GENDER

There are no gender roles in the world of the Aztec Empire. Everyone is equal, regardless of their gender, and there are no specific roles or expectations. In the Aztec culture, there are no concepts of gender identity or expression. This is a society where everyone is free to live as they choose, without any restrictions or expectations. It's a society where gender is not a factor in determining one's role in society, and everyone is treated with equal respect and dignity.

ORIGIN

The Aztecs are a native American people from what is now modern-day Mexico. They were a society of farmers, warriors, and traders. The Aztec Empire, known as the Aztec Triple Alliance, was one of the most powerful and influential civilizations of the pre-Columbian Americas. The Aztecs were known for their advanced agriculture, engineering, and art. They also had a complex social structure and a sophisticated religious system. The Aztecs were overthrown by the Spanish in the 16th century, and their empire was subsequently destroyed. Today, the Aztecs are remembered as one of the great civilizations of the ancient world, and their legacy lives on in the modern-day culture of Mexico.

TRAITS

Aztecs have a strong sense of community and are known for their hospitality and generosity. They are skilled in agriculture and have a complex system of farming that allowed them to support a large and prosperous population. Aztecs are also known for their skilled artisans and their love of art, music, and dance. They have a strong sense of honor and are known for their bravery and courage in battle. Aztecs are also known for their complex religious beliefs and their respect for the natural world.

CLASSES

In Aztec society, there were three main classes: nobles, commoners, and slaves. The nobles were the ruling class, and they held positions of power and influence. Commoners were the working class, and they were largely free to choose their own occupations and live as they pleased. Slaves were those who were captured in battle or were born into slavery. Aztecs were known for their complex social structure and the way they organized their society. This system allowed them to maintain a large and prosperous empire, and it was a system that was effective and efficient for their needs.

MESSENGER

The Aztecs were a highly advanced civilization, and they had a complex system of communication. They used a combination of visual and verbal signals to convey messages, and they had a system of runners who would travel long distances to deliver messages. This system allowed them to communicate over great distances, and it was an essential part of their society. Today, the Aztecs are remembered as one of the great civilizations of the ancient world, and their legacy lives on in the modern-day culture of Mexico.

Ice Wasteland

The Ice Wasteland is a vast and desolate region of the world, characterized by its extreme cold and harsh conditions. It is a place where few humans dare to venture, and those who do must be prepared for the rigors of the frozen landscape. In the Ice Wasteland, the cold is so intense that even the most durable materials will be destroyed, and the wind is so powerful that it can carry objects for great distances. It is a place where survival is a daily struggle, and where few humans can exist.

Empire of Gunes

The Empire of Gunes is a vast and powerful empire, stretching from the easternmost reaches of the land to the westernmost edges. It is a land of great wealth and power, and it is ruled by a powerful and benevolent emperor. The people of Gunes are known for their strength and courage, and they are feared and respected throughout the land. It is a land of great beauty and wonder, and it is a place where humans can thrive and prosper.

Tenechom

The Tenechom is a vast and mysterious land, known for its dark and foreboding landscape. It is a place of secrets and hidden dangers, and few humans dare to venture there. In the Tenechom, the darkness is thick and heavy, and the air is filled with a sense of mystery and danger. It is a place where few humans can exist, and those who do must be prepared for the rigors of the frozen landscape.
**ABILITY**

**Chemistry proficiency** - You have taken a training in the manipulation of chemicals, from small testing and hand mixing to the generation production.

**Practise proficiency** - Rubby seems to be attracted by you, and you have a good understanding of the methods for the area's general. +1 The.

**Food proficiency** - You can make good food, even from the most obscure ingredients. You've also learned the hard way how to avoid mixing different cultures.

**Fighting proficiency** - People treat you more warily than they really should. They'd be more likely to fight if you were to attack them, but you're stronger than you look and they know it.

**Language proficiency** - The languages of other cultures come easily to you. In rare cases, you can speak at least four fluently, and more will come with practice.

**Recovery proficiency** - The ability to lead is invaluable in working together with your allies and improving your reputation.

**Nurture proficiency** - Either through practice or training, you're a good shot. +1 RAC.

**Sailor proficiency** - You know how to handle a boat and can carry three small loads or one heavy load in various sized vessels.

**Tracking proficiency** - The training to read the paths of humans, animals, and monsters may prove invaluable in your endeavors.

**Trap making proficiency** - You know how to make many kinds of traps from a variety of materials and for all sorts of purposes.

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**PATRON**

**Choose the god to whom you pray before all others. Reserve their blessings. Still bonuses are also for all devotes.**

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**PHILOSOPHY**

**Harrid of the Harvest, domain: food, farming, and animals.**

Harrid of the Harvest is the god of food and farming. He is the god of the sickle moon, the god of the fields and of new life, he is the god of the crops that bloom as quickly as he is powerful, and he is the god of the harvest which provides food for all.

**One of the four main gods.**

Dormen includes farming, hunting, agriculture, environment, the winds, light, and resources.

**To: Harrid, in silence.**

**Harrid of the Harvest: Great harvest.**

**Blessing:** The first time you roll 1d20, you roll it d6 and take its result as a bonus to any ability of your choice.

**Endowment:** You are a skilled hunter, able to track your prey with ease.

**Chthonius, domain: water, storms, and storms.**

Chthonius is the god of water, storms, and storms. He is the god of the sea, the god of the wind, and the god of the thunder. He is the god of the storms that rage across the oceans, and he is the god of the waters that flow through the land.

**Chthonius: Great waves.**

**Blessing:** You are immune to any type of wind or water damage.

**Endowment:** You have access to the water Sigil of Poseidon, which allows you to control the waves and the tides.

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**GEOLOGY**

**Quetzalcoatl, domain: nature, earth, and the southern lands.**

Quetzalcoatl is the god of nature, earth, and the southern lands. He is the god of the earth, the god of the plants, and the god of the waters. He is the god of the mountains, the god of the forests, and the god of the rivers.

**Quetzalcoatl: The force of nature.**

**Blessing:** You can control the weather and the elements to your advantage.

**Endowment:** You have access to the earth Sigil of Gaia, which allows you to control the followers and the elements.

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**MAGIC**

**Welcome to the realm of magic.**

**Weather god: You are a deity of nature.**

You are a deity of nature, able to control the weather and the elements to your advantage. You have access to the weather Sigil of Poseidon, which allows you to control the waves and the tides.

**Blessing:** You can control the weather and the elements to your advantage.

**Endowment:** You have access to the weather Sigil of Poseidon, which allows you to control the waves and the tides.

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**RETALIATION**

**Doom: 6/12/0/12/20**

**Backfire:** When you die, it's a shock to the world. The world will remember your death, and they will remember your sin.

**Avenger's Blight:** You can create a small fire from each hand. This fire is hot and deadly, and it can be used to burn enemies.

**Trickster's Trick:** When you die, it's a shock to the world. The world will remember your death, and they will remember your sin.

**Blighted son:** You have paid back for your debt to the world, and you are free to live your life as you choose.
STATUS PERKS

They take one for every point of status.

Initiate Ignite
You have trained above your limits. A dose of your magical and arcane power makes the magic as effective as the original.

House of Tainted
Once you’re not around, the duplicates are all over your place, either attacking your friends or your adventures.

Health
You have a sizable amount of personal wealth, in various forms.

Armchair with a Tambour
One of the gyms of the empire is a gym. It’s a simple and effective mechanism to make you relax.

Heraldic Business
A symmetrical image on some area map can include a quick and easy-to-use interface.

Privileged Connections
Either friends or family of yours are members of the Tasteful Province. What would you do if you were their friend?

Dragonfly Stings
A group of beast dogs for your household. Provide companionship and fun, though many dogs can be a little tricky when those sharp teeth slip.

Guardian Beast
Your pet Russian is a complex one, with fur and special properties that make it a little tricky to keep up with.

ITEMS

Make This Your Theme. Every item point in TMS (including domain) allows one more option.

Heraldic Scimitar (require 5 TMS)
A beautiful scimitar, usually kept in your house for decoration. It’s still a very powerful weapon.

Tandem-Bladed (require 5 TMS)
An odd-looking blade that is very useful against both attackers and attackers.

Dragonfly Tech (require 5 TMS)
A small, sharp blade that can be thrown and caught with ease.

Snap into Stalks (require 5 TMS)
You can see the outlines of people even through their skin.

Wraith’s Scimitar (require 2 TMS)
A weapon that affects both the defender and the defender.

Boar and arrows (require 2 TMS)
A bow and arrows, obtainable only among traditional peoples.

CAGED ARROWHEAD (require 2 TMS)
A small arrowhead that, when used, will cause great pain.

Bridge and Arrow (require 2 TMS)
A beautiful bridge and arrow, obtainable only among traditional peoples.

Mara’s Arrow (require 2 TMS)
More or less immune to a arrow and a decade. Terrible in bad weather.

Heraldic Scimitar (require 5 TMS)
A beautiful scimitar, usually kept in your house for decoration. It’s still a very powerful weapon.

Ilithid Laurel (require 5 TMS)
Very effective weapon, useful in almost every scenario.

Crescent (require 5 TMS)
A beautiful crescentic weapon, excellent for close combat.

Armadillo (require 5 TMS)
A high-quality, accurate firearm. Longer range and larger hits over the span.

Mara’s Arrow (require 5 TMS)
A beautiful arrowhead that, when used, will cause great pain.

BONNET TOBLERONE
A long-nosed bird, very effective against both attackers and attackers.

Josephine’s Sword (require 5 TMS)
A beautiful sword that can be used as a weapon.

Angra Mainyu (require 5 TMS)
A massive, very formidable weapon, capable of taking on the toughest of opponents.

Elk’s Horns (require 5 TMS)
A beautiful and formidable weapon, useful in almost every scenario.

Impeccable (require 5 TMS)
A perfect, ready-to-go weapon that can be used at once.

Qeshan Horse (require 5 TMS)
A beautiful, well-trained horse, perfect for riding.

Prussian Sword (require 5 TMS)
A powerful, well-made sword, great for close combat.

Jagi Carpel (require 5 TMS)
A beautiful, well-crafted sword that can be used in almost every scenario.