N**
12. Rome, Italy, c. 1000 CE – The Millennium **C**
13. Jerusalem, c. 1120 CE – The Crusader States **C**
14. Las Navas de Tolosa, Spain, c. 1212 CE – The Reconquista **C**
15. Montsegur, Toulouse, c. 1243 CE – The Cathars **N**
16. Avignon, France, c. 1378 CE – The Great Papal Schism **C**
17. Florence, Italy, c. 1480 CE – The Renaissance **C**
18. London, England, c. 1590 CE – The New Camelot? **C**
19. Paris, France, c. 1630 CE – The Birth of the Age of Reason **N**
20. The Americas, New England, c. 1650 CE – For Fear of the Devil **C**
21. London, England, c. 1730 CE – The Mechanization of the Universe **C**
22. The Scottish Rebellion, c. 1745 CE – Bonnie Prince Charlie Wars for His Throne **C**
23. Paris, France, c. 1789 CE – The Best of Times; The Worst of Times **C**
24. The Siege of Paris, c. 1873 CE – The Insurgent Uprising **C**
25. London, England, c. 1900 CE – Return of the Magicians **N**
26. The Great War, c. 1916 CE – Anathema to Life, and Bane of Lovers **C**
27. Berlin, Germany, c. 1933 CE – The Spear and the Swastika **C**

## CREATING YOUR OWN

That's 27 eras written up in the books. Why would you need to create more?

One big reason is if there's a period of history that interests you and you know about that you'd like to explore. Also, if you look at the list above, it's pretty heavy on Western European history, and pretty light on... well, anything else. So, you might want to have your Nephilim appear and exist within another culture for a lifetime.

Here's what you need to do to create an era:

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### TIME AND PLACE

Pick a time and place – a rough starting year for the period, and a geographic location. If you want to come up with a descriptor for the era, like in the eras in the books, go for it. It can help focus the idea and themes of the era. Think of it as an aspect for that era.

You'll also need to decide if the era is Ancient, Medieval, Renaissance, or Modern.

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### HISTORICAL CONTEXT

A brief history of the era. Not in-depth; maybe a few paragraphs (possibly cribbed from Wikipedia) that you've put down on paper so that the GM has a reference<sup>1</sup>. Feel free to add some weirdness; this is a game about nonhuman, immortal, magical spirits, after all.

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### SECRET SOCIETIES

Pick a secret society or two that were important in this era. You may want to talk this over with the GM to see what options there are, and to make sure you're not messing up an important timeline.

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### DOMINANT ARCANA

Another section where you probably want to have a talk with the GM. Decide which Arcana were active and in control during the era, as well as why and how.

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<sup>1</sup> This is important! Don't make the GM do all the research on this!

## SKILL LISTS

### FULL LIST

- Alchemy
- Athletics
- Burglary
- Contacts
- Crafts
- Deceive
- Drive
- Empathy
- Fight
- Investigate
- Ka Vision
- Lore
- Notice
- Physique
- Provoke
- Rapport
- Resources
- Shoot
- Sorcery
- Solar Ka
- Stealth
- Summoning
- Will

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### ALCHEMY, SORCERY, AND SUMMONING

These are magical skills. They are explained in the *Magic* section, beginning on page 13.

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### KA VISION

This is the ability of the Nephilim to see the elemental flows and magical secrets of the world. It essentially functions as the Investigate skill, but only on magical things. See page 112 in the *Fate Core System* book.

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### SOLAR KA

Nephilim do not possess the Solar Ka skill, but all simulacra do, even if it's a Poor (-2) skill. Solar Ka is generally used as an obstacle for a Nephilim using magic against a human, including trying to possess one or forcing a simulacrum to do something that would be anathema to it if it were free – hurt its family, for example.

Some stunts may allow Nephilim to access their simulacrum's Solar Ka to power magical effects. These effects are very powerful, and can be quite damaging to the simulacrum if care is not taken.

## ANCIENT

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### FARMER/LABOURER

**Skills:** Crafts, Drive, Empathy, Notice, Stealth, Will

**Magic Skills:** Sorcery, Ka Vision

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### CRAFTSMAN

**Skills:** Contacts, Crafts, Empathy, Lore, Notice, Rapport

**Magic Skills:** Sorcery, Ka Vision

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### WARRIOR

**Skills:** Fight, Ka Vision, Notice, Provoke, Shoot, Stealth

**Magic Skills:** Sorcery, Ka Vision

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### PRIEST

**Skills:** Deceive, Empathy, Lore, Rapport, Sorcery, Will

**Magic Skills:** Sorcery, Ka Vision

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### RULER

**Skills:** Contacts, Empathy, Fight, Notice, Provoke, Rapport

**Magic Skills:** Sorcery, Ka Vision

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## MEDIEVAL

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### FARMER/LABOURER

**Skills:** Crafts, Drive, Empathy, Notice, Stealth, Will

**Magic Skills:** Sorcery, Ka Vision

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### MERCHANT/CRAFTSMAN

**Skills:** Burglary, Contacts, Crafts, Empathy, Notice, Rapport

**Magic Skills:** Sorcery, Summoning, Ka Vision

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### WARRIOR

**Skills:** Fight, Notice, Provoke, Shoot, Stealth, Will

**Magic Skills:** Sorcery, Summoning, Ka Vision

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PRIEST

**Skills:** Empathy, Investigate, Lore, Rapport, Summoning, Will

**Magic Skills:** Sorcery, Summoning, Ka Vision

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RULER

**Skills:** Contacts, Empathy, Fight, Ka Vision, Provoke, Rapport

**Magic Skills:** Sorcery, Summoning, Ka Vision

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RENAISSANCE

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FARMER/LABOURER

**Skills:** Contacts, Drive, Empathy, Notice, Stealth, Will

**Magic Skills:** Sorcery, Ka Vision

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MERCHANT/ARTIST

**Skills:** Burglary, Contacts, Crafts, Deceive, Notice, Rapport

**Magic Skills:** Sorcery, Summoning, Alchemy, Ka Vision

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SOLDIER

**Skills:** Fight, Notice, Provoke, Shoot, Stealth, Will

**Magic Skills:** Sorcery, Ka Vision

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PRIEST/SCHOLAR

**Skills:** Alchemy, Investigate, Lore, Notice, Rapport, Will

**Magic Skills:** Sorcery, Summoning, Alchemy, Ka Vision

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RULER

**Skills:** Contacts, Deceive, Empathy, Fight, Provoke, Rapport

**Magic Skills:** Sorcery, Summoning, Alchemy, Ka Vision

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MODERN

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FARMER/LABOURER

**Skills:** Burglary, Contacts, Drive, Empathy, Notice, Stealth

**Magic Skills:** Sorcery, Ka Vision

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BUSINESSMAN/ARTIST

**Skills:** Contacts, Crafts, Deceive, Empathy, Notice, Rapport

**Magic Skills:** Sorcery, Alchemy, Ka Vision

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SOLDIER

**Skills:** Drive, Fight, Notice, Provoke, Shoot, Stealth

**Magic Skills:** Sorcery, Ka Vision

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PRIEST/SCIENTIST

**Skills:** Investigate, Empathy, Lore, Notice, Rapport, Will

**Magic Skills:** Sorcery, Summoning, Alchemy, Ka Vision

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POLITICIAN

**Skills:** Contacts, Deceive, Empathy, Provoke, Rapport, Will

**Magic Skills:** Sorcery, Summoning, Alchemy, Ka Vision

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SIMULACRUM

**Skills:** Athletics, Physique, Resources, Solar Ka

## MAGIC

ELEMENTS

ASTOLOGICAL INFLUENCES

SORCERY

SUMMONING

ALCHEMY

## STUNTS

ENGRAVED SPELLS

ATHANOR

METAMORPHOSIS EFFECTS

ARCANA SECRETS



## OTHER THINGS

POSSESSION

SHOUI

ORICALCUM

HOMONCULI