Champions
of the
Gods

by
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This is an entry into the Iron Game Chef '06 competition. It uses the ingredients *Ancient*, *Committee* and *Emotion*, and is designed to be played in four two–hour sessions.

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Map of the Ancient Greek World

Introduction

This is my Iron Game Chef '06 Entry. It uses the ingredients Ancient, Committee and Emotion, and is designed to be run in four two–hour sessions with between three and five participants. There is no Gamesmaster. I am no authority on Ancient Greece and its myths, so please indulge me any inaccuracies that I may have presented here.

Background

The Ancient Greek World, during the Age of Gods and Men: Zeus, father of all the Gods has decided that he wants a new religious festival for the Mortals to honour him. He has declared that it will be known as the "Olympics" and shall be held in the most worthy city–state in all of the Greek World — anywhere from Iberia to the Black Sea.

But there are more city–states than Zeus can be bothered to remember, so to discover which is most worthy, he has chosen a number of his Godly offspring to do it for him. They will be known as the "Mount Olympus Committee", and will report back in four mortal years, or Zeus shall rip all of Creation asunder.

Now, each of these Gods has a particular city–state where they are worshipped more than the others, and they want "their" city–state, and by extension, them to receive Zeus' favour. So, to come to an agreement, the Gods each summon a Champion to champion their city–state, and then the champion who completes the most heroic tasks shall win the right for his city–state to host the Olympics.

But Gods cannot stop themselves from meddling in Mortal affairs, and the Committee is no different. They bicker, bribe, lend favours, call in favours and persuade the others to set ever greater challenges in the way of the other champions whilst doing the same to grant Boons to aid their own champion. The city–state to receive the games will have less to do with the exploits of champions in the mortal world, and more to do with the deals happening at Mount Olympus.

Object of the Game

The participants each take the role of one of the Gods on the Committee as well as a heroic champion in the mortal world, all trying to bring the Olympics to their city–state. As the game progresses, each champion will earn Renown by questing for ancient Artefacts and bringing them back to the city–state. Every Artefact in the mortal world is significant in some way to a God on the Committee, and they can try to prevent the quest from succeeding by challenging the emotions of the questing champion.

A champion can overcome these challenges by the strength of his determination, but all the Gods on the Committee can lend their support to one side or the other – or even both. The manipulation and deal making that happens in Mount Olympus can make a huge difference to the final outcome. champions, as tools of the Gods, can suffer greatly whilst gaining Renown, but they will always survive any physical wounds. Instead, they will accumulate on more and more emotional baggage, which means that later challenges get more and more difficult for them to overcome.
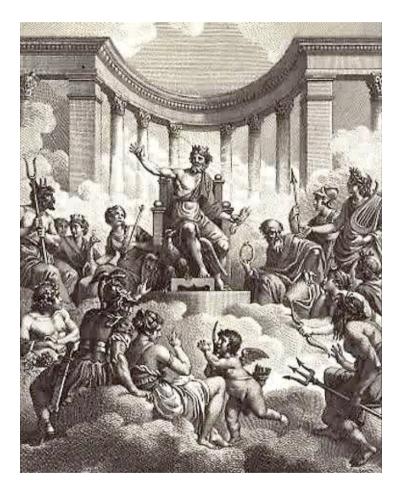
Each Scene will be focused on the heroic champion of one the participants, with everybody else playing one of the Gods of the Committee. The player of the champion can then choose which Artefact of which God to quest for, and that God can set an emotional challenge for the champion to overcome. The rest of the Committee can then cajole, lend favours or call favours back in to either help or hinder the champion in overcoming this challenge. After the scene resolves, the next participant around the table takes control of his or her champion and play continues.

At the end of the game, the participant whose champion has won the most Renown wins and gets Zeus to bring the Olympics to their city–state.

Requirements

• Several different coloured tokens, a different colour for each participant plus another colour to show Determination (Poker Chips are great for this).

- One marker to show who is playing a champion this scene.
- Several six–sided dice.
- Copies of the God sheets (pages 20–30).

Game Setup

Each participant picks a God from the list given in the back of the book. Participants are free to distribute who gets to be what god by whatever means the group thinks is best; agreement, rolling dice, random shuffle, a mixture of all the above or whatever.

Read over the description of the God and then assign points to each of the emotions. The participant should assign two emotions a score of 3, another two emotions a score of 2 and the remaining pair a score of 1. The higher the number, the more important or interesting the player thinks it is to have a God who shows that emotion.

Then each participant must name and describe six things or people in the mortal world that are important to their God. They are called Artefacts and each one would induce a different emotion in that God if it used against them, so they should be:

- Something or someone that can make the God feel JOY.
- Something or someone that can make the God SAD.
- Something or someone that can make the God ANGRY.
- Something or someone that the God FEARS.
- Something or someone that DISGUSTS the God.
- Something or someone that can SURPRISE the God.

Then each participant create a short description and history for their champions, and give them a good Heroic sounding name. There is a list of suitable sounding names at the back of this book. This champion will be from the city state that the participant's God patronises, but can otherwise be described much as the participant wishes.

The participant should also create three different vulnerabilities for their Champion. Two of these vulnerabilities must be rated at level one, with the third being at level two. These are the starting weaknesses that this Champion will have to overcome during his quests on behalf of his or her God. All champions start with zero points of Renown.

The final step in setting up the God is for each participant to take an large number of coloured chips (a different colour per participant) to represent the Debt they can get into during play.

Each participant should also begin play with three chips of another colour. Each one of these chips represents a point of Determination. The rest of these chips should be kept in the middle of the table within easy reach of each participant.

The Emotions

There are six simple emotions that everything else is focused around. These are *Joy*, *Sorrow*, *Anger*, *Fear*, *Disgust*, and *Surprise*. They can be triggered spontaneously, and conscious effort cannot easily control them. Gods have each one of these emotions rated between zero and three. The higher the number, the more important or interesting the player thinks it is to have a God who shows that emotion.

Artefacts

An Artefact is something or someone in the mortal world that are important to a God. It must be something that can or does induce one of the six emotions in the God, and something which the God does not want to be killed, destroyed, captured or used against them.

The description of the thing should be limited to an object or place that can be stolen or captured — *"The Arrow of Apollo"* is fine, *"The Shrine at Ismini"* should be OK, but *"Mount Olympus"* or *"The Sea"* is right out. Alternatively, the thing could be a person, group or being that the God wishes effective and alive — *"The High Priestess at my Temple in Corinth"* or *"The Centaurs in the Arcadian forest"* are excellent. *"Zeus"* or *"Everyone in the world"* are not.

Note that there is no requirement for any Artefact to be taken from history or myth. You can make up what you want, as long as the group all think that it fits in genre.

Vulnerabilities

Whilst the patron God or Goddess of a mortal champion would never let them die or suffer permanent physical injury

whilst in service to them, these champions all have Vulnerabilities. A Vulnerability is a something which can trigger one of the six basic emotions in the champion and cloud their judgement or disrupt their concentration.

You can create your character's Vulnerabilities as tidbits of history: *"My wife died during childbirth."* You can phrase them as simple facts about your character: *"I have an eye for the ladies."* You can phrase them as attitudes: *"I'll never accept being second best."* Each Vulnerability must be associated with a certain emotion and have a rating of one ore more, with higher ratings indicating that the Vulnerability is more important to the player of that champion.

Agreeing on Artefacts and Vulnerabilities

If the rest of the group don't think that an Artefact or a Vulnerability you've given your characters is lame, weak or otherwise unacceptable then you should rewrite it until everyone is happy. If it looks as if arriving at a consensus will take some time, or if either side is digging in and unwilling to compromise, then I suggest that you use the "Player Conflict Resolution" system described later.

It's also important that you, the player, creates Artefacts and Vulnerabilities that interest you, the player. The whole game will revolve around these things, so ensure you will have a good time by picking things which sound cool to you and your group. If you aren't interested in something you create here, even though that may be "realistic" and/or "tactical" the game will just fizzle.

Example of Character Creation

Bob picks Apollo who is the god of light, dance, music, healing and medicine, archery and reason. Bob decides to set the emotional ratings as Joy:2, Sorrow:3, Anger:2, Fear:1, Disgust:3, and Surprise:1. He thinks of his Apollo as someone who knows what is coming, so is never surprised or afraid (he already knows how things are going to turn out) and usually upset or disgusted about something that someone has yet to do.

Bob now has to create the six artefacts of Apollo:

- • Watching a young mortal girl who lives in Athens, *Tisiphone*, makes Apollo happy.
- • The *Arrow of Apollo* is a thing of great sadness for him.
- • Apollo will anger if the *Shrine of Cassiopeia* is defiled.
- • Apollo is afraid of the *Wine of Dionysus*.
- • Apollo is disgusted by the *Barbarian tribe in the Northern wastes*.
- • Apollo can be surprised by *Pythia* — the Oracle at Delphi.

As Apollo is the patron of Delphi, Bob creates a champion called Theron who is the champion of Delphi. A lithe young man, Theron has little more than a tunic, sandals, a knife and a fine bow to his name. Bob defines his three vulnerabilities as:

- • Theron will not accept being second best (ANGER): 2
- • Theron loves the ladies (JOY): 1
- • Theron is afraid of spiders (FEAR): 1

Finally, Bob takes a stack of blue chips to use as his Debt and three black "Determination" chips. Bob is now ready to play!

Playing the Game

Each one of the four sessions is made up of one scene per participant. In any given scene, one participant plays his champion in the mortal world. That participant then declares that their champion is setting out on a quest to capture any Artefact belonging to any other participant. That other participant is then the Guardian. All the other participants may only on the roles of the Gods observing this quest from Mount Olympus. After the scene finishes, the participant who was playing a champion passes that duty to the participant on his left, and the next scene can begin, with a new quest and new Guardian.

> Example: Bob decides that he is going to try and bring the Tears of Aphrodite back to his city–state. The Tears of Aphrodite is one of Aphrodite's Artefacts (unsurprisingly), and Emma is playing Aphrodite in this game, so Emma gets to be the Guardian this scene.

Creating a Challenge

The Guardian should create a challenge for the champion to overcome before they can capture the Artefact which forms the focus of the quest. They can choose any number of vulnerabilities of the questing champion to target and exploit in order to protect the Artefact.

> Example: Emma decides that she will use both Theron's love of the ladies and his anger with being second best and sets up a quest where the Tears of Aphrodite are in the possession of a beautiful barbarian queen, and Theron will have to overcome both his jealousy of her favoured consort and his own lust for her to successfully capture the Artefact.

The Guardian then begins the scene by narrating the champion arriving at the location of the challenge, and introduce the situation they have prepared. The player of the champion can then state the actions his champion will attempt to retrieve the Artefact, with the Guardian taking on the roles all the other characters as well as defining and describing the where setting all the action takes place. The Guardian also has the

responsibility of building the situation to take advantage of the vulnerabilities of the champion.

At any point the participant playing the champion could describe an attempt at an action which the Guardian believes could be comprised by the vulnerabilities of the champion. At that point the Challenge will begin.

> Example: Emma describes how Theron rides north for many days until he comes across the barbarian citadel. Theron has seen the queen here – wearing the Tears of Aphrodite as a necklace no less – whilst scouting out the area, and her beauty and savage charms capture his heart.

> Bob agrees and then describes Theron sneaking into the castle at night, attempting to enter the queen's bedchamber whilst she is sleeping. Emma agrees with this and lets Bob continue.

Gaining Determination

If at any point during a scene, the champion narrates an action that addresses one of his champion's vulnerabilities, and that action would make it harder to recover the Artefact, that player may gain a free point of Determination as a reward. No more than one free point of Determination may be gained in this way per scene. If there is some conflict as to whether this action is worthy of receiving a Determination point, the participants involved should use the "Player Conflict Resolution" system described later.

> Example: Bob wants Theron to steal the Tears of Aphrodite from the queen's bedchamber, replacing it with a rose that he has picked for her. Bob wants Theron to remain hidden until he can deliver this token of his affection, and requests a Determination point for his efforts.

> The rest of the participants agree that this is OK, and Bob takes a Determination chip from the middle of the table and into his hand.

Overcoming the Challenge

The Guardian states which of the vulnerabilities of the champion he will target, and narrates how circumstances cause this emotional pressure gives the champion pause. The player of the champion can decide to risk as many of his points of Determination as he wants in order to control his champion's emotional vulnerabilities. He then declares this number and uses and narrates how his champion attempts to struggles through the pressure.

> Example: Emma narrates Theron hiding outside the queen's bedchamber, rose in hand, when he spies the door opening and a handsome young warrior leave the naked and nubile queen obviously satisfied. She announces that she will use both Theron's lack of acceptance at being second best and his love of the ladies to challenge him. That gives her 3 dice to roll.

> Bob decides that this is important to him, so risks 2 points of his Determination to overcome the challenge. He then describes how Theron tries to remain hidden and not lash out because he remembers how grateful all the womenfolk in Delphi will be when he *successfully* completes his quest.

The Guardian then rolls a number of dice equal to the rating of all targeted vulnerabilities. At the same time the player of the champion rolls one die per point of Determination he is risking. Both participants then take the highest number showing on a single die to determine their score. If no dice were thrown, that participant is assumed to have a score of 1. The participant with the highest score will win this struggle.

> Example: Emma rolls her 3 dice, getting a 2, 4 and 5. Bob roll his two dice of Determination at the same time and gets a 3 and a 6. The initial scores are 5 for Emma and 6 for Bob. It is looking like Theron will get away with it, but only just.

But before the final victor is determined, the scene cuts away to Mount Olympus, with all the Gods watching the events from afar. All the participants take on the roles of their God, with the player of the champion temporarily assuming the role

of his God — the Sponsor — and the Guardian taking the role of his God as the owner of the desired Artefact.

The participants who had the lowest score may now demand Support for his side in this challenge. All the other players (including the player who is on the other side in this challenge) may also offer Support. Once all Support has been determined on that side of the challenge, the other participant may do the same. This may go back and forth until no more support is forthcoming, at which point the challenge will resolve one way or the other.

> Example: Emma, as she is behind in this challenge gets Charles' support to give her a score of 7. Bob can now attempt to get support, and demands it from Charles and David, which end him up with a final score of 8. Emma looks around for more support, but doesn't get any, so Bob wins this challenge.

Support and Debt

This is a key way in which the Gods can manipulate each other. Any participant may *offer* Support to a participant who is behind in a challenge. If the participant accepts this offer, they must give you a Debt token in return. It is important to note that this token does not have to be one of his own, and could even be one from the player offering support, if he had such a thing.

> Example: Emma is the Guardian and is behind in a challenge. Charles offers her support, which Emma accepts. Charles then has to give her a Debt token in return. He has a Debt token from David, which he could give her, but he decides not to do that and gives her one of his own instead.

It is also possible for the participant who is behind in a challenge to *demand* other participants to Support him. This is done by returning a Debt token to the participant who owns it and getting Support from them in return. It that participant *refuses* to give Support when it is demanded in such a way, he must give back all of his Debt tokens back to their owners instead, and will therefore be unable to demand support for himself.

Example: Bob is currently behind in a challenge with Emma, but Bob has two of Emma's Debt tokens. He thinks that it would be really cool to twist the knife and gives her one of her own tokens back to demand her Support. Emma doesn't want her challenge overwhelmed like this, so refuses. She then has to give all her Debt chips back to their rightful owners, but doesn't have to get Bob her support.

Example: Bob is still behind in the challenge and really needs to win. He controls one of Charles' tokens and demands Support from him. Charles is happy to oblige and takes back his token.

When Support is given to a participant, they may increase their score by the rating of the Supporting God's appropriate emotion, which can be anything from zero to three points.

When supporting the player of the champion, the appropriate emotion is the same as the base emotion of any of the targeted vulnerabilities. When supporting the Guardian, the appropriate emotion is the same the Emotional type of the Artefact being protected.

Whenever Support is given, the Supporting player must make a short narration describing how the Support has some impact upon the challenge in the mortal world.

Example: Charles has lent his support to Bob in order to help Theron overcome this challenge. As Emma was targeting both Theron's lack of acceptance at being second best and his love of the ladies to challenge him, Charles, who's God is Hermes, can support with either Hermes' Anger or Joy emotional ratings. He chooses Joy, for two points, and describes how a sudden gust of wind blows strongly through the citadel, slamming the door to the queen's bedchamber shut.

Note that it is impossible for a player to Support himself in a challenge.

Ending the Scene

When no more Support is forthcoming, the action returns to the mortal world. The outcome of the scene depends on the relative scores of both participants.

If the participant playing the champion has the higher final score or the scores are tied, he should narrate a short description of how the Artefact is captured and brought back to the city–state. That participant gains a number of points of Renown equal to the Guardian's final score. He must also give all the Determination he risked to his opponent. The player who owned the Artefact should cross it off their sheet and reduce the rating of the related emotion down to zero.

> Example: After all the support is finished, Bob has ended up with a final score of 8 and Emma has a final score of 7. Bob gains 7 points of Renown, but has to pass two points of his Determination to Emma (so she has 5 points and Bob is left with just one). Emma has to lose her Tears of Aphrodite Artefact and sets her Sorrow emotional rating to zero.
>
> Bob then narrates how the slamming of the door shut stops Theron from jumping thoughtlessly into action, and he calmly waits until the queen falls back into a deep slumber. Theron then sneaks into the bedchamber, replaces the Tears of Aphrodite with a rose, delicately kisses the sleeping queen on the cheek, leaving carefully to ride at full tilt back to Delphi and a hero's welcome.

If the Guardian has the higher final score or the scores are tied, he can decide to either give the champion is a new vulnerability at level one or increase the rating of one of the champion's vulnerabilities he targeted by one. The participant playing the champion should narrate how this additional suffering stops him from capturing the Artefact.

If the Guardian elects to give the champion a new vulnerability, then the champion player should specify a new vulnerability which is controlled by the same base emotion as the Artefact being protected.

finished with a final score of 8 instead. Emma wins and elects to make Bob take a new vulnerability for Theron, which must be based on Sorrow.

Bob takes "I dream of the barbarian queen (SORROW): 1" and narrates how he snaps the young warrior's neck and strides into the queen's bedchamber to claim his prize. But the queen's body fills his mind with lustful thoughts and he succumbs to her charms, only to awaken in the middle of a remote field the next day, miles away from anywhere. He travels back to Delphi in shame.

Note that BOTH outcomes apply if the final scores are tied, and the participant playing the champion should adapt his narration to suit.

Example: Let's say that after all the support is finished, Emma and Bob both end up with final scores of 7. Bob gains 7 points of Renown, but has to pass two points of his Determination to Emma (so she has 5 points and Bob is left with just one point). Emma has to lose her Tears of Aphrodite Artefact and sets her Sorrow emotional rating to zero. She does, however, force Bob to make Bob take a new vulnerability for Theron, which must be based on Sorrow.

Bob takes "I betrayed the love of the barbarian queen (SORROW): 1" and narrates how Theron snaps the young warrior's neck and strides into the queen's bedchamber to claim his prize. The queen accepts his advances, and after a night of passion, as the queen sleeps beside him, Theron remembers his mission, taking the Tears of Aphrodite from her and rides off into the night, tears in his eyes.

It's important when performing this final narration to cut away when the scene slows down. You shouldn't let the scene die out. Cut it. You want the excitement to carry over into the next scene, instead of having to build it back up again. "Excitement" here doesn't have to be crazy action, good roleplaying produces excitement, tender moments produce excitement, etc.

Player Conflict Resolution

If, at any time during play, it appears impossible to reach an agreement over something by simple discussion, anybody make ask for it to be taken to conflict resolution.

This works in very much the same way as support during a challenge. One participant makes a proposal, and all the others must vote on if this proposal is carried or not.

It is possible to *bribe* other players to agree with a proposal. The proposing participant make offer one or more Debt tokens (again, these don't have to be the participant's own, just ones that they control) in exchange for agreement from another participant. If the offer is accepted, the player must agree to the proposal.

Conversely, it is acceptable for a participant to bribe another participant in rejecting a proposal. This works in exactly the same way. If a participant is being bribed to both accept and reject a proposal, it is acceptable for both sides to bid and counter–bid as required.

The End of the Session

After each participant has had a scene in which they have controlled their champion in a quest for an artefact, the session is over. The next session works in the same way, with the consideration that a year has passed since the previous quests. At the end of the forth session – after four years in game time – Zeus demands a decision and the game will end.

The End of the Game

At the end of the game, the player who has the most Renown points gets Zeus to bring the Olympics to his city–state, and wins. That player must give a short narration describing the welcome his great champion receives upon his triumphant return to the honoured city–state. The other players have lost the game, this time.

The

Gods

Aphrodite

This beautiful, erotic love and fertility goddess of binding attractions is often depicted naked with a goose or a swan. Her birds are the dove, goose, swallow, and swan, and her flowers are the rose and the poppy. Her trees are the apple and the myrtle. Her animals are the ram and the tortoise. She had a romantic affair with the god of war Ares, and, a long–time romantic liaison with god Hermes. She patronises *Corinth*, a trading city–state wealthy enough to rival Athens and Thebes. More than one thousand cult prostitutes are employed by the great temple dedicated to Aphrodite there.

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Corinth's Champion of Aphrodite

Description:

Renown:

Vulnerabilities:

Apollo

This agricultural sun god of prophecy is often depicted as a naked, handsome young man who was holding a lyre, as well as, a bow and arrow. Apollo is the twin brother of Artemis; and, the protector of archery, the fine arts, law and order, music, peasants, poetry, and healing medicine. He is greatly revered as the personification of balanced beauty. His animals are all of the flocks and the herds. His main sanctuary at *Delphi*, where Greeks came to ask questions of the oracle, is considered to be the centre of the universe.

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Delphi's Champion of Apollo

Description:

Renown:

Vulnerabilities:

Ares

As a stalwart and zealous warrior god, Ares is depicted as a young man wearing a breastplate and helmet, holding sword and spear. Ares is the patron god of *Sparta*, the most powerful state, rivalled only by the upstart city–state of Athens. Sparta is, above all, a military state, and emphasis on military fitness begins virtually at birth and this tireless emphasis on physical training gives Spartans a reputation for being "laconic," short in words. But it means that Sparta has the best army in all of ancient Greece.

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Sparta's Champion of Ares

Description:

Renown:

Vulnerabilities:

Artemis

This moon goddess of the hunt and the wild is usually depicted wearing animal skins and holding a bow and arrow. Artemis is the twin sister of Apollo and a virgin protectress of both chastity and childbirth who travelled about the mountains with her animal and nymph companions. Her animals are the bee, boar, dog, goat, and stag. Her trees are the fir and the laurel. She is the patron Goddess of the great city–state of *Ephesus.*

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Ephesus' Champion of Artemis

Description:

Renown:

Vulnerabilities:

Athena

Although goddess Athena was more of an intellectual advisor than a fighting warrior, she is often depicted wearing a breastplate and helmet, holding a shield and spear. She is a virginal wisdom goddess and patroness of literature, arts, and crafts, who invented the bridle, the rake, the plough, and the yoke. Her birds and animals are the owl, the crow and the snake. Olives are sacred to her. The city–state of *Athens* was named after her in honour of her steadfast support as a defender of civil law and a guardian of justice. This city–state is growing in wealth, power and influence, and could soon become a rival to the great city–state of Sparta.

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Athens' Champion of Athena

Description:

Renown:

Vulnerabilities:

DEMETER

An earthy barley mother goddess, Demeter's speciality is the agricultural arts. Offerings placed on her altars should be in their natural state such as unspun wool, unpressed grapes, uncooked grains. The patroness of cultivated plants and cereal grains, all livestock are her animals. The crane is her bird. Her flowers are the poppy and the narcissus. The agricultural city–state of *Larissa* receives Demeter's patronage.

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Larissa's Champion of Demeter

Description:

Renown:

Vulnerabilities:

DIONYSUS

The god of wine, represents not only the intoxicating power of wine, but also its social and beneficent influences. He is viewed as the promoter of civilisation, a lawgiver, and lover of peace as well as the patron deity of both agriculture and the theatre. Dionysus is the patron God of the city–state of *Thebes*.

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Thebes' Champion of Dionysus

Description:

Renown:

Vulnerabilities:

Hephaestus

This fire god is often depicted wearing rags and a woollen hat, holding his tools. The patron of artisans, craftsmen, and metalworkers, he has an arranged marriage with the goddess Aphrodite who is frequently unfaithful to him. Hephaestus is the patron god of the city–state of *Chalcis* well known for it's superbly manufactured metalwork, pottery and minerals.

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Chalcis' Champion of Hephaestus

Description:

Renown:

Vulnerabilities:

Hera

Often depicted as a seated, vainglorious stately married woman holding a sceptre and a peacock, Hera is the ruling goddess of the Greek Pantheon, and the wife of Zeus. An arranged marriage goddess and overseer of women and childbirth, her birds are the cuckoo and the peacock, her flower is the lily, and her fruit is the pomegranate. She is the patron god of the city–state of *Argos*.

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Argos' Champion of Hera

Description:

Renown:

Vulnerabilities:

Hermes

Hermes with his winged sandals and elaborate herald's staff, the kerykeion, is the god of guidance, travellers, shepherds, consolation and reunions, and messenger of the Gods. He is an eloquent wind god who invented the lyre. Known for both his mischief making and his great passion for the goddess Aphrodite, the clever Hermes is also an extremely complex, mutable, and versatile individual with a penchant for solving puzzling perplexities and for transforming by reconciling opposites. He sponsors the city–state of *Pergamum*, a place ruled with intelligence and generosity, and home to one of the greatest libraries in the ancient world. .

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Pergamum's Champion of Hermes

Description:

Renown:

Vulnerabilities:

POSEIDON

Brother of Zeus, and second most powerful God, Poseidon is depicted as a fierce, bearded man, escorted by a diverse array of sea creatures. He is the protector of all waters and worshipped by sailors and seamen. He married Amphitrite. His weapon is a trident, which can shake the earth, and shatter any object. Poseidon is the patron of the coastal city–state of *Halicarnassus*.

Emotions & Artefacts

Joy (   ):

Sorrow (   ):

Anger (   ):

Fear (   ):

Disgust (   ):

Surprise (   ):

Halicarnassus' Champion of Poseidon

Description:

Renown:

Vulnerabilities:

Names

I know that it's always hard to come up with decent names off the top of your head, so I've culled this list for you from the internet. Whenever you are struggling for an appropriate Ancient Greek name, just pick one from these lists.

Male Names

Abderus	Alastair	Anastasio	Anthony
Absyrtus	Alastor	Anastasios	Anthor
Abydos	Alcides	Anastasius	Antilochus
Acastus	Alcinoos	Anasztaz	Antinous
Acestes	Alcinous	Anatloe	Antiphates
Achates	Alcmaeon	Anatol	Anton
Achelous	Alcyoneus	Anatoli	Antony
Acheron	Alec	Anatolijus	Antti
Achilles	Aleksandr	Anatolio	Aonghas
Aconteus	Aleksandur	Ancaeus	Apollo
Acrisius	Aleksy	Anchises	Apoloniusz
Admetus	Alessandro	Ander	Arcas
Adonis	Alex	Anders	Archemorus
Adras	Alexander	Anderson	Ares
Adrastus	Alexandras	Andor	Argo
Aeacus	Alexandros	Andraemon	Argos
Aeetes	Alexandrukas	Andrea	Argus
Aegeus	Alexei	Andres	Arion
Aegis	Alexio	Andrew	Aristaeus
Aegisthus	Alexis	Andries	Aristid
Aegyptus	Alix	Androgeus	Aristotle
Aeneas	Aloeus	Androu	Arsene
Aeolus	Alphenor	Angel	Arsenio
Aesculapius	Alpheus	Angell	Artemas
Aeson	Alyosha	Angelo	Artemesio
Agamedes	Alyoshenka	Angus	Artemus
Agamemnon	Ambrocio	Anibal	Ascalaphus
Agenor	Ambrose	Aniol	Asklepios
Agestes	Ambrus	Anker	Asopus
Aindreas	Amphiaraus	Anndra	Athamas
Aindriu	Amphion	Anstice	Athan
Ajax	Amphitryon	Anstice	Athanasios
Akil	Ampyx	Anstiss	Athanasius
Alaemon	Amycus	Antaeus	Atlas
Alasdair	Anastagio	Anteros	Atreides

Atreus	Charon	Cycnus	Egidio
Attis	Charybdis	Cyprian	Eleftherios
Auster	Chimera	Cyr	Elek
Autolycus	Chiron	Cyrano	Eleutherios
Avernus	Chris	Cyrek	Eli
Baccaus	Christian	Cyril	Elpenor
Baccus	Christiano	Cyrus	Enceladus
Balasi	Christobel	Cyryl	Endre
Baltsaros	Christoffel	Daedalus	Endymion
Baptiste	Christoph	Daemon	Enea
Baruch	Christophe	Damae	Eneas
Basil	Christopher	Damaskenos	Eoghan
Basile	Christos	Damaskinos	Epeius
Basilio	Chryses	Damen	Epopeus
Baste	Chrysostom	Damian	Erasmus
Bastiaan	Cirilo	Damocles	Ercole
Bastien	Cirio	Danaus	Erebus
Baucis	Ciro	Daphnis	Erechtheus
Bazyli	Ciro	Dardanus	Erichthonius
Bellerophon	Claas	Deiphobus	Erymanthus
Biton	Claus	Delphinus	Erysichthon
Boethius	Cleobis	Demetre	Estebe
Boreas	Cletus	Demetri	Estevao
Briareus	Cocytus	Demetrios	Eteocles
Cadmon	Coeus	Demetrius	Etor
Cadmus	Coireall	Demodocus	Ettore
Caesare	Cole	Demogorgon	Eubuleus
Calais	Colum	Demophon	Eugen
Calchas	Coridan	Denes	Eugene
Capaneus	Corineus	Denys	Eugenio
Caseareo	Corybantes	Deucalion	Eugenios
Castor	Corydon	Dhimitrios	Eumaeus
Cebriones	Cos	Diomedes	Eupeithes
Cecrops	Cosima	Dion	Eurus
Celeus	Cosmas	Dionysios	Euryalus
Cenon	Cosmo	Dionysius	Eurylochus
Cephalus	Cottus	Dionysus	Eurymachus
Cepheus	Creon	Dolius	Eurypylus
Cerberus	Cretien	Doran	Eurystheus
Cercyon	Cristoforo	Dorian	Euryton
Cesare	Cronus	Dunixi	Eusebius
Cetus	Ctesippus	Eachann	Eustace
Ceyx	Cy	Echion	Eustachy

Eustis	Gyurka	Igorr	Kester
Evasn	Haemon	Inachus	Kestorr
Evzen	Hali	Iobates	Khristos
Farris	Halirrhothius	Ion	Khrystiyanr
Fedor	Halithersis	Iorgas	Kipr
Feodor	Haralambos	Iphicles	Kirilr
Feodras	Hasione	Iphis	Kirilr
Filippo	Hector	Iphitus	Kirkor
Filips	Helenus	Irus	Kirylr
Flip	Helios	Isadorer	Kitr
Fulop	Hephaestus	Isidore	Klassr
Galen	Heraklesr	Isidoror	Klaus
Galinthias	Hercules	Isidrro	Kolya
Ganymede	Hermes	Istvan	Korudon
Gelasius	Hesperos	Ivan	Kosmosr
Geordie	Hieronim	Ivanetsr	Kosmy
Georg	Hipolit	Ivankor	Kratos
George	Hippocampus	Ixidorr	Krischanr
Georges	Hippogriff	Ixion	Krisr
Georget	Hippolytus	Jacinto	Kristian
Gergely	Hippolytusr	Jason	Kristofr
Gergor	Hippomenes	Jasunr	Kristor
Geryon	Homer	Jayr	Kristr
Gheorghr	Homeros	Jencir	Krystupasr
Giles	Homerus	Jeno	Krzysztofr
Gilles	Hyacinthusr	Jeroenr	Kuirilr
Glaucus	Hyancinthe	Jerome	Kyrillos
Goran	Hylas	Jerzyr	Kyrillosr
Gorka	Hymen	Jiri	Kyros
Gregoire	Hyperion	Jirkar	Ladon
Gregor	Hypnos	Jorenr	Laertes
Gregorie	Hyrieus	Jorgenr	Laestrygones
Gregorior	Iapetus	Jorgr	Laius
Gregory	Iasion	Jorisr	Lander
Gregos	Iasius	Jornr	Laocoon
Grigor	Iason	Julian	Laomedon
Grigorov	Ibycus	Juliusr	Lasse
Gruev	Icarius	Jurgist	Leander
Guilio	Icarus	Kadmus	Leandro
Gyes	Icelos	Kaj	Leksi
Gyoergy	Idas	Karsten	Lethe
Gyorgy	Idomeneus	Kedalion	Lichas
Gyuri	Ignatius	Keril	Lidio

Linus	Narcisse	Ophelos	Persius
Lipp	Narcissus	Ophion	Pertras
Lippi	Narkis	Oreias	Peru
Lippio	Nauplius	Oreste	Peter
Loxias	Nectarios	Orestes	Peterke
Lycaon	Neleus	Orion	Petr
Lycomedes	Nemo	Orpheus	Petrelis
Lycurgus	Nemos	Orthros	Petros
Lynceus	Neotolemus	Otis	Petrukas
Lysander	Nereus	Otos	Petter
Macaire	Nestor	Otus	Phaethon
Machaon	Nicholas	Owen	Phantasos
Makarioa	Nick	Palamedes	Phaon
Marcario	Nicodemus	Pan	Phemius
Marsyas	Nicol	Panagiotis	Pheobus
Maur	Nicolaus	Pancratius	Philander
Maurice	Nicole	Pandareos	Philemon
Medus	Nik	Pandarus	Philip
Melampus	Nikita	Panos	Philipp
Melanippus	Niklaus	Panteleimon	Philippe
Melanthius	Nikodem	Papandrou	Phillip
Meleager	Nikolai	Paris	Philo
Melecertes	Nikolajis	Parthenios	Philoctetes
Meletios	Nikolos	Patroclus	Philoetius
Menelaus	Niles	Peadair	Phineas
Menoeceus	Nilo	Pedar	Phinees
Mentor	Nilos	Peder	Phineus
Mette	Nils	Pedro	Phlegethon
Mezentius	Niocol	Pegasus	Phoenix
Midas	Niocole	Peisistratus	Phorbas
Mikolas	Nisus	Pekka	Phorbus
Miles	Nocholaus	Peleus	Phorcys
Milo	Nocolas	Pelias	Phrixus
Mimis	Notus	Pello	Phylo
Minos	Obiareus	Pelops	Piaras
Momus	Oceanus	Peneus	Piarres
Mopsus	Ocnus	Pentheus	Piero
Morpheus	Odysseus	Per	Pierre
Myles	Oedipus	Perdix	Pierro
Myron	Oeneus	Pericles	Piet
Nape	Oenomaus	Pero	Pieter
Napolean	Oighrig	Perrin	Pietr
Napoleon	Oles	Perseus	Pietro

Pilib	Sanders	Telephus	Turannos
Piotr	Sandor	Teodors	Tydeus
Pippo	Sarpedon	Teofile	Tymek
Pirithous	Saunders	Tereus	Tymon
Pirro	Sebasten	Teucer	Tymoteusz
Pittheus	Sebastian	Teuthras	Tyndareus
Pityocamptes	Sebastioano	Thamyris	Typhoeus
Plato	Sebestyen	Thanasis	Typhon
Plexippus	Seoirse	Thanatos	Tyrone
Plutus	Seorsa	Thanos	Ulysses
Polites	Sidney	Thaumas	Uranus
Pollux	Simeon	Theodore	Urian
Polycarp	Simon	Theodosios	Vanko
Polydamas	Sinon	Theodrekr	Vasileios
Polydeuces	Sisyphus	Theon	Vasilis
Polydorus	Socrates	Theophile	Vasos
Polyeidus	Soterios	Theron	Vasyl
Polymestor	Spyridon	Thersites	Vasylko
Polynices	Staffen	Theseus	Vasyltso
Polyphemus	Stamitos	Thyestes	Xanthus
Pontus	Stavros	Tiege	Xeno
Porfirio	Steafan	Tigris	Xenophon
Poseidon	Stefan	Timon	Xenos
Preben	Stefano	Timothea	Xerxes
Priam	Stefanos	Timothy	Xuthus
Priapus	Stephano	Timun	Xylon
Procrustes	Stephen	Tiomoid	Yehor
Prokopios	Steven	Tiresias	Yrjo
Prometheus	Steverino	Tito	Yura
Prophyrios	Stoffel	Titos	Yure
Protesilaus	Sydney	Titus	Yuri
Proteus	Symeon	Tityus	Yurii
Pygmalion	Tadhg	Tivadar	Yurochka
Pylades	Taidgh	Todor	Zale
Pyramus	Takis	Tomotheos	Zarek
Pyrrhus	Talus	Toxeus	Zelotes
Rasmus	Tantalus	Tracey	Zelus
Rhesus	Taxiarchai	Tracy	Zenas
Rhoecus	Teadoir	Triptolemus	Zeno
Risto	Teague	Triton	Zenon
Rodas	Telamon	Trophonius	Zephyrus
Salmoneus	Telegonus	Tuder	Zetes
Sander	Telemachus	Tudor	Zeus

Zoltan   Zoltar   Zotikos

Female Names

Angel	Alerissa	Angelina	Astraea
Abdera	Alesia	Angeline	Astrea
Acacia	Aleta	Angelique	Atalanta
Acantha	Alethea	Annis	Atalante
Adara	Alexandra	Annys	Ate
Adelpha	Alexis	Anstace	Athanasia
Admeta	Alicia	Anstice	Athena
Adonia	Alpha	Antea	Athene
Aeaea	Althaea	Anthea	Atlanta
Aedon	Althea	Anthia	Atropes
Aegina	Altheda	Anticlea	Aura
Aello	Alysia	Antigone	Aure
Aethra	Alyssa	Antiope	Autonoe
Aetna	Amalthea	Antropas	Autumn
Agafia	Amalthia	Anysia	Babita
Agalaia	Amara	Aphrodite	Baibin
Agalia	Amaranda	Apollina	Bairbre
Agapi	Amarande	Apollinaris	Baptista
Agatha	Amarantha	Apollonia	Barbara
Agaue	Amaryllis	Ara	Basham
Agave	Ambrosia	Arachne	Basilia
Agave	Ambrosine	Arena	Baucis
Aglaia	Ambrotosa	Arene	Berdina
Aglauros	Amethyst	Areta	Berdine
Agnes	Amphitrite	Arete	Berenice
Agueda	Amymone	Aretha	Bernice
Aidoios	Anassa	Arethusa	Beroe
Airlea	Anastasia	Aretina	Beryl
Akantha	Anatola	Argia	Briseis
Akilina	Anatolia	Argie	Cadis
Alala	Anaxarete	Ariadne	Caeneus
Alcestis	Andrea	Ariana	Caitilin
Alcina	Andreas	Ariane	Caitlin
Alcippe	Andromache	Artemia	Caitlyn
Alcmene	Andromeda	Artemis	Caitrin
Alcyone	Anemone	Artemisia	Caitriona
Alcyone	Anezka	Aspasia	Caitryn
Aldara	Angela	Asta	Calandra
Aleris	Angeliki	Astra	Calantha

Calida	Charis	Cosimia	Diantha
Calla	Charissa	Cosma	Dianthe
Calli	Chloe	Creusa	Dice
Callia	Chloris	Crocale	Dido
Callie	Christa	Crystal	Dike
Calligenia	Christen	Cybele	Dino
Calliope	Christian	Cyma	Diona
Callista	Christiana	Cynara	Dione
Calliste	Christiane	Cynthia	Dionysia
Callisto	Christine	Cypris	Dionysie
Calypso	Chryseis	Cyra	Dirce
Canace	Cinthia	Cyrena	Doll
Candance	Cinyras	Cyrene	Dollie
Candice	Cipriana	Cyrilla	Dolly
Cassandra	Circe	Cythera	Dora
Cassie	Clematis	Cytherea	Doralia
Cassiopeia	Cleo	Cytheria	DorEmma
Cassondra	Cleopatra	Daffodil	Doralie
Casta	Cliantha	Damara	Doralis
Castalia	Clianthe	Damaris	Dorcas
Catalin	Clio	Damia	Dordei
Catalyn	Cloria	Danae	Dordie
Catarina	Cloris	Daphne	Dorea
Catharina	Clotho	Deianira	Doreen
Catherin	Clymena	Delbin	Dorelia
Catherine	Clymene	Delbina	Doretta
Catheryn	Clyte	Delbine	Dorette
Catheryna	Clytemnestra	Delfina	Doria
Cathleen	Clytie	Delfine	Dorian
Cathlin	Colette	Delia	Doriana
Cathlyn	Cora	Della	Dorice
Cathryn	Coral	Delphia	Dorien
Catia	Coralie	Delphina	Dorinda
Celaeno	Coralin	Delphine	Doris
Celandina	Coralina	Delta	Dorita
Celandine	Coraline	Demas	Dorkas
Celena	Corella	Demeter	Dorlisa
Celina	Coretta	Demetria	Dorothea
Celosia	Corette	Demos	Dorothy
Cenobia	Corin	Desdemona	Dorte
Ceres	Corinna	Desma	Drew
Cestus	Corinne	Desmona	Dryope
Ceto	Coronis	Dia	Ecaterina

Echidna	Erigone	Gaia	Hemera
Echo	Erinyes	Galatea	Henrika
Ecterine	Eriphyle	Gelasia	Hera
Eda	Eris	Georgette	Here
Ede	Errita	Georgia	Hermandina
Effie	Erytheia	Georgiana	Hermandine
Egeria	Esmeralda	Georgine	Hermia
Eidothea	Esmerelda	Geranium	Hermione
Eileithyia	Eudocia	Ghita	Hero
Eirene	Eudocia	Giancinta	Hesione
Ekaterina	Eudokia	Giancinte	Hesper
Elaine	Eudosia	Gina	Hesperia
Eldoris	Eudosis	Glauce	Hester
Eleanor	Eudoxia	Gredel	Hestia
Eleanora	Eugenia	Gregoria	Hilaeira
Eleanore	Eulallia	Gregoriana	Hippodamia
Electra	Eunice	Greta	Hippolyta
Elefteria	Eunomia	Gretal	Hippolyte
Elena	Euphemia	Gretchen	Horae
Eleni	Euphemie	Grete	Hyacinth
Elenitsa	Euphrosyne	Gretel	Hyacinthe
Elepheteria	Eurayle	Gryta	Hyades
Elephteria	Europa	Haidee	Hydra
Elisabet	Eurycleia	Halcyone	Hygeia
Elisabeth	Eurydice	Halimeda	Hygieia
Elisia	Eurynome	Halina	Hypate
Elissa	Eustella	Harmonia	Hypatia
Ellen	Euterpe	Hebe	Hypsipyle
Ellice	Evadne	Hecate	Ianthe
Elma	Evangelia	Hecuba	Ianthina
Elnora	Evangeline	Hedia	Iasius
Elora	Evania	Hedy	Ica
Elpida	Evanth	Hedyla	Ida
Elpide	Evanthe	Hekuba	Idalia
Endora	Evgenia	Helen	Idola
Ennea	Fate	Helena	Ilay
Enyo	Fedora	Helene	Ileana
Eos	Fern	Helenka	Iliona
Ephie	Filia	Helia	Ilithia
Erato	Filipina	Helice	Ilithya
Eriantha	Filomena	Helike	Ilka
Erianthe	Filomenia	Helle	Ilke
Erianthia	Gaea	Helli	Ilon

Ilona	Jocasta	Kay	Lalia
Ilonka	Kaethe	Keleos	Lamia
Ilu	Kaia	Kepa	Lampetia
Iluska	Kairos	Kepe	Lana
Inatha	Kaisa	Keres	Laodamia
Ines	Kali	Kethryn	Larissa
Inesa	Kalie	Khrustina	Larisse
Inese	Kalika	Kineta	Lea
Inez	Kalliope	Kinetikos	Leda
Ino	Kalonice	Kirsten	Leitha
Iola	Kaly	Kirstie	Lelia
Iolantha	Kalyca	Kirsty	Lena
Iolanthe	Kanake	Kit	Lenci
Iole	Kandake	Kitty	Lenore
Iona	Kara	Klazina	Leonarda
Ione	Karen	Kleopatra	Leonora
Ionessa	Karena	Kolete	Leonore
Ionia	Karin	Kolette	Leora
Iphegenia	Kasen	Kolina	Letha
Irena	Kasia	Kolina	Lethe
Irene	Kasienka	Koline	Lethia
Irina	Kasin	Kora	Leucippe
Irini	Kaska	Kore	Leucothea
Irinia	Kasmo	Kore	Leucothia
Iris	Kassia	Koren	Lexina
Irisa	Katakin	Kosma	Lexine
Irta	Katarin	Kosmo	Lia
Iryna	Katarina	Koto	Ligia
Irynia	Katarzyna	Kriska	Lila
Isadora	Kate	Krista	Lilch
Isadore	Katherine	Kristel	Lili
Isaura	Katheryn	Kristell	Lilia
Isaure	Kathrine	Kristen	Lilis
Isidora	Katica	Kristin	Lilla
Ismene	Katie	Kristina	Lillis
Ismini	Katinka	Kriszta	Lily
Ivanna	Katja	Krisztina	Lina
Ivy	Katoka	Krysia	Loni
Jacinta	Katri	Krysta	Lotus
Jacintha	Katrina	Kynthia	Luigina
Jacinthe	Katus	Lachesis	Lycoris
Jarina	Katy	Lais	Lydea
Jarine	Katya	Lalage	Lydia

Lyra	Melena	Narkissa	Nysa
Lyris	Meleta	Natasha	Nyse
Lysandra	Melina	Natassia	Nyssa
Madge	Melinda	Nathacha	Nyx
Madora	Melissa	Nausicaa	Obelia
Magaere	Melisse	Nell	Obelie
Maggie	Melita	Nella	Ocypete
Maia	Melleta	Nellie	Odele
Mairead	Mellisa	Nellis	Odelet
Malinda	Melpomene	Nelly	Odelette
Malva	Merope	Nelma	Odelle
Malvina	Merta	Nemesis	Odessa
Malvine	Metanira	Neola	Odysseia
Margalo	Metea	Neoma	Oenone
Margaret	Metis	Neomea	Oighrig
Margareta	Minerva	Neomenia	Oleisia
Margaretta	Minta	Neomia	Olena
Margarita	Mintha	Nephele	Olina
Margeret	Mira	Nereid	Olympe
Margery	Mirias	Nerice	Olympia
Margolo	Mnemosyne	Nerina	Omphale
Marjorie	Moerae	Nerine	Onella
Marjory	Moira	Nerissa	Ophelia
Marketa	Moirai	Nerita	Ophelie
Marmara	Moirai	Nessa	Orea
Marmee	Moly	Nessia	Oria
Marpessa	Mona	Neysa	Orithyia
Masma	Monica	Nicea	Ortygia
Mathilde	Monika	Nicia	Page
Matilda	Moniqua	Nicola	Pamela
Meagan	Monique	Nicole	Panagiota
Medea	Musadora	Nicoletta	Pandora
Medora	Musidora	Nicolette	Panphila
Medusa	Myra	Nike	Pansy
Megan	Myrta	Niki	Panthea
Megara	Myrtia	Nikolia	Parthenia
Meghan	Myrtice	Niobe	Parthenie
Melania	Myrtis	Nireta	Pasha
Melanie	Myrtisa	Nitsa	Pasiphae
Melantha	Myrtle	Nora	Peg
Melanthe	Mytra	Norah	Pegeen
Melantho	Narcisa	Nox	Peggy
Meleda	Narcissa	Nympha	Pelagia

Pelicia	Phoenix	Selene	Syna
Pelopia	Phylis	Selia	Syrinx
Pemphredo	Phyllis	Selina	Tabitha
Penelope	Pierette	Semele	Talia
Penny	Pleasure	Sibley	Taren
Penthea	Podarge	Sibyl	Taryn
Penthesilea	Polyhymnia	Sibylla	Tassos
Penthia	Polyxena	Sinobia	Tecla
Peony	Procne	Sinovia	Tedra
Pephredo	Psyche	Sirena	Tedre
Perrine	Pyrena	Sirina	Tekla
Persephone	Pyrene	Sofi	Terentia
Persephonie	Pyrenia	Sofia	Teresa
Persis	Pyrenie	Sofronia	Terese
Pesha	Pyrrha	Solon	Teresina
Petra	Pythia	Solona	Terisita
Petrina	Reit	Solone	Terpsichore
Petrine	Rena	Solonie	Terran
Petronella	Resi	Sondra	Terrian
Petronelle	Reta	Sophia	Terriana
Phaedra	Rezi	Sophie	Terry
Phaethusa	Rhea	Sophronia	Tesia
Phebe	Rheta	Stacey	Tess
Phedora	Rhete	Stacie	Tessa
Phemie	Rhoda	Stacy	Tessie
Pheodora	Rhodantha	Stasia	Tethys
Phila	Rhodanthe	Stefina	Thaddea
Philana	Rhodia	Stefinia	Thaddia
Philida	Rina	Steise	Thais
Philina	Rita	Stephana	Thalassa
Philippa	Ritsa	Stephania	Thaleia
Philis	Ritza	Stephanie	Thalia
Phillida	Saba	Stephene	Thea
Phillina	Saffi	Stevie	Thecla
Phillipa	Sandra	Stheno	Theda
Phillis	Sandrine	Strep	Thekla
Philomel	Sapphira	Strephon	Thelma
Philomela	Sapphire	Strephonn	Themis
Philomena	Scylla	Styx	Thenoma
Philomina	Sebastene	Suadela	Thenomia
Philothea	Sebastiana	Sybilla	Theodora
Phoebe	Sebastienne	Sybyl	Theodosia
Phoebe	Selena	Symaethis	Theola

Theona	Titania	Xantha	Zenina
Theone	Tosia	Xanthe	Zenna
Theophane	Tracy	Xanthia	Zenobe
Theophaneia	Tressam	Xenia	Zenobia
Theophania	Trina	Xylia	Zephira
Theophanie	Trine	Xyliana	Zephyr
Theophilia	Tryn	Xylina	Zephyra
Theora	Tryna	Xylinia	Zeta
Theore	Tryne	Xylona	Zeva
Thera	Tynet	Yalena	Zita
Theresa	Tyra	Yalene	Zoe
Therese	Tyro	Yolanda	Zoel
Thetis	Urania	Yolande	Zoelie
Thia	Ursa	Zandra	Zoelle
Thira	Ursel	Zefiryn	Zofia
Thisbe	Ursula	Zelia	Zofie
Thora	Vania	Zelina	Zoia
Thyra	Vanna	Zelinia	Zondra
Tienette	Vanny	Zena	Zoya
Tifany	Vara	Zena	Zsofia
Tiffany	Varvara	Zenaida	Zsofie
Tiffeny	Vavara	Zenaida	Zyphire
Timothea	Venessa	Zenaide	Zyta
Timothia	Veronica	Zenda	
Tiphanie	Veronicha	Zene	
Tisiphone	Veronika	Zenia	