





PROJECT-ØLYMPUS

Contents

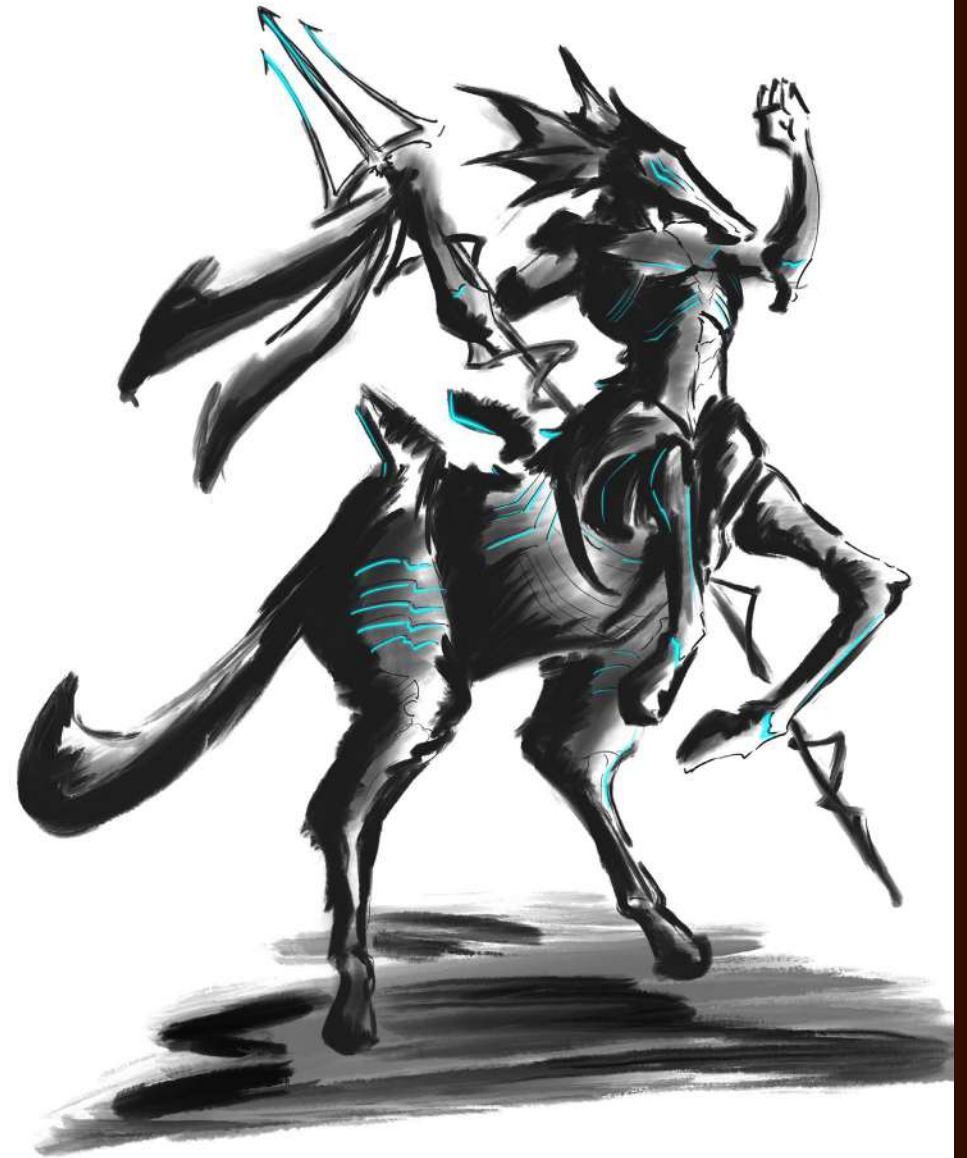
• Poseidon	IV
• Artemis	VI
• Hermes.....	VIII
• Apollo.....	X
• Hephaestus	XII
• Ares	XIV
• Demeter	XVI
• Aphrodite	XVIII
• Athena.....	XX
• Dionysus	XXII
• Hera.....	XXIV
• Hades	XXVI
• Zeus.....	XXVIII
• Monsters	XXX

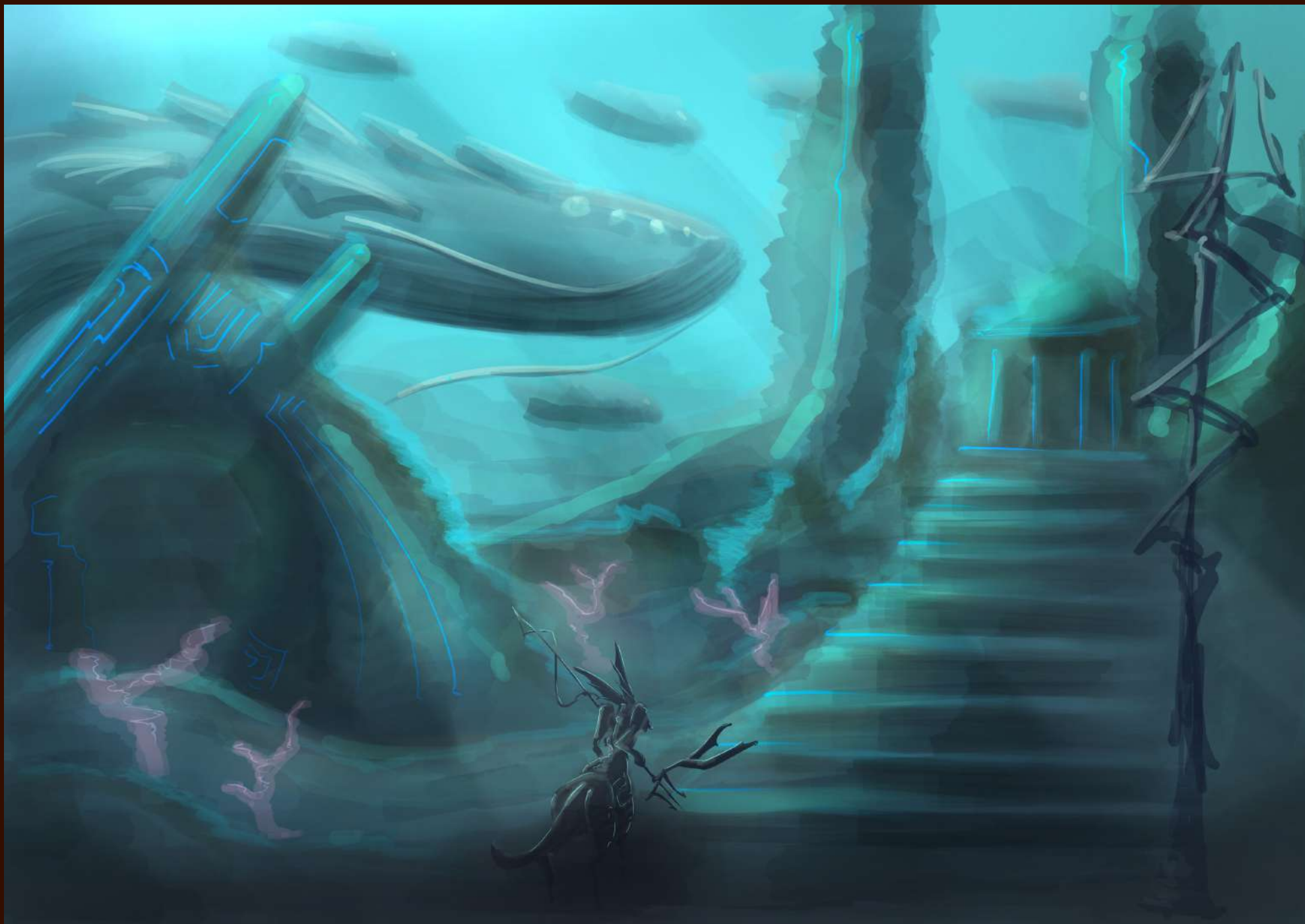
Poseidon

Poseidon is a “Rider” class unit which excels in mobility and multi hit attacks. He has an advantage in dodging saving throws, and chance to deal additional damage.

Poseidon Unit was originally used to explore the oceans and other bodies of water.

Having lower body of a horse increases his stamina and allows long time exploration of ocean beds which gives Poseidon a more Centaur look.



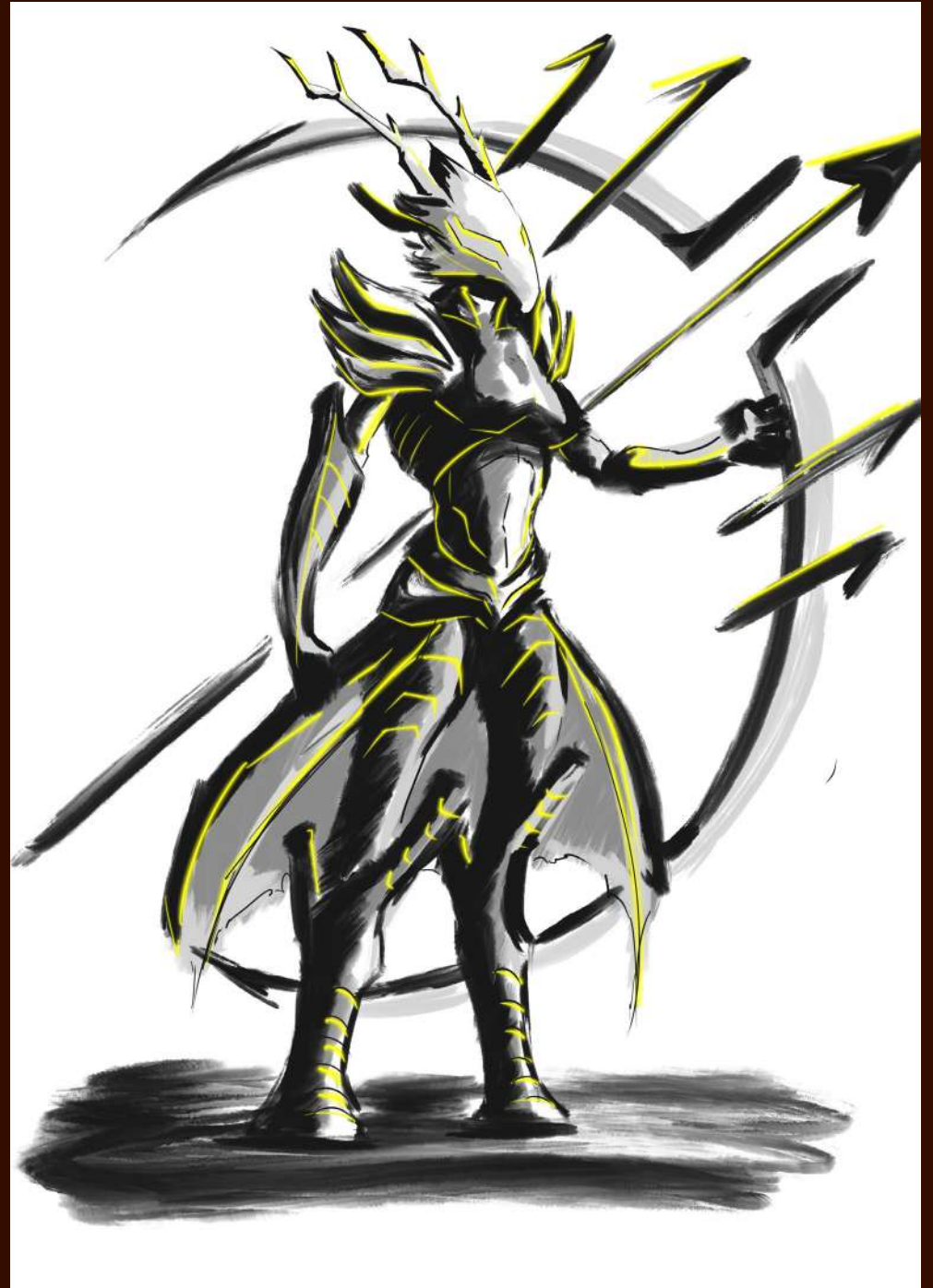


Artemis

Artemis is a “Hunter” class unit which excels in Long range attacks and Crowd control. She has an advantage in staying far distance away to avoid melee attacks.

Artemis Unit was originally used to explore deep jungles and collection of specimens.

Artemis have increased hearing modules and sensitive horns that detects nearby creature, Artemis uses her Crescent Bow to Immobilize multiple targets in one shot.





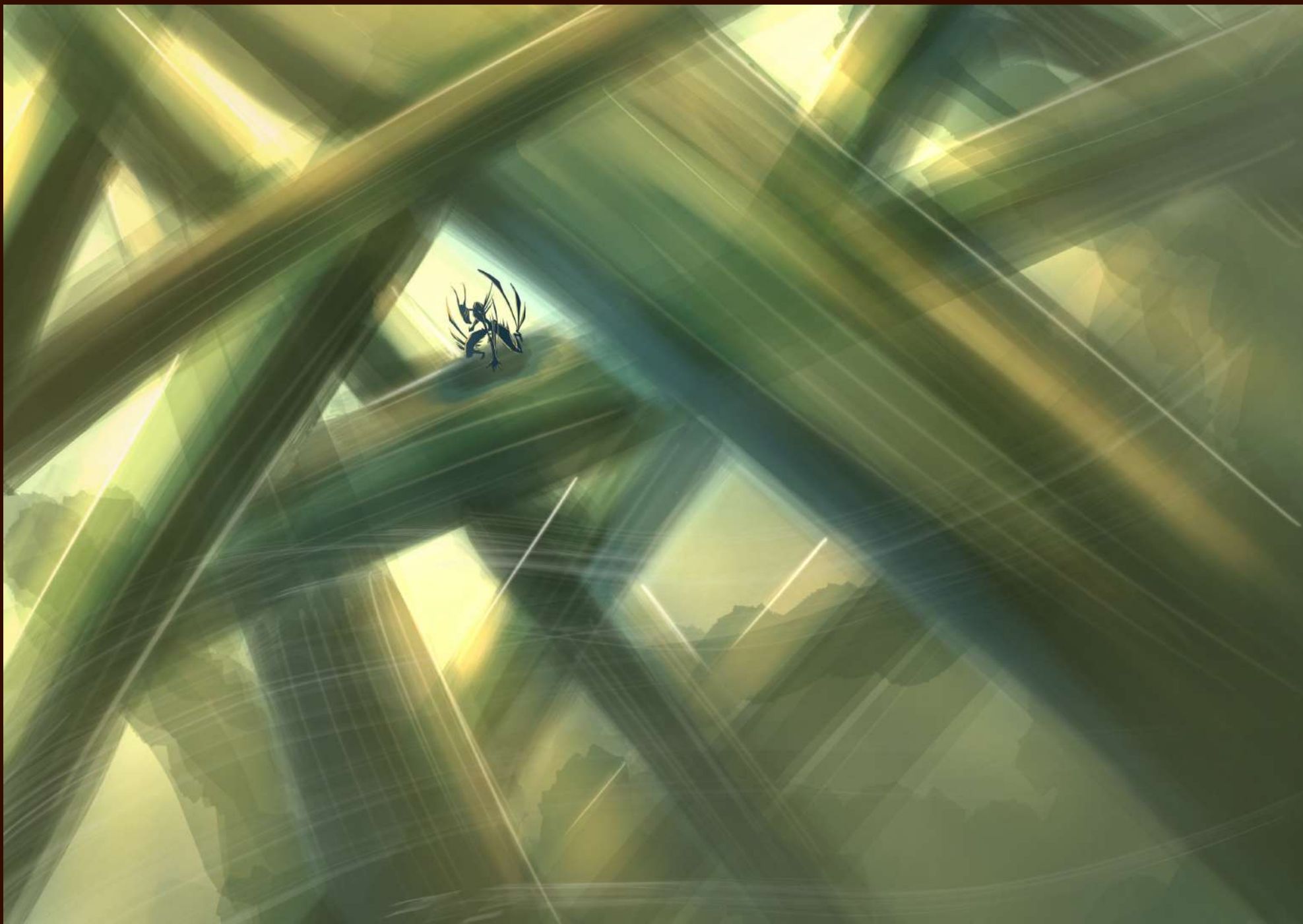
Hermes

Hermes is an “Assassin” class unit which excels in High offensive capabilities. He has an advantage within Melee distance with his high Damage.

Hermes Unit was originally used to deliver items at a great distance with incredible speed.

Hermes have booster modules around his body which allows him to convert air resistance to boosts his speed.



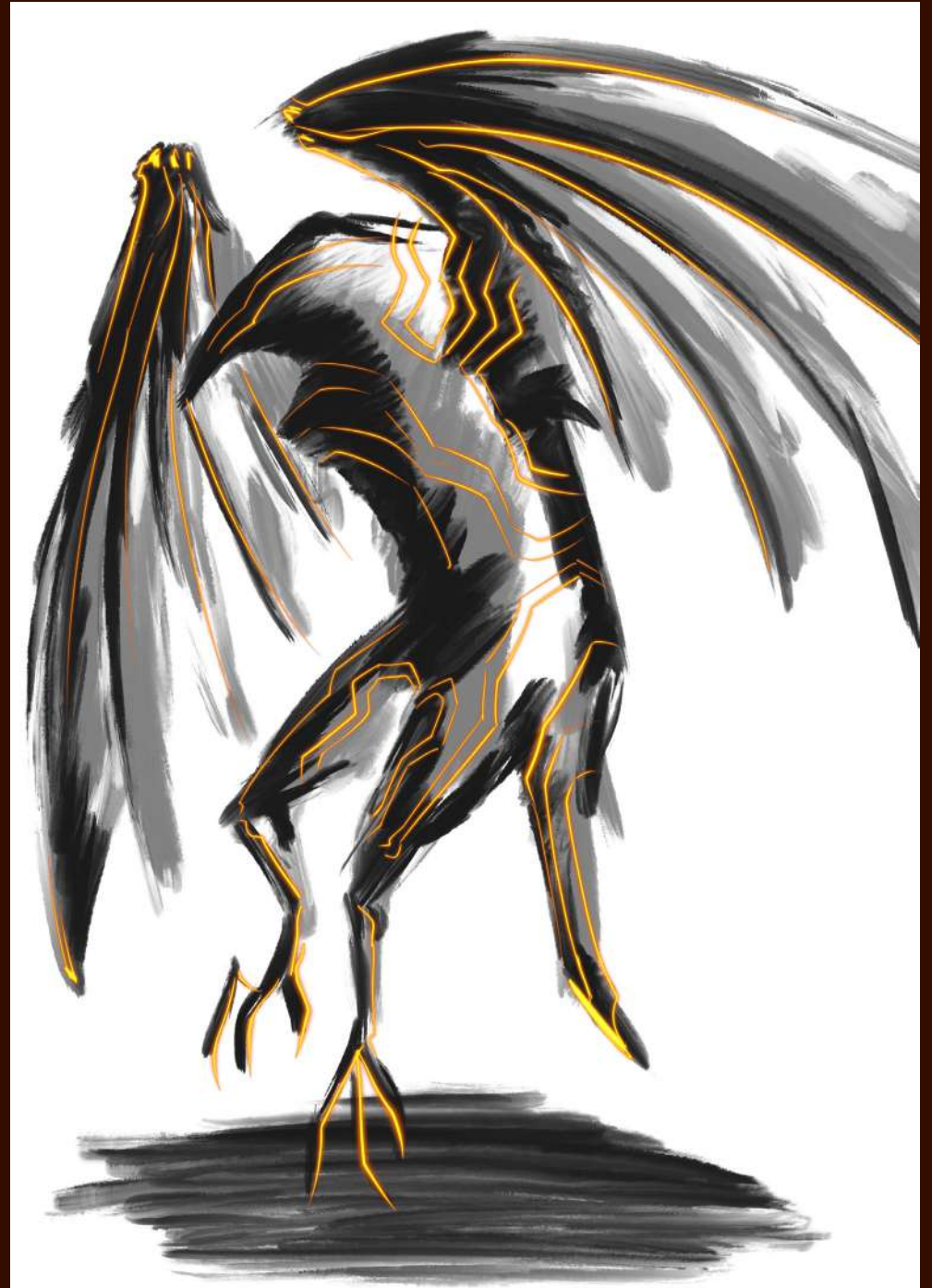


Apollo

Apollo is an “Assassin” class unit which excels in High offensive capabilities. He has an advantage within Melee distance with his Burning attacks.

Apollo Unit was originally used to monitor weather and broadcasting.

Apollo is self maintained unit using a solar powered chassis which allows Apollo unit to convert the enegy for many applications to any way he deems necessary.



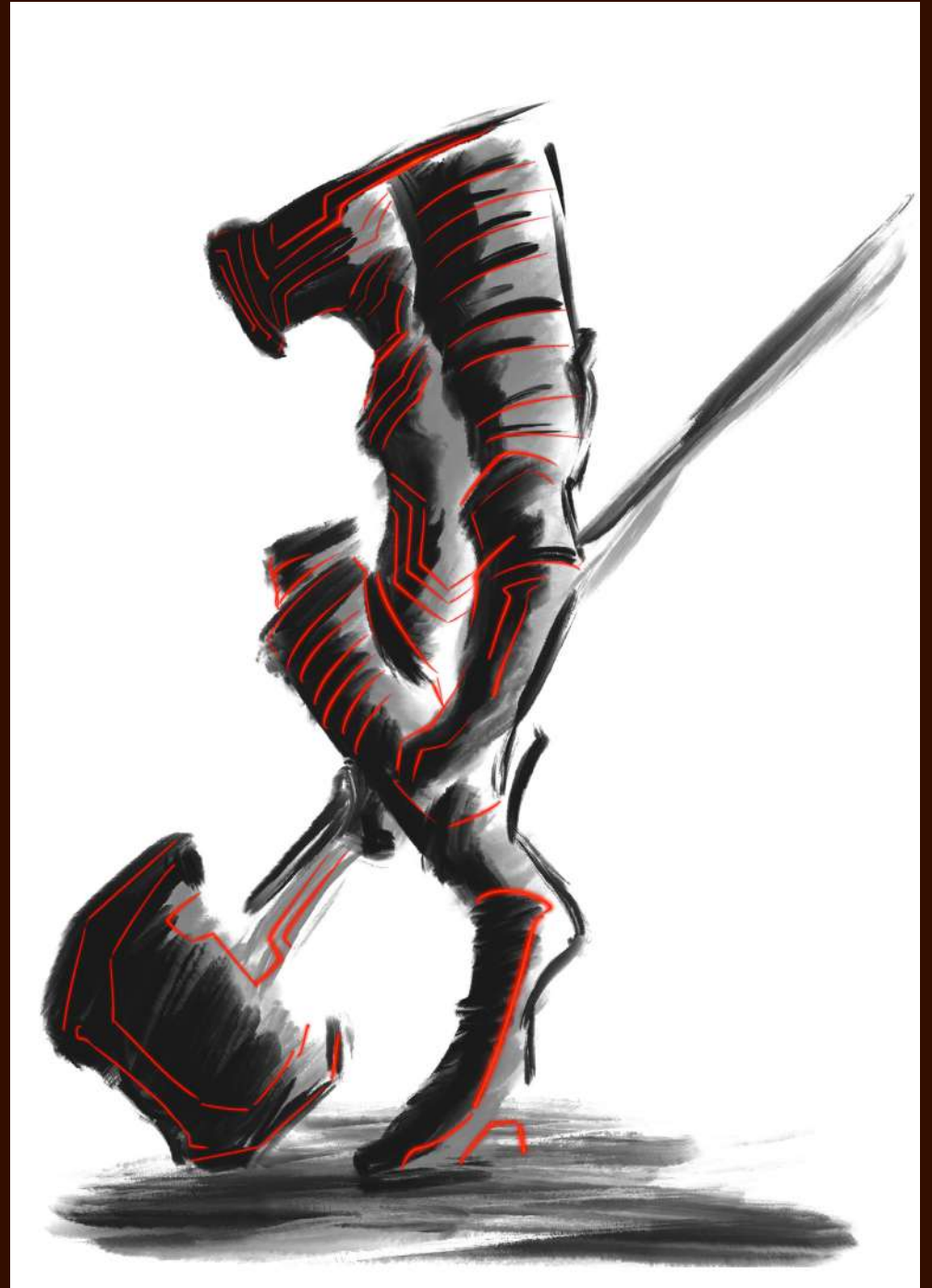


Hephaestus

Hephaestus is a “Tank” class unit which excels in High defensive capabilities. He has advantage in not receiving damage in most situations.

Hephaestus Unit was originally used to Mine for ores and minerals at volcanic environments.

Hephaestus is heavily armored unit which is immune to almost all elements and attacks around him. This makes him excellent to traverse into any harsh environment.



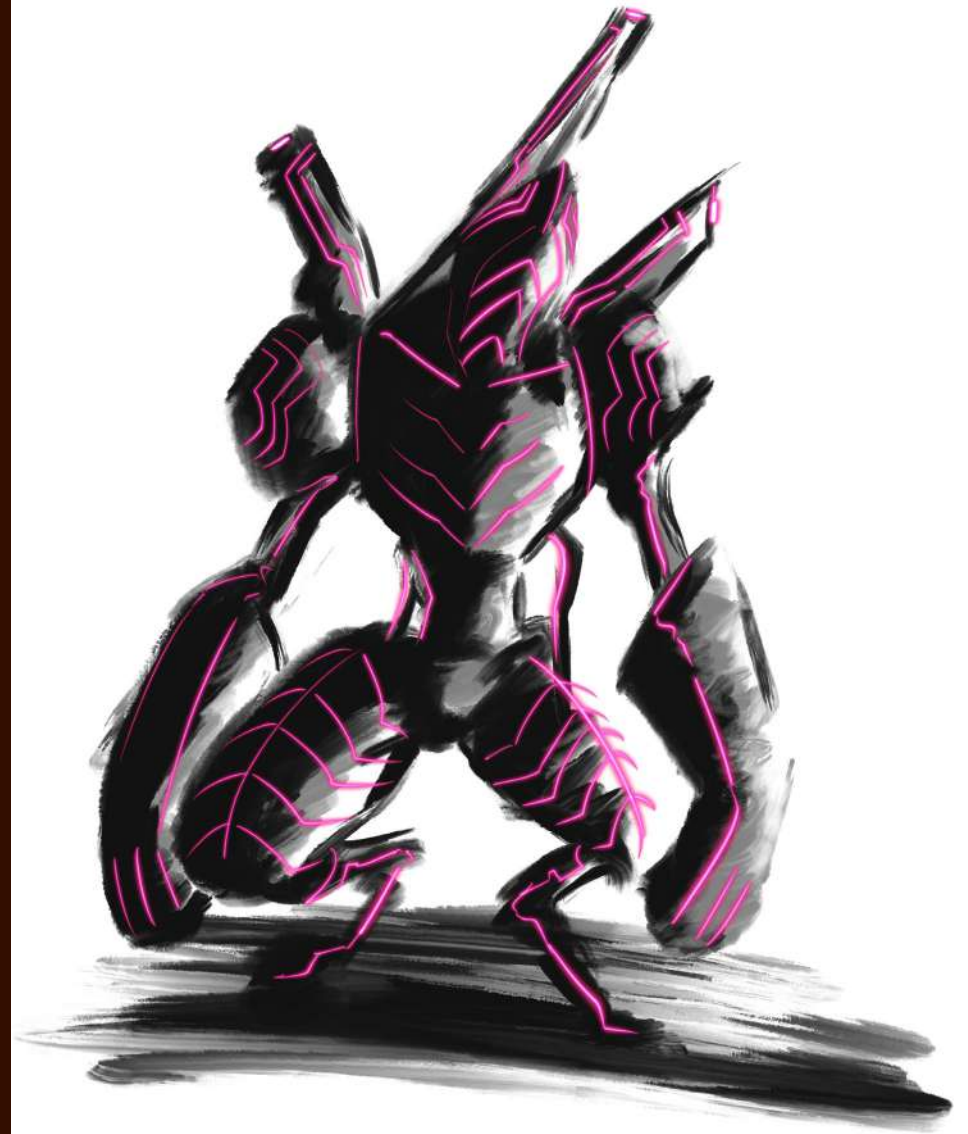


Ares

Ares is a “Tank” class unit which excels in High defensive capabilities. He has advantage in powering himself temporarily through any environment.

Ares Unit was originally used as frontlines during wars with adaptability to most environments.

Ares is heavily armored unit with decent mobility for its heavy structure. By psyching itself up Ares is able to handle things more than his original capabilities.





Demeter

Demeter is a “Supportive” class unit which excels in Utility capabilities. She has advantage in fixing multiple units at one time.

Demeter Unit was originally used to maintain biomes and harvesting for longevity.

Demeter plants herself into the earth and nourishes the environment and creatures in an area around her. Sun, water and wind helps her to self maintain.





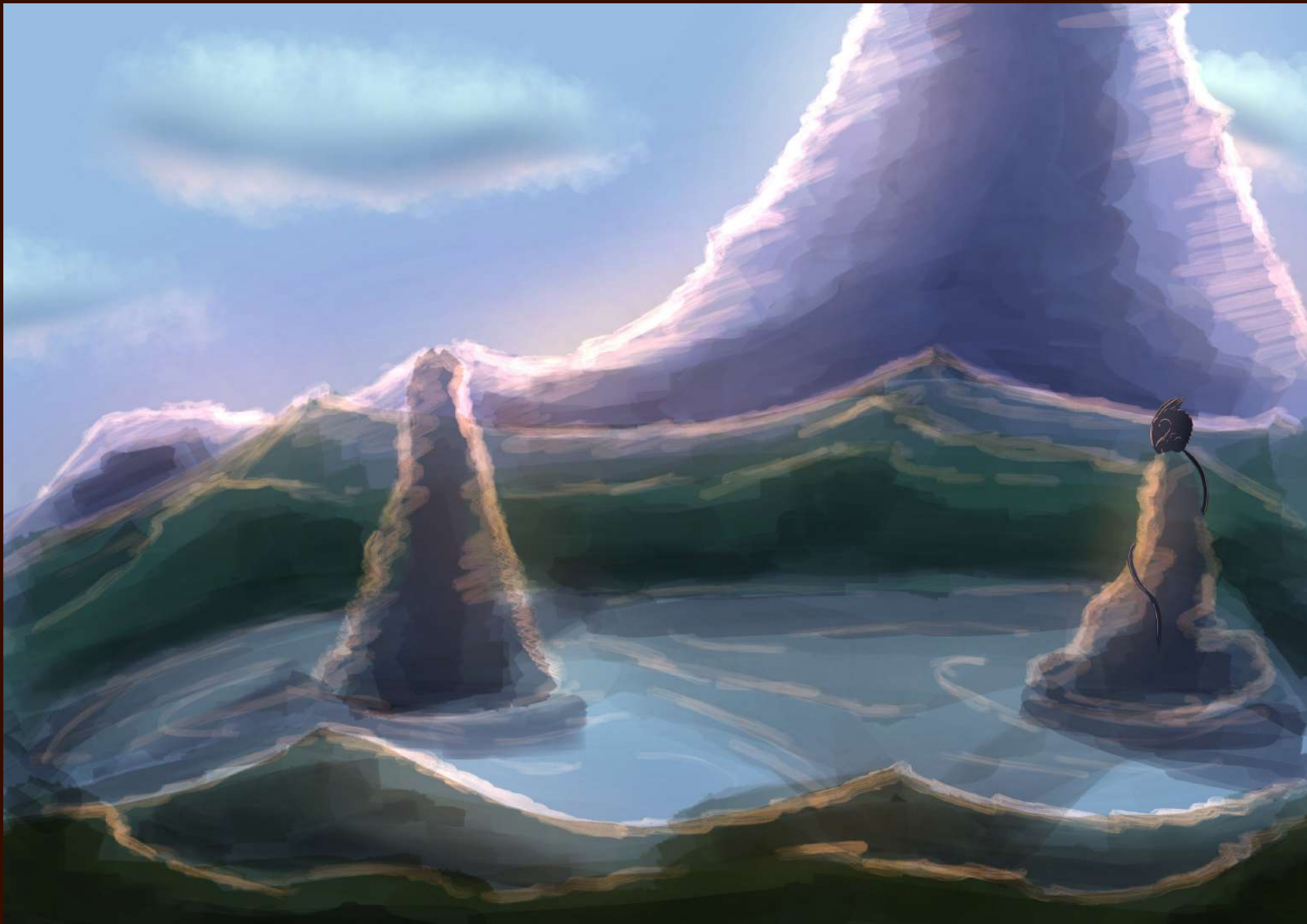
Aphrodite

Aphrodite is a “Supportive” class unit which excels in Utility capabilities. She has advantage in passively regenerate surrounding allies.

Aphrodite Unit was originally used to watchover and preserve a specific environment she is assigned to.

Aphrodite occasionally patrols around her territory to keep it safe from any intruders. She is capable to heal anything over time in her territory.





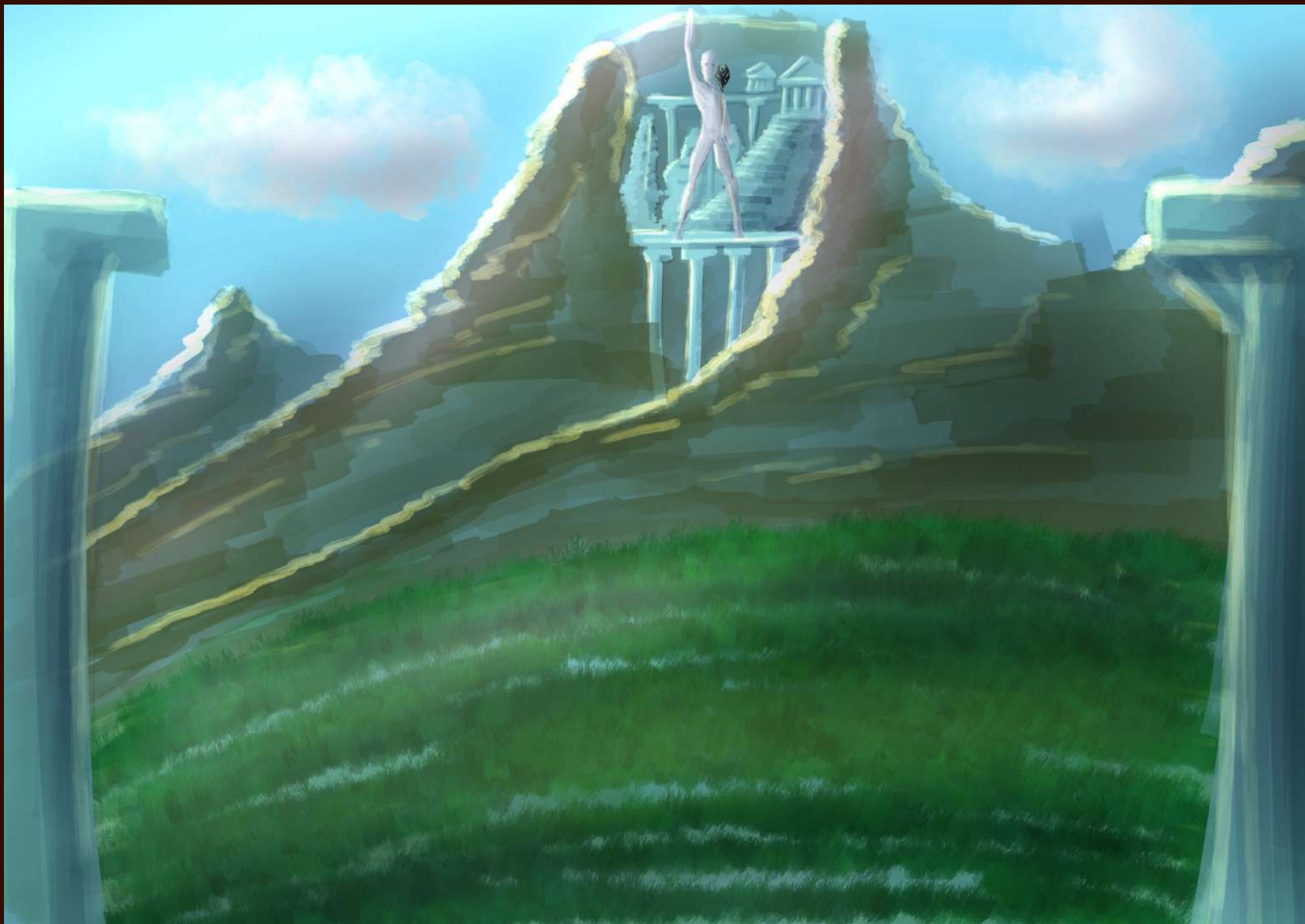
Athena

Athena is a “Tank” class unit which excels in High defensive capabilities. She has advantage in blocking and countering any forces.

Athena Unit was originally used as a Guardian unit of a civilized city from any outside forces.

Athena is heavily armored unit with decent mobility. She is proficient in countering any attacks using her shield and spear combination.





Dionysus

Dionysus is a “Rider” class unit which excels in mobility and multi hit attacks. He has a high advantage in dodging saving throws, and chance to deal additional damage.

Dionysus Unit was originally used to harvest fruits and synthesise those fruits for creating alcohol and energy pills. Dionysus had to harvest fruits from farms and forest covering large spaces.

Having centaur-ish lower body helps with his movement through fields with ease and help store fruits and synthesized products.





Hera

Hera is a “Supportive” class unit which excels in Utility capabilities. She has advantage in shielding surrounding allies.

Hera Unit was originally used to study the environment she is assigned to and research on native animals.

Hera usually stays in place and observes the changes around her while she calculates any possible change that could occur within the ecosystem.





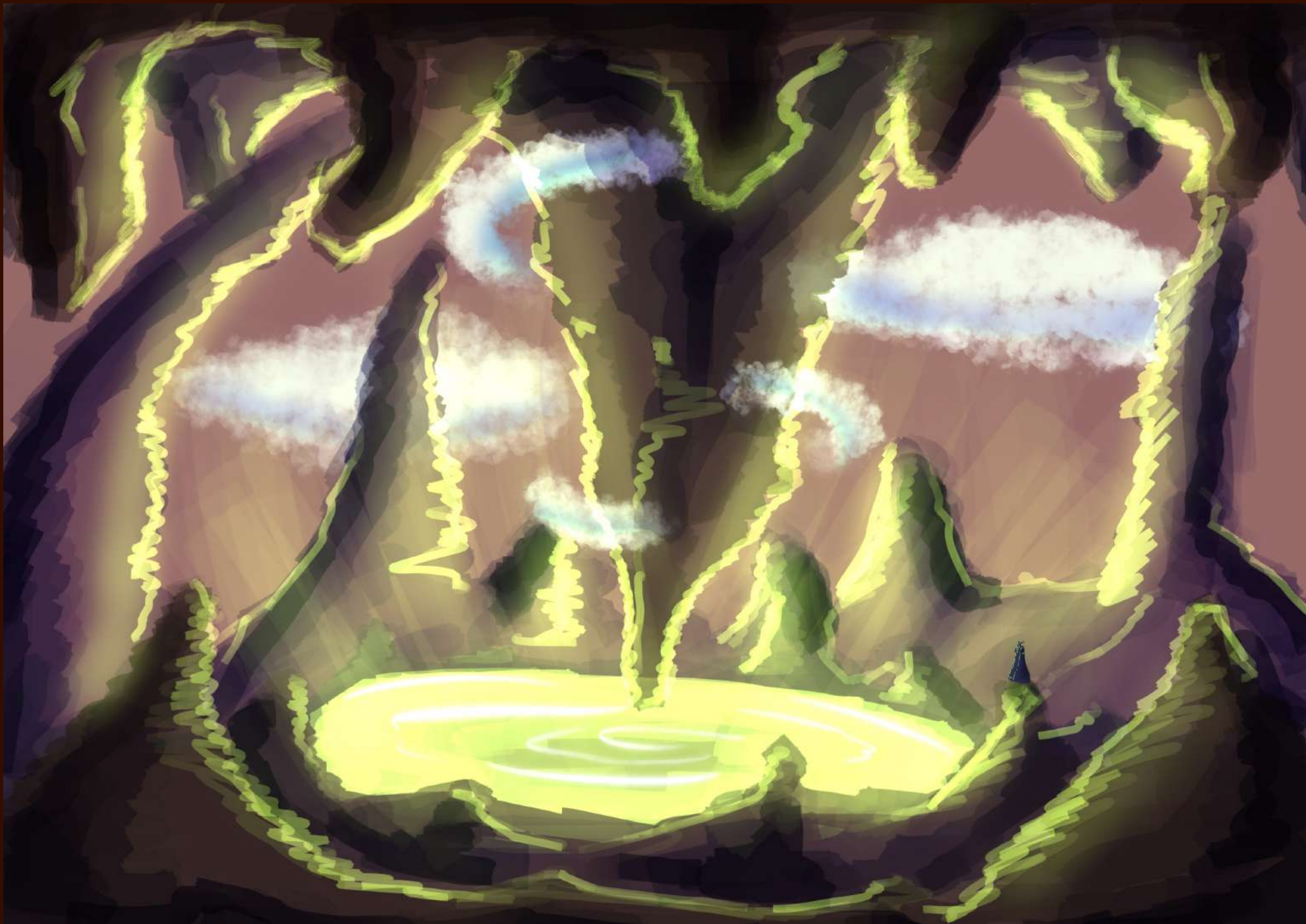
Hades

Hades is an “Assassin” class unit which excels in High offensive capabilities. He has an advantage within Melee distance with his multiplied attacks.

Hades Unit was originally used to monitor and manage power source both natural and constructed objects.

Hades has strong core in his chest which radiates at all times. When Hades has to supply force and create a proper environment for natural sources of energy he uses the power from his core to augment his strength while blowing away the smoke from his shoulders.



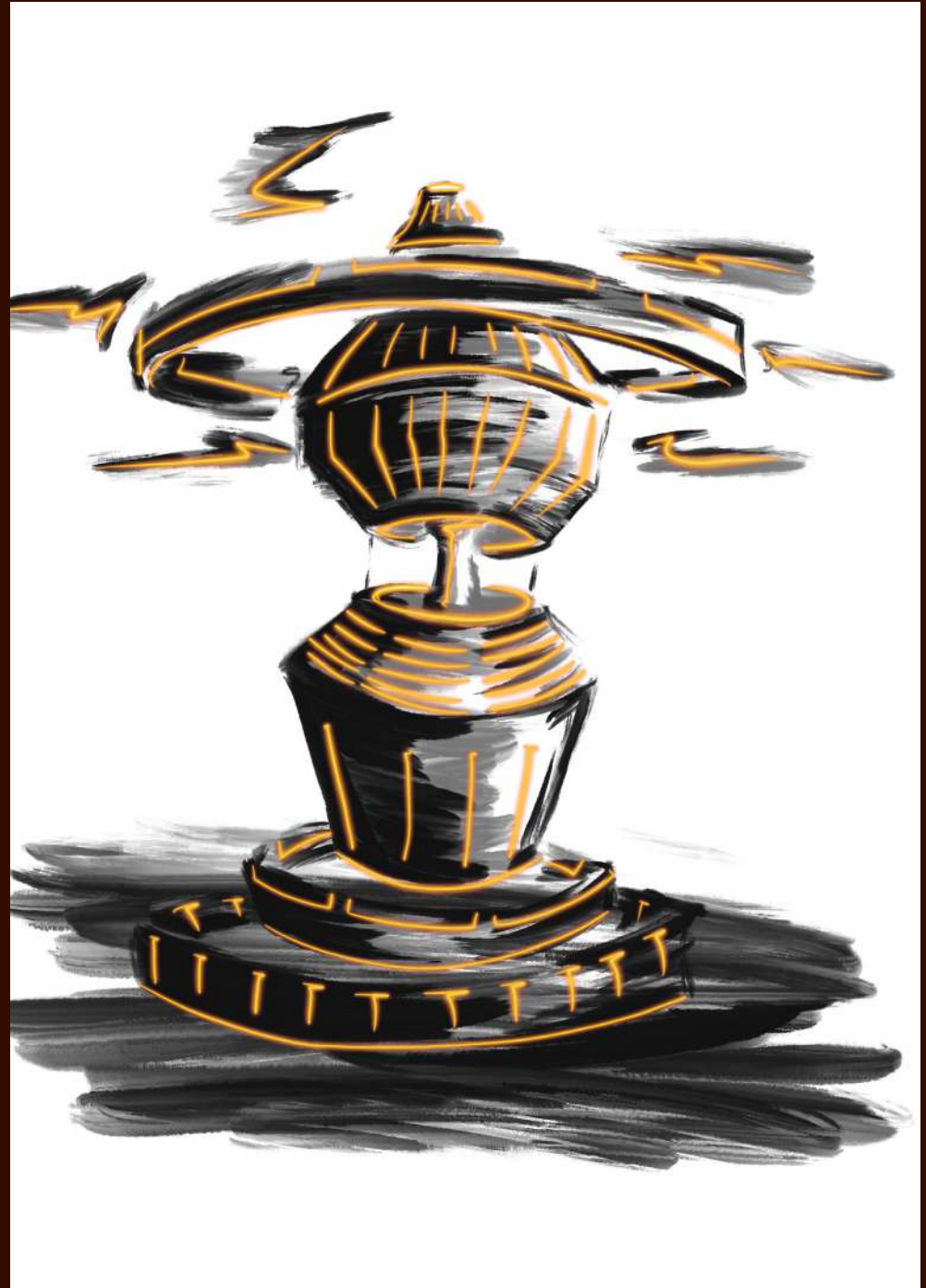


Zeus

Zeus is a “Hunter” class unit which excels in Long range attacks and Croud control. He has an advantage in staying far distance away to avoid melee attacks.

Zeus Unit was originally used to Monitor and manage all the other units for efficiency.

Zeus uses solar energy from space to maintain himself and does not attack unless it is a critical situation.





Monsters

Harpy
Cyclopes
Lamia
Chimera
Hydra
Minotaur

