

# HECATE

RANK	LIFE POINTS	POWER	WEAPON TYPE	STRESS RESIST	MAX PHY AC	CLASS ABILITIES
1	As per class	As per class	As per class	As per class	AC4 (leather /fur) No shield	
2				Double Handed		
3						Leap 1/4 Levels per day
4						+1 Dex
5						
6						Intimidate Male 1/2 Levels per day
7						
8						Immune Mind Influencing By Males
9						
10						Enmity VS Males Hurting/Attacking Women
11						
12						

HECATE : this tribe of Elindanians close to the borders of Khon Khark are known for their purely female society. They worship the Goddess Hecate and their culture is led by her Priestesses. Males of any species are below them and are treated with scorn, any male child will be deemed unworthy and are sold to the neighbouring Khon Kharkians.

Hecates will only follow martial professions such as warrior with a few being granted the connection to their goddess to become a Priestess. Being Elindanian they will never be Magic users.

- Hecate will only wear leather (AC4) or furs (AC3) and no other material because it is too flimsy.
- Upon leaving their Tribe they will be gifted a suit of armour from their Mother along with a weapon of their choice from the list below:
- Hecate can only use broadswords, bastard swords, great swords, dagger, spear, war mace, hand axe, battle axe, great Axe, Long Bow or Short Bow.
- Hecate have the same immunities and locational splits as humans.
- Upon death if a Tribal member is not to be raised then they are burnt immediately.
- All Hecate are terrified of the Undead and will flee in blind panic on seeing any such beings.
- Hecate will never use shields.

## **Hecate Abilities**

**Leap** – this allows the Hecate 1/4 levels/day to leap 15 foot horizontally or 10 foot vertically.

**Intimidate Male** - The Hecate must dismiss her target in a scornful manner. The victim of this ability will be very wary of the Hecate and must avoid engaging with the Hecate in any way as far as possible. The victim will attempt to keep away from the Hecate for the duration and if possible with as many other friendly people between themselves and the Hecate! If the victim is cornered by the Hecate and there is no other way past, the victim will enter a frenzied state and will attempt to rush past the Hecate. If this occurs, the victim will spend the next 5 minutes getting as far away from the Hecate as possible! The Hecate must be of equal or higher level than the victim in order for this spell to take effect. The spell is a *Fear* effect, this lasts 5 Minutes.

**Immune Mind Influencing By Males** - This ability makes the Hecate Immune to any Mind Influencing spell or ability used on them by a Male. (Halt, Rune of Sleep, Beguile etc.)

**Enmity Vs Males Attacking/Hurting Women** - This allows the Hecate to Cold Rage at Will against any male hurting or attacking a female other than themselves.