

# AMPHORA

PROWESS	FAIR	4
COORDINATION	FAIR	4
STRENGTH	AVERAGE	3
INTELLECT	FAIR	4
AWARENESS	FAIR	4
WILLPOWER	GOOD	5



## SPECIALTIES

Archeology Expert  
Athletics  
Stealth

## QUALITIES

A Very Patient Thief  
Treasure Hunter  
Vessel of Feminine Power

## POWERS

**Mythic Channeling:** Amphora has the Incredible (7) ability to channel any of the powers of non-Olympian female figures from Greek mythology. She can switch between various powers as a reaction during her panel. Her most common abilities include:

- **Amazon:** Incredible Prowess and Strength.
- **Atalanta:** Incredible Athletics specialty.
- **Circe:** An Incredible Transformation Ray able to turn men into animal forms under her control.
- **Echo:** Incredible Invisibility and vocal imitation, except Amphora must repeat everything that is said in her presence while using this power.

- **Gorgon:** An Incredible Transformation Ray that turns anyone she glares at who meets her gaze into stone (opposed Awareness test).
- **Graee:** The “Grey Sisters” grant Amphora Incredible Extrasensory Perception and Magic Detection.
- **Harpy:** Good (5) level Claws and Wings, along with a piercing shriek, an Incredible level Burst Dazzle attack.
- **Medea:** Incredible Occult specialty for brewing up magical potions. Amphora frequently makes up some of these in advance and carries them in her hand-bag, effectively giving her an Incredible mystical Gadgets power.

## BACKGROUND

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It has been said that an archaeologist is just a “very patient thief,” and that most certainly describes Antonia “Toni” Katsaros. Her interest in the past wasn’t about history, nor about preserving it, but about buried treasure and being the first to find and claim it. She quickly became infamous as a dig-leader and “treasure-hunter” willing to plunder ancient sites and to smuggle artifacts out of their native lands and into the hands of high-priced buyers.

Even she was surprised to discover an ancient sealed Greek amphora, containing wine as dark as ink. When an even less scrupulous male underling tried to take the priceless artifact, it was broken in the ensuing struggle. The splashing liquid poisoned the poor fellow, but filled Dr. Katsaros with a sense of untold power and knowledge, a connection to the feminine forces of ancient myth. Since then, Amphora has wielded those powers on her treasure-hunts, and preferred to work largely alone.

Heroes may encounter Amphora in a mutual hunt for ancient archeological sites and artifacts, or protecting the same from her depredations. Since it’s more the finding than the keeping, Amphora is perfectly willing to work for-hire acquiring artifacts and trinkets from around the world, items of interest to any number of buyers. Although her specialty is archeology, she has also been known to “acquire” items already in the hands of museums, universities, or private collectors. If one of the heroes has such an artifact, it may well become a target.

If the gods of Mount Olympus have an opinion about Antonia Katsaros wielding powers under their purview, they haven’t expressed it yet. There may be aspects to Amphora’s “gifts” she has not yet discovered, which could make her even more powerful, or send her to the heroes looking for help in overcoming an ancient curse, or evading the wrath of a misused mythos.