

Fading Suns Character Creation

Stats Characters receive 20 points to spread around all Stats
Unless otherwise stated the base of each stat is 3, Spirit Stats begin at 4 (primary) and 2 (secondary)
Human stats range from 1-10, but by default begin at 3, maximum -2 (-e. 8) at character creation
Spirit Stats as a pair may not exceed 10 when added together

Skills Characters receive 30 points to spread around all Skills
Natural skills begin at 3, all others are unknown (and can not be rolled on unless bought/ learned)

Blessings Characters must spend a total of 10 points on any combination of Blessings and Benefices

Freebies Characters receive 40 freebie points

| | |
|----------------|--|
| Stats | 3 per additional stat point |
| Wyrd | 2 per additional starting wyrd point |
| Skills | 1 per additional skill point |
| Languages | 2 per language, speak or read |
| Benefices | as Benefice cost |
| Blessing | as Blessing cost |
| Afflictions | as Affliction cost - received as additional freebie points |
| Curse | as Curse cost - received as additional freebie points |
| Occult Power | as Occult Power level |
| Combat Actions | as Combat Action level |

Finishing Touches Vitality is 5 + Endurance
Declare which of each Spirit Stat pair is Primary (must select highest)
Wyrd equals highest of Passion or Calm for most characters,
Wyrd equals highest of Extrovert/ Introvert for Psychics
Wyrd equals faith for Theurges

Experience Experience awards should range between 2 and 8, but should average 5 or 6
Breakdown:
 1 - 3 Party's Success this Session (Failure/ Average/ Success)
 0 - 1 Character performed a Great or a Stupid deed
 0 - 1 The player Roleplayed his character
 0 - 3 The Character learned something new/ or should increase a skill to match in game ability
 This could be specific to a skill increase if appropriate
 eg. A pc studies a repair manual for several sessions - +1 per session, only for that skill
 eg. A scrapper is unusually well-mannered in the presence of a Noble, +1 towards Ettiquette

| | |
|----------------|--------------------|
| Stats | Current Rating x3 |
| Skills | Current Rating x2 |
| Lore Skills | Current Rating x1½ |
| New Skill | 2 pts |
| New Language | 2 pts |
| Combat Actions | Action Level x1½ |
| Occult powers | Power Level x2 |
| Wyrd | Current Rating x2 |

| Other Information | Strength | DMG | Weight Lifted | Tech | Era | Item |
|-------------------|----------|-----|---------------|------|-----------------------------|----------------------------------|
| | 1 | -2 | 10 kg | 1 | Stone Age | Flint dagger |
| | 2 | -1 | 20 kg | 2 | Medieval | Swords, Horses |
| | 3 | - | 40 kg | 3 | Renaissance | Gunpowder |
| | 4 | - | 60 kg | 4 | Victorian | Electricity |
| | 5 | - | 80 kg | 5 | Standard | Aircraft, Computers |
| | 6 | +1 | 100 kg | 6 | First Republic | Starships/ Space exploration |
| | 7 | +1 | 120 kg | 7 | Diaspora | Advanced Starships & Computers |
| | 8 | +1 | 140 kg | 8 | Early 2nd Republic | Shields, Robots & AI's |
| | 9 | +2 | 160 kg | 9 | 2nd Republic | Terraforming, Advanced AI |
| | 10 | +2 | 180 kg | 10 | Vaultech/ Late 2nd Republic | Highest conceivable advancements |
| | 11 | +2 | 200 kg | 11 | Lesser Ur-Tech | Soul Shards |
| | 12 | +3 | 220 kg | 12 | Ur-Tech | Jumpgates |

NB: This HAS been altered as printed in the rulebook

Fading Suns Character Creation: Blessings

| group | blessing | cost | bonus | condition |
|------------|-------------------|-------|---|---|
| Appearance | Handsome | 1 | +1 Charm | when relevant |
| | Beautiful | 2 | +2 Charm | when relevant |
| | Angelic | 3 | +3 Charm | when relevant |
| Behaviour | Bold | 2 | +2 Passion | when others hesitate |
| | Compassionate | 2 | +2 Passion | when helping others |
| | Curious | 2 | +2 Extrovert | when encountering something new |
| | Disciplined | 2 | +2 Calm | when in combat |
| | Gracious | 2 | +2 Extrovert | with guests |
| | Innovative | 2 | +2 Tech | when inventing something new |
| | Just | 2 | +2 Passion | when righting a wrong |
| | Loyal | 2 | +2 Passion | when following your liege |
| | Pious | 2 | +2 Extrovert | among the sinful |
| | Shrewd | 2 | +2 Wits | to resist attempts to be fast talked |
| | Sonorous | 2 | +2 Extrovert | when impressing others while speaking |
| | Suspicious | 2 | +2 Perception | when relevant |
| | Tenacious | 2 | +2 Calm | when intimidated |
| | Unyielding | 2 | +2 Endurance | when honour is at stake |
| Knacks | Trustworthy | 2 | +2 Charm | when getting others to divulge secrets |
| | Ambidextrous | 4 | no penalty for using off hand | |
| | Beastmaster | 2 | +2 any non combat interaction with animals | |
| | Born Salesman | 2 | +2 Extrovert | when selling |
| | Casanova | 2 | +2 Passion | when seducing another |
| | Codemaster | 2 | +2 Wits when codebreaking | |
| | Compass | 2 | +2 Wits | when finding direction or location |
| | Crafty | 2 | +2 Wits | seeking new business opportunities |
| | Crack Driver | 4 | +2 to all Driving skills (note: this includes spacecraft and aircraft) | |
| | Eloquent | 2 | +2 Extrovert | when giving a speech or convincing others |
| | Fast Draw | 2 | +2 Initiative bonus, when drawing a weapon and using it in the same round | |
| | Grease Monkey | 4 | +2 to all Tech Redemption skills | |
| | Hacker | 2 | +2 with all Think Machine tasks | |
| | Keen Ears | 2 | +2 Perception | Hearing only |
| | Keen Eyes | 2 | +2 Perception | Seeing only |
| | Lucky at Cards | 2 | +2 Gambling with cards | |
| | Sensitive Smell | 1 | +2 Perception | Smell only |
| | Sensitive Touch | 1 | +2 Perception | Touch only |
| Reputation | Smooth | 2 | +2 Charm | in business related situations |
| | Business Mind | 2 | +2 Wits | when money involved |
| | Tight-lipped | 2 | +2 Calm | when being forced to divulge secrets |
| | Thrifty | 2 | +2 Wits | with money |
| | Well Liked | 1 | +1 Charm | when reputation is known |
| Size | Charitable | 2 | +2 Charm | when reputation is known |
| | Honest | 2 | +2 Extrovert | when reputation is known |
| Packages | Hero | 2 | +2 Impress | when reputation is known |
| | Tall | 3 | +1 vitality, base run =12m | |
| Ur-Obun | Giant | 5 | +2 vitality, base run =14m, tailored clothing required | |
| | Ur-Ukar | 8 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Vorox | 3 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Royal Vorox | 12/15 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Kurgan | 21 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Vuldrok | 6 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Major House Noble | 0 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Shantor | 14-21 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Gannock | 13 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Etyri | 17 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Hironem | 3-10 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Ascorbite | 2 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | Oro'ym | 11 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |
| | | 16 | Blessings, Benefices, Curses & Afflictions given to not count towards maximum total | |

Fading Suns Character Creation: Curses

| group | curse | cost | bonus | condition |
|------------|---------------------|------|--|--|
| Appearance | Homely | -1 | -1 Charm | when relevant |
| | Ugly | -2 | -2 Charm | when relevant |
| | Monstrous | -3 | -3 Charm unless seeking pity | |
| Behaviour | Argumentative | -2 | -2 Extrovert | when challenged in conversation |
| | Bluster | -2 | -2 Extrovert | when recounting deeds |
| | Brainwashed | -2 | -2 Wits | when your brainwashed beliefs are challenged |
| | Callous | -2 | -2 Passion | when asked for aid |
| | Clueless | -2 | -2 Perception | to notice social status |
| | Condescending | -2 | -2 Extrovert | among the unenlightened |
| | Delusional | -2 | -2 Perception | when your delusion is challenged |
| | Disrespectful | -2 | -2 Extrovert | around authority figures |
| | Greedy | -2 | -2 Calm | when money is involved |
| | Guilty | -2 | -2 to all rolls | when confronted by Church officials |
| | Gullable | -2 | -2 Wits | against attempts to be fast talked |
| | Haughty | -2 | -2 Extrovert | around serfs |
| | Impetuous | -2 | -2 Wits | when trading |
| | Indiscreet | -2 | -2 Charm | when subtlety is required |
| | Righteous | -2 | -2 Calm | when your judgement is questioned |
| | Mammon | -2 | -2 Faith | when money is involved |
| Injuries | Nosy | -2 | -2 Calm | when encountering something new |
| | Phobic | -2 | -2 Calm | around source of phobia |
| | Possessive | -2 | -2 Calm | when being left out of things |
| | Prideful | -2 | -2 Calm | when insulted |
| | Secretive | -2 | -2 Calm | when forced to divulge information |
| | Scheming | -2 | -2 Charm | when money involved |
| | Shy | -2 | -2 Extrovert | around strangers |
| | Subtle | -2 | -2 Extrovert | when explaining something |
| | Surly | -2 | -2 Extrovert | when upset |
| | Uncouth | -2 | -2 Extrovert | at social events |
| | Unnerving | -2 | -2 Extrovert | around suspicious people |
| | Vain | -1 | -1 Perception | when being flattered |
| Knacks | Vengeful | -3 | -3 Calm | when honour impinged, will never forget a slight |
| | Bad Heart | -2 | -2 Endurance | when doing athletic tasks |
| | Bad Liver | -2 | -2 Endurance | against toxins |
| | Bad Lungs | -1 | -1 Endurance | when doing athletic tasks |
| | Horrible Scar/ Burn | -2 | -2 Charm | when visible |
| | Incurable Disease | -3 | -1 Vitality | permanently |
| | Limp | -1 | base run =8m | |
| | Missing Arm | -4 | -4 Dexterity | when two arms are required |
| | Missing Eye | -3 | -2 Perception, -1 Shoot | |
| | Missing Leg | -4 | -2 Dodge, base run =2m | |
| Reputation | Pain Sensitive | -4 | -2 to all tasks for two rounds after being wounded | |
| | Shaky Hands | -2 | -2 Dexterity | when fine manipulating objects |
| | Bad Hearing | -2 | -2 Perception | to hearing only |
| | Bad Vision | -2 | -2 Perception | to vision only |
| | Beast Foe | -2 | -2 to all non-combat related interactions with animals | |
| | Clumsy | -2 | -2 Dexterity | when doing athletic tasks |
| | Jinx | -2 | -2 with all Tech Redemption skills | |
| Size | Poor Liar | -2 | -2 Wits | when lying |
| | Quasimodo | -2 | -2 Passion | when seducing another |
| | Cad | -2 | -2 Charm | when reputation known |
| | Scary | -2 | -2 Extrovert | when reputation known |
| | Liar | -2 | -2 Knavery | when reputation known |

Fading Suns Character Creation: Benefits

| group | benefit | cost | effect |
|-------------|--------------------|----------|---|
| Background | Alien Upbringing | 2 | native tongue is that of alien, this has many social repercussions good and bad |
| | Family Membership | 1 - 3 | Charioteer (Hong), Reeve or Scraver (Syndicate); A member of one of the great league houses 1 - An undervalued employee (ie. Expendable), 2 - A full member, 3 - Related to the owners |
| | Heir | 3 | to an item or some noble land, other benefits must match |
| | Secrets | 1 - 5 | eg. 1- blackmail a minor noble, 2- know of a secret psychic coven, 3- know the local eye agent eg. 4- know the locale of a cache of 2nd republic tech, 5- know the jumproute to a lost world |
| | Well-Travelling | 3 / 7 | know Lore folk: 1 for every planet in radius, 3pts for eg. Hazat fiefs, 7pts the known worlds |
| | Ally | 1 - 11 | eg. A Barmaid in a small village (1), to a Duke who rules a planetary system (11) |
| | Contact | 1 | A single contact who offers a single type of aid, eg. An Innkeeper, who will take credit |
| | Family Ties | 3 | Your extended family, or in some cases those of similar species or house may offer assistance in times of need. The chance they will actually help you depends on many things, whether they know you, or your closest family, whether they believe you are who you say you are, or simply how large your chosen extended family is (for Ukar and Vorox this covers all space faring members of their race, and possibly others too in certain situations) |
| | Gossip Network | 1 - 5 | Cost is the size and scale of the network, gossips may not stick to facts, but there are more of them for the price. Eg. 1 - A city, 2 - A planet, 3 - A houses holdings, 5 - The known worlds |
| Possessions | Protection | 3 | Yeomen only. You allied with a powerful group, eg. House Hawkwood |
| | Retinue | 1 - 4 | Three types: 1 - Unskilled (serf), 2 - Skilled (cook), 3 - Combat/ Multi-Talented. Add +1 to the cost for undying loyalty. |
| | Jumpkey | 2 | Charioteers may have a monopoly on them, but, the black market still sells them |
| | Passage Contracts | 2 - 10 | You have a pre-existing arrangement which enables free passage, almost anywhere. You are not likely to get five star treatment however. 2 - Tramp freighter, 4 - Transport, shared room, 6 - A spacious cabin, 8 - A passenger liner, 10 - a small ship which is yours to command |
| | Refuge | 2 - 10 | Somewhere to hide, 2 - A farm, 4 - A safe house, 6 - any church, 8 - somewhere fortified 10 - a particular military organisation. They will protect you and care for you, until you leave. |
| | Secret Identity | 1 | You possess a second identity, how it was gained and other affiliations affects its 'Reality' |
| | Spaceships | var | At GM's discretion only |
| | Edge (patent) | var | The key to making data chips (5pts), how to re-attach severed limbs (3pts) A particular wine (1pt) |
| | Artifacts | 5 | A pocket AI Think Machine, with a specific purpose ie. Finance |
| Relics | Flux Sword | 11 | An energy sword, very rare but it is possible to still make them |
| | Mist Sword | 13 | A weapon which can be attuned by psychics |
| | Neural Disrupter | 10 | An illegal weapon which attacks the victim's brain cells |
| | Psy Cloak | 10 | Defense against Psychic attacks and Neural disruptors |
| | Wire Blade | 12 | A weapon which can slice through Ceramsteel effortlessly, it is easier to hit your self however |
| | Adept Robes | 20 | A full suit of fusion powered armour, (at character creation: Brother Battle only) |
| | Article of Faith | 1+ | An item which will assist in performing a particular Theurgic rite, cost = bonus given |
| | Saint's Lore | 2 +1/lvl | An item which has had one (or more) permanent Theurgic rite(s) cast upon it. |
| | Vestments | 1 | An item which has been truly blessed by Divinity |
| Riches | Wyrd Tabernacle | 2/ wyrd | Any item which can store magical energy, 2pts per wyrd which can be stored |
| | Assets | 3 - 11 | Starting cash = +10%, 3 - 3kfb/yr, 5 - 5kfb/yr, 7 - 10kfb/yr, 9 - 15kfb/yr, 11 - 20kfb/yr |
| | Business | 3 - 11 | eg. 3 - Hospital, 5 - Luxury crafts, 7 - Weaponry, 9 - High Industry (eg. Power, Ceramsteel, etc.) 11 - Starships and other highly prized industries. |
| | Cash | 1 - 11 | 1 - 100 fb, 2 - 300 fb, 3 - 600 fb, 5 - 1000 fb, 7 - 2000 fb, 9 - 3000 fb, 11 - 4000 fb |
| | Counterfeit Riches | 1 | you possess a machine which can counterfeit money, this could be more trouble than its worth |
| | Fief | 3 - 11 | 3 - A shire/ village (you are a baronet), 5 - A borough/ town (baron), 7 - Province/ City (Earl/ Marquis), 9 - County/ Capital city (Count), 11 - Continent/ Moon (Duke) |
| | Tariffs / Loans | 3 - 11 | Return on loans for whatever reason, generates income as with assets. Also other uses too. |
| | Creditor | 1 - 6 | A person of status, importance or power has an outstanding financial debt with the character |

Fading Suns Character Creation: Benefits, page 2

| group | benefit | cost | effect | | | | |
|-----------------------|--------------|--------|---|---|--|--|--|
| Status | Cohort Badge | 3 | Must be Commissioned or Ordained, Does not exist in 4550ad | | | | |
| Commission | | 3 - 15 | Charioteers Ensign Lieutenant Lt. Commander Commander Captain Commodor Doge | Engineers Apprentice Entered Fellow Crafter Chief Engineer Master Grand Master | Scavers Associate Made Man Genin Capo Boss Jonin Don | Muster Private Sergeant Leftenant Captain Major Colonel General | Reeves Associate Chief Manager Executive Director Consul Dean |
| Coven | | 2 | A member of a psychic coven, such as the favianna (must be psychic) | | | | |
| Householder | | 1 | Employed, or closely associated with a noble house other than as with nobility | | | | |
| Imperial Charter | | 4 | The Questing Knights do not exist in 4550ad | | | | |
| Nobility | | 3 - 13 | 3 - Knight, 5 - Baronet, 7 - Baron, 9 - Earl/ Marquis, 11 - Count, 13 - Duke | | | | |
| Ordained | | 3 - 13 | Orthodox Noviate Canon Deacon Priest bishop Archbishop Legate Heirophant Chartophylax Syneculla | Avesti Noviate Canon Deacon Priest bishop Archbishop Priestly ambassador to a house Patriarchal approved theologists Sacred keeper of records A Deputy to the Patriarch | Aeon Noviate Canon Deacon Priest bishop Archbishop Apprentice Oblate Acolyte Adept Master Grand Master | Brother Battle Engineers Noviate Provost Illuminatus Philosophus Magister Presbuteros | Engineers Noviate Provost Illuminatus Philosophus Magister Presbuteros |
| Professional Contract | | 1 - 10 | Allows non guild members to learn guild only skills, rank equals maximum level tuition allows | | | | |
| Rank: Imperial Eye | | 1 - 11 | 1 - Recruit, 3 - Agent, 5 - Field Agent, 8 - Supervisor, 11 - Spymaster | | | | |
| Rank: The Vigil | | 1 - 11 | 1 - Recruit, 3 - Judge, 5 - Veteran Judge, 8 - Senior Judge, 11 - Chief Judge - League Military Police | | | | |
| Advocate | | 1 | Recognised as a Lawyer in most courts | | | | |
| Journeyman | | 1 | Muster Guild membership at apprentice level | | | | |
| Taskmaster | | 2 | Character is a quartermaster, storesman, transport pool operator or other position with opportunity | | | | |
| Chunin | | 1 | Known among many criminal organisations as a go-between | | | | |
| Killroy | | 1 | Charioteers only, a Killroy is one who has access to the Charioteers gossip network | | | | |
| Boatswain | | 1 | Similar to Taskmaster, but the character controls the bureaucracy | | | | |

Fading Suns Character Creation: Afflictions

| group | affliction | cost | effect |
|-------------|-----------------------|--------|---|
| Background | Addiction | -2 - 4 | 2 - a cheap easily found substance, one dose per week is bearable, +1 for a rare/ illegal substance, +1 a stronger addiction (double requirement per week) |
| | Cloistered | -1 | eg. Grew up alone on an island, with no other person to speak to. Others will find you strange |
| | Dark Secret | -1 - 3 | 1 - Embarrassing, 2 - Dangerous (coven head?), 3 - Lethal (you're an assassin) |
| | Family Enemy | -1 - 3 | Charioteer (Hong), Reeve or Scraver (Syndicate); Another league house wants to make 1 - the characters life miserable, 2 - the character dead. +1pt if it's a powerful member |
| | Infamous Family | -1 | Your family reputation tarnishes your own in some way |
| | Lost Worder | -1 | You will find it hard to fit in |
| | Oath of Fealty | -1 - 3 | eg. All nobles owe an oath to their Prince, etc. Usually when called in, a trade will be made 1 - Serious (you will provide aid when asked, once done they will owe you a similar boon) 2 - Martial (You will risk your life, the return boon may involve land or protection) 3 - Extreme (you will perform a suicide mission, in exchange for lifelong care of your family) |
| | Obligation | -1 - 3 | Ranges from a regular payment for a debt, to a duty to keep a ward or protect a holy site 1 - Hindrance (must be at a certain place, on certain days) 2 - Hazardous (missing a payment may be very bad for your health) 3 - Extreme (An oath to bring to light the heresies of the Brother Battle Leader) |
| | Orphan | -1 | Alone in the world, no ties mean no protection from slavery or worse. Nobility and Alien Upbringing benefices may not be taken. |
| | Stigma | -1 - 4 | Like theurges and psychics you also have a stigma (theirs is mild), they may not take this. 1 - Mild (a wandering eye, hairy palms); 2 - Severe (dwarfism, a hunchback) 3 - Fearsome (pointed fangs); 4 - Unholy (red eyes, forked tongue) |
| Community | Vow | -var | Open to anyone, not just priests. 1 - Celebacy, 2 - Poverty, 3 - Silence (examples only) |
| | Dependant | -1 | You have a dependant who relies greatly on you (grandmother, daughter, etc.) |
| | Questionable Ties | -1 - 4 | The character has a connection with a highly suspect group 1 - Rumoured Connection Only, 2 - The rumours are true, 3 - Causes gossip (-social rolls), 4 - Attracts attention of Authorities |
| | Vendetta | -1 - 4 | A rival, or rival family has declared a vendetta on you or your family. 1 - They will be satisfied if you are miserable, 2 - They will kill you, +1 - a Group (multiple) |
| Possessions | Indebted | -2 - 6 | Max riches(3); 2 - will eventually work it off, 4 - requires enormous work and luck, 6 - Catastrophic, you will never pay it off. +1 dangerous, they will send the boys after you |
| Status | Barbarian | -2 | Max etiquette (3), it will be a struggle to fit in with a spacefaring society |
| | Bastard | -1 | The bastard child of a Noble, you will get no inheritance from your father |
| | Black Sheep | -1 - 3 | Nobility Only. You are ostracized by your family, 1 - Ostracized (stay away) 2 - Disinherited (Cut from the family estates), 3 - Disenfranchised (no rank or name) |
| | Branded | -1 | A scar(s) brands you for your crimes |
| | Escaped Serf | -2 | If you are caught you risk deportation to the chainers or worse, your master. |
| | Escaped Slave | -3 | May have no ties to anyone, and no chance of aid except from the other players |
| | Excommunicated | -3 | The church offered penance for your heresy and you refused, any further conflict is death |
| | Fallen from Grace | -1 - 3 | League/ Church only. You have lost face before your peers. 1 - Ostracized (stay away) 2 - Expelled (you gain no more benefits), +1 Hunted (you know too much, or stole something) |
| | Ostracized | -1 - 4 | 1 - Mild (Unwelcome/ Wary), 2 - Moderate (Feared/ Hated), 4 - Severe (Shot on Sight) |
| | Outlaw | -1 - 4 | You have a price on your head, your best future involves life imprisonment, if you are caught. 1 - Hunted on one world, 2 - Hunted throughout the Domain of a house, 3 - Hunted throughout the known worlds, +1 Wanted Dead or Alive |
| | Nobody | -1 | A Criminal who is unknown to even his home towns scene, probably a petty miscreant with delusions of grandeur |
| | Black Sheep Syndicate | -2 | Your crime family is Ostracised by other crime families, out siders will not aide them |
| | Outcast Scraver | -3 | Your crime family has turned against you, maybe you betrayed them or just screwed up once too often |

Fading Suns Character Creation: The Changed

| group | power | cost | effect |
|--------------|-------------------------|-------|--|
| Categories | Inhuman | -5 | Can not become part of human society |
| | Animalised | -3 | Reviled legacy of the 2nd Republic, must keep a low profile despite obvious appearance |
| | Mutation | -1 | Could pass for human with enough bad lighting and loose clothing |
| | Tweaked | - | The most insidious, unnoticeable alterations. It is abhorant to the pancreator to be one |
| | Grimson | - | Recent, post fall, alterations to human genetics, the practice is proscribed by the church |
| | Metonym | - | Shape shifters can alter their appearance, but not their physical form |
| | Clone | -1 | Considered one of the greatest crimes by the church |
| Enhancements | Air Eater | 3 | Gain nourishment from the air, but may eat nothing else |
| | Alternative Respiration | 1 | may be taken multiple times for various atmosphere's, methane, chlorine, carbon dioxide, etc. |
| | Elongated Fingers | 3 | +6 dexterity when performing fine manipulation tasks |
| | Immunity | 2 | may be taken multiple times for various substances, cyanide, the plague, alcohol, etc |
| | Omnidigestion | 4 | may eat anything that can fit down the gullet, including any toxins they carry |
| | Pheromones | 3 - 4 | +1 cost to be able to turn them off, they may cause any reaction, love, fear, etc. range <1m Sexual(3) = +6 charm vs opposite sex when self is aroused Trust(3) = +6 impress when trying to gain someone's trust Flight(4) = others must pass an ego+fight roll to engage in combat, or be with him in danger |
| | Special Senses | 1 - 5 | Infrared Vision(4): heat sources and intensity (+1 maximum perception) Cat eyes(4): see normally in anything short of complete darkness (+1 maximum perception) Fly Eyes(2): multifaceted eyes, can see all around at once, ½ rear attack bonus (+1 max perc) Dog ears(1): hear a range higher than most people (+1 maximum perception) Sonar(5): detect anything in the dark by firing sonar bursts (+1 maximum perception) Educated Nose(3): Can easily tell people apart just by their smell |
| Additions | Chameleon | 3 | +3 sneak, +5 sneak if stationary, +2 cost for control to avoid constant shifting colours |
| | Claws | 2 | Claw DMG 3, can be combined with the poison blessing |
| | Digestive Puke | 5 | Extremely acidic bile, dex+shoot, DMG 4 duration 2 turns, vp's only effect turn 1. If vitality is lost, armour has been eaten through, adjust armour accordingly |
| | Exoskeleton | 3 - 7 | Toughskin(3): 2 pts armour, looks obvious but shields and clothes may be worn normally Carapace(7): 6 pts armour, clothes do not fit, though shields may be worn normally |
| | Extra Limb | 3 | Additional limbs may be purchased several times, legs add +3 base run per leg |
| | Eyestalks | 1-3 | extendable eyestalks (concealable ?), can be bent or shaped at will, 1 pt per foot range |
| | Fangs | 2 | After a grapple, may make a bite attack (DMG 3), without the multiple action penalty |
| | Foot Pads | 2 | +4 sneak rolls when moving barefoot |
| | Frog Tongue | 2 | Range 2m, dex+fight if target moving, follow grapple rules if target resists |
| | Gills | 3 | Breathe underwater |
| | Glider Wings | 3 - 4 | Small flaps under arms(4), or giant wings(3), however subject may not fly, just glide Spd = 30kph in a good wind, or if used properly (Dex+Vigor) 20kph +1/vp |
| | Hazardous Breath | 4 | Blind/ Incapacitate others, Dex+Shoot, rng 3m, lingers Endurance turns Targets must roll Endurance+Vigor each round, failures pass out, others are at -5 until 3 victory points have been gained |
| | Hidden Body | 7 | Make two characters, the first at half freebie points, the second has all stats at 1 and all the same skills as the main character but at 1. The second requires the body to feed only |
| | Horns | 3 | Devil Horns: headbutt attack (-2 intv, DMG 4), +1 impress when used to scare people Ram Horns: headbutt attack (-1 intv, +1 goal, DMG 6), may purchase parry for these |
| | Internal Respiration | 5 | Does not need to breathe, but must eat twice the volume of normals, may still fake it |
| | Poisonous Attack | 4 - 5 | Bite: DMG 5 venom, Endurance+Vigor to soak, poison continues and diminishes each turn Stinger: As above, but via a punch. Punch must first pass through armour etc. |
| | Skunk Spray | 3 | Range 3m, Dex+Shoot, Area 1m, (-1 all goals until removed, -4 charm/ impress rolls) |
| | Tentacles | 2 | no fine manipulations, +2 grab attacks/ actions |
| | Prehensile Tail | 2 | as tentacles |
| | Transformation | 7 | Takes one turn, features changed as desired, may look the opposite sex, but may not actually change sex. Perception+Disguise to copy a person |
| | Webbed Hands | 1 | +2m/ vp when swimming |
| Curses | Alternative Respiration | -5 | may not breathe oxygen-nitrogen mix atmosphere, DMG 3 each turn of exposure |
| | Unstable Mutation | -5 | must roll under 13 on a d20 to be able to use a changed power |

Fading Suns Character Creation: Packages

NB: Blessings do not count towards the 10 character creation points given for blessings

| | | |
|-------------|-----------------------|--|
| Ur-Obun | Min Stats | Dexterity (4), Psi/ Theurgy (1) |
| | Max Stats | Strength (9), End (9) |
| | Native Tongue | Obun |
| | Skills | Read: Obun |
| | Blessings & Benefices | Just (+2 Passion), Refuge (Obun Consulate, on most planets) |
| | Curses & Afflictions | Condescending (-2 Extrovert) |
| | Total: | 8 pts |
| Ur-Ukar | Min Stats | Dexterity (4), Tech (4) Psi (1), Urge (1) |
| | Max Stats | Strength (9), End (9) |
| | Native Tongue | Ukar |
| | Blessings & Benefices | Sensitive Touch (+2 Perception), Family Ties (Most other Ukar) |
| | Curses & Afflictions | Bitter (-2 calm around humans), Ostracised: Moderate (Dangerous Alien) |
| | Total: | 3 pts |
| Vorox | Min Stats | Strength (4), Endurance (4), Wits (2), Tech (1) |
| | Max Stats | Strength (12), Endurance (12) |
| | Spirit Stats | Passion must be Primary, Occultists are not possible |
| | Native Tongue | Vorox |
| | Blessings & Benefices | Predatory (+2 Perc & -2 Calm when hungry), Giant (+2 vitality, base run 14m, vorox clothing only) |
| | Curses & Afflictions | Sensitive Smell (+1 Perc), Natural Weapon: Bite (Dex+Fight, INTV -1, DMG 3), Additional Limbs (!) |
| | Optional Extras | Uncouth (-2 Extrovert), Ostracised: Mild (Alien) |
| | Total: | Family Ties (+3 pts, most other vorox will accept you) |
| | 12 (15) | Royal Vorox may keep a single hand of their natural claws (Dex+Fight, DMG 3, if damaged: poisoned) |
| Royal Vorox | The Claw | Vorox Poison (A slow Paralytic, -1 to all physical actions cumulative each turn. When penalty is equal to victims vitality score then they are completely paralysed, recovery time varies: av.(3-5)=Penalty/hrs) |
| | Compulsory Benefit | Family Ties (+3 pts, most other vorox will accept you) |
| | Total: | 21 |
| Kurgan | Min Stats | Tech (4) |
| | Spirit Stats | Extrovert and Calm must be Primary |
| | Native Tongue | Kurgan |
| | Skills | Read: Kurgan, Speak: Urthish |
| | Blessings & Benefices | Gracious (+2 Extrovert around guests), Available Tech is better than in the known worlds |
| | Curses & Afflictions | Haughty (-2 Extrovert around serfs), Ostracized: Moderate (Severe only if Discovered) |
| | Suggestions | Charm, Melee (fencing) and Shoot |
| | Total: | 6 |
| Vuldrok | Min Stats | Either Strength or Endurance (4), Tech (2) |
| | Spirit Stats | Extrovert and Passion must be Primary |
| | Native Tongue | Vuldrok |
| | Skills | Speak: Urthish, Vigor (4) |
| | Blessings & Benefices | Bold (+2 Passion, when others hesitate) |
| | Curses & Afflictions | Uncouth (-2 Extrovert), Ostracized: Severe (Vuldrok are easily discovered) |
| | Suggestions | Vigor, Melee (fencing) and Shoot |
| | Total: | 0 |
| Noble | Blessings & Benefices | Family Ties (+3 pts), Refuge (+10), Nobility: Knight (+3), Assets: 3kfb/yr +300fb starting cash (+3) |
| | Curses & Afflictions | Oath of Fealty (-1), Ostracized: Moderate* (-1) |
| | Total: | 18 |
| | Alecto | Reputation: Well Liked (+1) |
| | Al-Malik | 21 Min Wits (4) - (+3) |
| | Decados | 16 Reputation: Scary (-2) |
| | Gizar | 18 none |
| | Hazat | 17 Vengeful (-3), Unyielding (+2) |
| | Hawkwood | 14 Max Tech (8) - (-4) |
| | Justinian | 20 Reputation: Honest (+2) |
| | Li-Halan | 16 Reputation: Tyrant (-2) |
| | Windsor | 14 Refuge 6 (-4) |
| | Van Gelder | 20 Special: Bland (+2 Introvert, in social situations) |
| Shantor | Min Stats | Strength (5), Endurance (4) |
| | Max Stats | Strength (14), Endurance (13) |
| | Native Tongue | Windspeak |
| | Skills | Speak: Urthish, Focus (1), Artisan (1), Performance (1) |
| | Blessings & Benefices | Alert (+1 Perception, while sleeping), Four Legged (base run +6m), Receptive Ears (higher ranges) |
| | Curses & Afflictions | Huge (+3 vitality, base run 16m, needs a great deal of space to be comfortable), Total base run: 22m |
| | Suggestions | Awkward (-3 dex in cramped spaces), No fine manipulation, Cannot Speak Urthish, Alien |
| | Total: | No Psychics or Theurges, Ostracized: Serious (it is illegal for a shantor to leave the reservation) |
| | 13 | Perception, Dodge, Impress, Melee, Vigor |

| | | |
|------------|---|--|
| Gannok | Min Stats Spirit Stats Native Tongue Skills Blessings & Benefices | Dex (4), Endurance (4) Extrovert must be primary Tok Tok Speak: Urthish, Tech Redemption: Mech (1), Acrobatics (3) Agile Toes (feet are hands, can not be used in combat as such), Grease Monkey (+1 all Tech skills), Long Fingers & Toes (+2 Dex, fine manipulations), Omnidigestion (but not immune to poison), Prehensile tail (+2 when grabbing things, no fine manipulation), Regeneration (heal 1 per span), Dwarf (-2 vitality, base run 6m), Hungry (when healing wounds), Stench (-2 Extrovert, except gannok) Ostracism: Moderate (not considered sentient outside of League) |
| Etyri | Curses & Afflictions Suggestions Total: Min Stats Max Stats Native Tongue Skills Blessings & Benefices Curses & Afflictions | Curses & Afflictions Suggestions Total: Min Stats Max Stats Native Tongue Skills Blessings & Benefices Curses & Afflictions |
| Hironem | Suggestions Total: Huar'raughq Cha'arkut Chirikiti Ghek-da'az Min Stats Native Tongue Skills Blessings & Benefices Curses & Afflictions | Suggestions Total: Huar'raughq Cha'arkut Chirikiti Ghek-da'az Min Stats Native Tongue Skills Blessings & Benefices Curses & Afflictions |
| Ascorbites | Suggestions Total: Min Stats Max Stats Spirit Stats Native Tongue Skills Blessings & Benefices | Suggestions Total: Min Stats Max Stats Spirit Stats Native Tongue Skills Blessings & Benefices |
| Oro'ym | Curses & Afflictions Suggestions Total: Min Stats Max Stats Spirit Stats Native Tongue Skills Blessings & Benefices | Curses & Afflictions Suggestions Total: Min Stats Max Stats Spirit Stats Native Tongue Skills Blessings & Benefices |

Fading Suns Character Creation : Skill List

| | | Not on Sheet |
|------------------------------|---|----------------------------|
| Complete | | |
| Academia | | Acrobatics |
| Acrobatics | | Archery |
| Alchemy | | Artisan |
| Archery | | Arts |
| Artisan | | Beast Lore |
| Arts | | Bureaucracy |
| Beast Lore | | Crossbow |
| Bureaucracy | | Cryptography |
| Combat Actions: Fencing | | Disguise |
| Combat Actions: Martial Arts | | Drive: Spacecraft |
| Crossbow | 2 pts to learn, uses shoot skill | Focus |
| Cryptography | Limited to spy agencies | Gambling |
| Disguise | | Lockpicking |
| Drive: Aircraft | | Lore: Object |
| Drive: Beastcraft | | Lore: Finance |
| Drive: Landcraft | | Lore: Law |
| Drive: Spacecraft | Guild only | Lore: Business |
| Drive: Watercraft | | Lore: Economics |
| Etiquette | | Lore: Politics |
| Focus | Limited as with Stoic Mind | Lore: Regional |
| Gambling | | Lore: Xeno |
| Inquiry | | Physick |
| Knavery | | Read: Barbarian |
| Lockpicking | | Read: Latin |
| Lore: Folk | | Read: Urthish |
| Lore: Jumproads | | Read: Urthtech |
| Lore: Object | | Read: Xeno |
| Lore: Finance | | Science: Anthropology |
| Lore: Law | | Science: Archaeology |
| Lore: Business | | Science: Astronomy |
| Lore: Economics | | Science: Biology |
| Lore: Politics | | Science: Chemistry |
| Lore: Regional | | Science: Cybernetics |
| Lore: Xeno | | Science: Engineering |
| Performance | | Science: Genetics |
| Physick | | Science: Geology |
| Read: Barbarian | Kurgan, Vuldrok | Science: Meteorology |
| Read: Latin | Church only | Science: Physics |
| Read: Urthish | | Science: Terraforming |
| Read: Urthtech | Guild only | Science: Xeno-Biology |
| Read: Xeno | Obun, Ukar, Vorox | Sleight-of-Hand |
| Remedy | | Social: Acting |
| Ride | | Social: Debate |
| Science: Anthropology | Guild only | Social: Leadership |
| Science: Archaeology | Guild only | Social: Oratory |
| Science: Astronomy | Guild only | Spacesuit |
| Science: Biology | Guild only | Speak: Barbarian |
| Science: Chemistry | Guild only | Speak: Dialects |
| Science: Cybernetics | Guild only | Speak: Graceful Tongue |
| Science: Engineering | Guild only | Speak: Latin |
| Science: Genetics | Guild only | Speak: Scraver Signs |
| Science: Geology | Guild only | Speak: Urthish |
| Science: Meteorology | Guild only | Speak: Xeno |
| Science: Physics | Guild only | Stoic Body |
| Science: Terraforming | Guild only | Stoic Mind |
| Science: Xeno-Biology | Guild only | Tech Redemption: Crafts |
| Search | | Tech Redemption: High-Tech |
| Sleight-of-Hand | | Tech Redemption: Mech |
| Social: Acting | | Tech Redemption: Volt |
| Social: Debate | | Think Machine |
| Social: Leadership | | Torture |
| Social: Oratory | | Tracking |
| Spacesuit | Guild only | Warfare: Artillery |
| Speak: Barbarian | Kurgan, Vuldrok | Warfare: Demolitions |
| Speak: Dialects | | Warfare: Gunnery |
| Speak: Graceful Tongue | Al-Malik | Warfare: Military Tactics |
| Speak: Latin | | |
| Speak: Scraver Signs | Scraver | |
| Speak: Urthish | | |
| Speak: Xeno | Obun, Ukar, Vorox | |
| Stoic Body | Monks/ Martial Artist Grand masters etc. | |
| Stoic Mind | As above, plus Intelligence agents, psychics and some priests | |
| Streetwise | | |
| Survival | | |
| Tech Redemption: Crafts | Guild only | |
| Tech Redemption: High-Tech | Guild only | |
| Tech Redemption: Mech | Guild only | |
| Tech Redemption: Volt | Guild only | |
| Think Machine | Guild only | |
| Throwing | | |
| Torture | | |
| Tracking | | |
| Warfare: Artillery | | |

Warfare: Demolitions

Warfare: Gunnery

Warfare: Military Tactics

Xeno-Empathy

Fading Suns Character Creation: Player Characters : GM info ONLY

NB: Blessings may count towards the 10 character creation points given for blessings

| | | |
|-------|-------------------------|---|
| Olly | The Biomechanoid | A relic of the 2nd republic, he has been hiding out as a ships commander since the fall. Knows of no other android survivors. Wits (4), Tech (4), Stamina (4), Perception (4) Wits (11), Tech (11), Stamina (11), Perception (4) Calm and Introvert must be primary and are (3), all others begin at (1) Read: Urthtech, Speak: Urthtech, Tech Redemption: Bio Tech(4) |
| | Min Stats | 14 |
| | Max Stats | Feel no pain: injuries are registered but wound penalties are not applied (5) |
| | Spirit Stats | Immortality: Provided blood supply does not run out (2), Hacker (+2 all think machine tasks) |
| | Skills | 2nd Republic, BioMechanoid blood fluid factory, brief case sized (4), Computer link port (back neck) |
| | Subtotal | Gossip Network (3): All charioteers, and pilots. They don't know you, but they can tell you're a flier |
| | Blessings & Benefices | 2 x Jumpkeys, currently the place you came from and the place you're going next |
| | Curses & Afflictions | Dark Secret: Lethal (You are an abomination and should be destroyed) |
| | | Unusual 'blood': Cream coloured, provides healing properties, but must be injected artificially (2) |
| | | Excommunicated (The church, if they find out your dark secret will mobilise all their resources) |
| Nicky | Blood Fluid | Guilty (-2 to ALL rolls when confronted by church officials) |
| | Total | Strict code of Ethics (4): Zeroth Law: I may not harm humanity, or by inaction allow humanity to be harmed. |
| | Suggestions | I may not harm a human being, or by inaction allow a human being to be harmed. Except if the Zeroth law applies. |
| | The Stranger | I must obey orders given by human beings. Except if those orders would conflict with the above laws |
| | | I must protect my own existence. Except if that would conflict with any of the above laws |
| | John | A highly advanced chemical, made only by using a specialist machine, ingredients however can be found on most farming planets. Dairy and Vegetable matter. The Blood Fluid however is impossible to manufacture without the Blood Fluid Factory, which is about brief case sized. |
| | The Fallen Heir | 20 |
| | Min Stats | Drive skills, navigation skills, acting skills, disguise |
| | Max Stats | Amnesia sufferer, crashed on a planet, knows not who or what he is. |
| | Age | Lost worlder (your ways are different to what folk are used to) (1) |
| Matt | Spirit Stats | I do one character sheet, nicky has only what I think he should have on his |
| | Skills | Grandmother recently died, got a job as a cabin boy on the first ship that passed by. |
| | Blessings & Benefices | Stamina (2), Strength (2), Dex (4) - The effects of youth, will last only until fully grown |
| | Curses & Afflictions | Stamina (9), Strength (9), Dex (11) - The effects of youth, will last only until fully grown |
| | Total | 15 years old |
| | Suggestions | Passion must be primary |
| | The Cook | Read: Urthish, Speak: Ascorbite |
| | Skills | Pronounce Ascorbite Words (1) (This is impossible for all other humans) |
| | Blessings & Benefices | Refuge (2): A company of men loyal to your family name, they are hidden and do not know you exist) |
| | Curses & Afflictions | The Gloucester Ducal Signet Ring (If worn by a true genetic match to the Gloucester heirs, all of the poisons ever survived by all previous dukes are neutralised, all poisons survived by you become added to this catalogue. This is an advanced tech item, part of the houses mimicry of Ascorbites)(5) |
| Steve | Total | Nieve (-2 Wits in social situations), Secretive (-2 Calm when forced to divulge information) |
| | Suggestions | Youth (stats altered as above, effects last until character is mature. Then they are reversed) |
| | The Cook | Infamous Family (your true family name is heavily tarnished by their destroyers) |
| | Skills | Dangerous Secret (if they find out your real name they will hunt you across the galaxy) (2) |
| | Blessings & Benefices | Birthmark (0) (The house Gloucester mark is a thin groove, like a scar down the centre of the throat) |
| | Curses & Afflictions | 2 |
| | Total | Vigor, Knavery, Streetwise, Xeno-Empathy |
| | Suggestions | Ex League Special Forces, Trained on bannockburn and seen the known worlds. Veteran of the Barbarian wars. |
| | The Security Specialist | Read: Urthish |
| | Skills | Commission: Major (11), Secret Identity (Agent: Odonata), Well Travelled (7) - all worlds folk lore (1) |
| Steve | Blessings & Benefices | League Ties (3) - Friends in the 'agency'. 30% chance one can be reached (league worlds only) |
| | Curses & Afflictions | Fast Draw (+2 INTV when drawing a weapon and using it in the same round) |
| | Total | Loyal (+2 passion when the League is involved), |
| | Suggestions | Retired from Duty (6) (Commissioned rank is no longer active, but, it MAY still hold respect -GM) |
| | | missing leg? |
| | | 22 |
| | | Combat Actions: Martial Arts, Cryptography, Disguise, Drive: Landcraft/ Watercraft, Ride, Search Lockpicking, Remedy, Alchemy, Social: Leadership, Stoic Body, Survival, Throwing, Tracking |
| | | Warfare: Military Tactics, Vigor, Shoot, Fight |