

Anarea *Forty Factions* *Faction Information Sheet*

Tarot Card		Ace of Wands	
Alleyman's Tarot Card:		The Ace of Bandoneon (b1) (Page No. 180)	
No. & Name of Faction		114. The Champions of ATAVAR	
Expansion		Forgotten Factions	
Timeframe		From I 2500	
Alignment		unaligned	
Politics	Militant	Category	New Life
Enemies	Temple of KOROS		
Seats	0 on Council		0 in Secret Conclave
(n) = Influence	0 at Grasslander Gathering		0 in Congress of Dreams
Characters	Harlequin, Jack Spot, Julietta		
Location A	none	Area A	none
Location B		Area B	
Resources	Champions of ATAVAR (with special Powers)		
Circle		Forest	
Otherworld		Domain	
Random Event	A Champion goes rogue, and is played from now on by the Player who played the Random Event Plot.		
Background	In the Year 2500 "Harlequin" and "Jack Spot", claiming to be agents of ATAVAR, a previously-unknown God of New Life, first appeared before Gods and other Higher Powers or Factions offering them "Champions" - being powerful fully-grown heroes from outside the old Karmic Order with three bodies each, to which their soul transferred on a previous body being killed. The Sponsors were encouraged to programme past memories for their Champions, shape their bodies, give them extraordinary Powers and send them out into the World to champion Their respective causes. Most did so, either replacing fallen heroes of Theirs from the old Karmic Order or creating new ones with fictitious past histories. The notable exception was KOROS, Who		

	<p>replaced His/Her Champion with one dedicated to seeking out and capturing other Champions of ATAVAR. Many Champions went on to achieve great (if sometimes controversial) things for their Sponsors. Champions adventured all over the Overworld and Underworld, and in the course of their adventures some visited Tehmor.</p>
Notes	<p>Champions: Once per Game Turn and at any time during that Turn you may specify a Champion of an Activated Faction not controlled by you which is involved in a Plot that has been played that Turn (or is continuing to be played into that Turn). The Faction may be controlled by a Player Allied with you. You role-play the Champion and earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may continue to role-play the Champion in subsequent Game Turns (where relevant to current Plots) unless he or she has been killed 3 times, Destroyed, Stoned and/or abducted by agents of KOROS. The Champion may replace a Character specified in the Sponsor Faction's Information Sheet or who has previously been specified by its Player, but you must specify how that Character has been replaced by the Faction (e.g. Good Gods cannot just kill off Their followers, but may replace a much-loved one who has unfortunately died). If the Temple of KOROS is Activated, it gains Yvonne/Yvette/Yasmine as a Character played by the Player of the Temple of KOROS and dedicated to hunting down Champions of ATAVAR in Tehmor. You take -1VP for each Champion lost to agents of KOROS.</p>