

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 scraiver is unusually well-mannered in the presence of a Noble, +1 towards Etiquette

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
1	-2	10 kg
2	-1	20 kg
3	-	40 kg
4	-	60 kg
5	-	80 kg
6	+1	100 kg
7	+1	120 kg
8	+1	140 kg
9	+2	160 kg
10	+2	180 kg
11	+2	200 kg
12	+3	220 kg

Tech	Era	Item
1	Stone Age	Flint dagger
2	Medieval	Swords, Horses
3	Renaissance	Gunpowder
4	Victorian	Electricity
5	Standard	Aircraft, Computers
6	First Republic	Starships/ Space exploration
7	Diaspora	Advanced Starships & Computers
8	Early 2nd Republic	Shields, Robots & AI's
9	2nd Republic	Terraforming, Advanced AI
10	Vautech/ Late 2nd Republic	Highest conceivable advancements
11	Lesser Ur-Tech	Soul Shards
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	amoung 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
	Trustworthy	2	+2 Charm	when getting others to divulge secrets
	Knacks	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
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	
Reputation	Well Liked	1	+1 Charm	when reputation is known
	Charitable	2	+2 Charm	when reputation is known
	Honest	2	+2 Extrovert	when reputation is known
	Hero	2	+2 Impress	when reputation is known
Size	Tall	3	+1 vitality, base run =12m	
	Giant	5	+2 vitality, base run =14m, tailored clothing required	
Packages	Ur-Obun	8	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
	Ur-Ulkar	3	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
	Vorox	12/15	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
	Royal Vorox	21	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
	Kurgan	6	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
	Vuldrok	0	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
	Major House Noble	14-21	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
	Shantor	13	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
	Gannock	17	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
	Etyri	3-10	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total	
Hironem	2	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total		
Ascorbite	11	Blessings, Benefices, Curses & Afflictions given to not count towards maximum total		
Oro'ym	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
	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
	Vengeful	-3	-3 Calm	when honour impinged, will never forget a slight
	Injuries	Bad Heart	-2	-2 Endurance
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	
Pain Sensitive		-4	-2 to all tasks for two rounds after being wounded	
Shaky Hands		-2	-2 Dexterity	when fine manipulating objects
Knacks		Bad Hearing	-2	-2 Perception
	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	
	Poor Liar	-2	-2 Wits	when lying
Reputation	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
	Criminal	-2	-2 Knavery	when reputation known
	Tyrant	-2	-2 Charm	among peasants when reputation is known
Size	Dwarf	-5	-2 vitality, base run =6m, tailored clothing required	
	Short	-3	-1 vitality, base run =8m	

Fading Suns Character Creation: Benefices

group	benefice	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 jumprount to a lost world
	Well-Travelled	3 / 7	know Lore folk: 1 for every planet in radius, 3pts for eg. Hazat fiefs, 7pts the known worlds
Community	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
	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.
Possessions	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	Advisor	5	A pocket AI Think Machine, with a specific purpose ie. Finance
	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 victims 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
Relics	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)
	Tarrifs / 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: Benefices, page 2

group	benefice	cost	effect																																																																		
Status	Cohort Badge	3	Must be Commissioned or Ordained, Does not exist in 4550ad																																																																		
	Commission	3 - 15	<table border="0"> <tr> <td></td> <td>Charioteers</td> <td>Engineers</td> <td>Scravers</td> <td>Muster</td> <td>Reeves</td> </tr> <tr> <td>3</td> <td>Ensign</td> <td>Apprentice</td> <td>Associate</td> <td>Private</td> <td>Associate</td> </tr> <tr> <td>5</td> <td>Lieutenant</td> <td>Entered</td> <td>Made Man</td> <td>Sergeant</td> <td>Chief</td> </tr> <tr> <td>7</td> <td>Lt. Commander</td> <td>Fellow</td> <td>Genin</td> <td>Leftenant</td> <td>Manager</td> </tr> <tr> <td>9</td> <td>Commander</td> <td>Crafter</td> <td>Capo</td> <td>Captain</td> <td>Executive</td> </tr> <tr> <td>11</td> <td>Captain</td> <td>Chief Engineer</td> <td>Boss</td> <td>Major</td> <td>Director</td> </tr> <tr> <td>13</td> <td>Commodor</td> <td>Master</td> <td>Jonin</td> <td>Colonel</td> <td>Consul</td> </tr> <tr> <td>15</td> <td>Doge</td> <td>Grand Master</td> <td>Don</td> <td>General</td> <td>Dean</td> </tr> </table>		Charioteers	Engineers	Scravers	Muster	Reeves	3	Ensign	Apprentice	Associate	Private	Associate	5	Lieutenant	Entered	Made Man	Sergeant	Chief	7	Lt. Commander	Fellow	Genin	Leftenant	Manager	9	Commander	Crafter	Capo	Captain	Executive	11	Captain	Chief Engineer	Boss	Major	Director	13	Commodor	Master	Jonin	Colonel	Consul	15	Doge	Grand Master	Don	General	Dean																		
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	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																																																																		
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	Professional Contract	1 - 10	Alows 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 beuraucracy																																																																		

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 Worlder	-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 waning eye, hairy palms); 2 - Severe (dwarvism, 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, outsiders 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	Reveled 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 someones trust Flight(4) = others must pass an ego+fight roll to engage in combat, or be with him in danger	
Special Senses		Infrared Vision(4):	1 - 5	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, 1/2 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)	
Additions	Educated Nose(3):		Can easily tell people apart just by their smell	
	Chameleon	3	+3 sneak, +5 sneak if stationary, +2 cost for control to avoid constant shifting colours	
	Claws	2	Claw DMG 3, can be combine 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	Toughskin(3):	3 - 7	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	Small flaps under arms(4), or giant wings(3),	3 - 4	however subject may not fly, just glide
		Spd = 30kph in a good wind, or if used properly (Dex+Vigor) 20kph +1/vp		
	Hazardous Breath	Blind/ Incapacite others, Dex+Shoot, rng 3m, lingers	4	Endurance turns
		Tragets 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	Devil Horns: headbutt attack (-2 intv, DMG 4), +1 impress when used to scare people	3	
		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	Bite: DMG 5 venom, Endurance+Vigor to soak, poison continues and diminishes each turn	4 - 5		
	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	Takes one turn, features changed as desired, may look the opposite sex, but may not actually change sex. Perception+Disguise to copy a person	7		
	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)
Vorox	Total:	3 pts
	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) Sensitive Smell (+1 Perc), Natural Weapon: Bite (Dex+Fight, INTV -1, DMG 3), Additional Limbs (!)
	Curses & Afflictions	Uncouth (-2 Extrovert), Ostracised: Mild (Alien)
Royal Vorox	Optional Extras	Family Ties (+3 pts, most other vorox will accept you)
	Total:	12 (15)
	The Claw	Royal Vorox may keep a single hand of their natural claws (Dex+Fight, DMG 3, if damaged: poisoned) 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 Benefice	Family Ties (+3 pts, most other vorox will accept you)
Kurgan	Total:	21
	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), Ostracised: Moderate (Severe only if Discovered)
	Suggestions	Charm, Melee (fencing) and Shoot
	Total:	6
	Vuldrok	Min Stats
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), Ostracised: Severe (Vuldrok are easily discovered)
Suggestions		Vigor, Melee (fencing) and Shoot
Noble	Total:	0
	Blessings & Benefices	Family Ties (+3 pts), Refuge (+10), Nobility: Knight (+3), Assets: 3kfb/yr +300fb starting cash (+3)
	Curses & Afflictions	Oath of Fealty (-1), Ostracised: Moderate* (-1)
	Total:	18
	Alecto	19 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
Max Stats		Strength (14), Endurance (13)
Native Tongue		Windspeach
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) Huge (+3 vitality, base run 16m, needs a great deal of space to be comfortable), Total base run: 22m
Curses & Afflictions		Awkward (-3 dex in cramped spaces), No fine manipulation, Cannot Speak Urthish, Alien No Psychics or Theurges, Ostracised: Serious (it is illegal for a shantor to leave the reservation)
Suggestions		Perception, Dodge, Impress, Melee, Vigor
Total:		13

Gannok	Min Stats	Dex (4), Endurance (4)
	Spirit Stats	Extrovert must be primary
	Native Tongue	Tok Tok
	Skills	Speak: Urthish, Tech Redemption: Mech (1), Acrobatics (3)
	Blessings & Benefices	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)
	Curses & Afflictions	Ostrasism: Moderate (not considered sentient outside of League)
	Suggestions	Charm, Vigor, Tech
Etyri	Total:	17
	Min Stats	Strength (2), Dexterity (4), Perception (4)
	Max Stats	Strength (8), Dexterity (11), Perception (12)
	Native Tongue	Etyri
	Skills	Speak: Urthish, Fly (3)
	Blessings & Benefices	Claws (DMG 3), Beak (DMG 2), Flight, Keen Eyes (+3 Perception, eyes only)
	Curses & Afflictions	Claustrophobia (-2 Calm, enclosed spaces), Hollow Bones (Vitality = 3+Endurance only)
	Ostrasized:	Mild (It is widely assumed they eat humans), Alien Culture
	Suggestions	Observe
	Total:	8
Hironem	Huar'raughq	10 Hawkeye (+2 shoot when target/ self is in motion)
	Cha'arkut	5 Short (-1 vitality, base run 8m)
	Chirikiti	5 Short (-1 vitality, base run 8m)
	Ghek-da'az	3 Flightless
	Min Stats	Dexterity (4)
Ascorbites	Native Tongue	Salsu
	Skills	Read: Salsu, Speak: Urthish
	Blessings & Benefices	S'Su vision
	Curses & Afflictions	Cold Blooded (-2 Endurance/ 10° below 60°F; -1 Perception/ 10° above 100°F), No Psychics
	Ostrasized:	Moderate (They appear overly alien and strange for human eyes)
Oro'ym	Suggestions	Follow caste traits suggestions in players companion
	Total:	2
	Min Stats	Perception (4)
	Max Stats	Perception (11)
	Spirit Stats	Calm and Ego must be Primary
	Native Tongue	Ascorbite
	Skills	Stoic Mind (1), Survival (1), Tracking (1)
	Blessings & Benefices	Adaptable Metabolism (if a poison is survived, ascorbite becomes immune), Genetic Immunity (All immunities the parent has are passed on to the offspring), Carapace (6d armour), Double Jointed (+2 Dex when in tight holes/ escaping bonds), Far Leap (1½m +1m/success verticle, 3½m +1m/success horizontal), Obstinate (+2 Stoic Mind to resist divulging a secret), Strong Grip (+2 Str to keep hold of an item)
	Curses & Afflictions	Bloodsucker (strict diet of blood), Weird (-2 Extrovert among other races), Fixed Development (3x exp cost to learn a new skill, 2x cost all Learned Skills)
	Ostrasized:	Moderate (Fear of overtly alien nature, leads to Hate)
Oro'ym	Suggestions	Dodge, Observe, Vigor
	Total:	11
	Min Stats	Strength (4), Endurance (4)
	Max Stats	Strength (1), Endurance (11)
	Spirit Stats	Calm must be Primary
	Native Tongue	Oro'ym
	Skills	Vigor (4), Beast Lore (1), God Lore (1), Survival (1)
	Blessings & Benefices	Fangs (DMG 2), Gills, Regrowth (limbs/tail - takes 4mths loose 1 Endurance each time), Strong Tail (DMG 3, +1m/ vp when smimming), Webbed Hands (+2m/ vp when swimming)
	Curses & Afflictions	Secrets(3) (Great Underwater Cities are from a forgotten grander time), Family Ties
	Ostrasized:	Moderate (highly alien appearance, unknown race (4550), Cold Blooded (-2 Endurance/ 10° below 60°F; -1 Perception/ 10° above 100°F), Requires Moisture (after 3 days without damp skin, -1 Endurance per hour, when Endurance = 0 -1 Vitality until death, Recovery after immersion in water regain 1pt, vitality first each minute)
Suggestions	Fight	
Colouring	Dark green, Emerald green, Purple, orange/ red mix	
Total:	16	

Fading Suns Character Creation : Skill List

Complete		Not on Sheet
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: Scriver 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: Scriver Signs	Scriver	
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.
	Min Stats	Wits (4), Tech (4), Stamina (4), Perception (4)
	Max Stats	Wits (11), Tech (11), Stamina (11), Perception (4)
	Spirit Stats	Calm and Introvert must be primary and are (3), all others begin at (1)
	Skills	Read: Urthtech, Speak: Urthtech, Tech Redemption: Bio Tech(4)
	Subtotal	14
	Blessings & Benefices	Feel no pain: injuries are registered but wound penalties are not applied (5) Immortality: Provided blood supply does not run out (2), Hacker (+2 all think machine tasks) 2nd Republic, BioMechanoid blood fluid factory, brief case sized (4), Computer link port (back neck) Gossip Network (3): All charioteers, and pilots. They don't know you, but they can tell you're a flier 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) Guilty (-2 to ALL rolls when confronted by church officials) Strict code of Ethics (4): Zeroth Law: 1 may not harm humanity, or by inaction allow humanity to be harmed. 1 may not harm a human being, or by inaction allow a human being to be harmed. Except if the Zeroth law applies. 1 must obey orders given by human beings. Except if those orders would conflict with the above laws 1 must protect my own existence. Except if that would conflict with any of the above laws
	Blood Fluid	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.
	Total	20
Suggestions	Drive skills, navigation skills, acting skills, disguise	
Nicky	The Stranger	Amnesia sufferer, crashed on a planet, knows not who or what he is. Lost worlder (your ways are different to what folk are used to) (1) I do one character sheet, nicky has only what I think he should have on his
John	The Fallen Heir	Grandmother recently died, got a job as a cabin boy on the first ship that passed by.
	Min Stats	Stamina (2), Strength (2), Dex (4) - The effects of youth, will last only until fully grown
	Max Stats	Stamina (9), Strength (9), Dex (11) - The effects of youth, will last only until fully grown
	Age	15 years old
	Spirit Stats	Passion must be primary
	Skills	Read: Urthish, Speak: Ascorbite
	Blessings & Benefices	Pronounce Ascorbite Words (1) (This is impossible for all other humans) Refuge (2): A company of men loyal to your family name, they are hidden and do not know you exist) 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)
	Curses & Afflictions	Nieve (-2 Wits in social situations), Secretive (-2 Calm when forced to divulge information) Youth (stats altered as above, effects last until character is mature. Then they are reversed) Infamous Family (your true family name is heavily tarnished by their destroyers) Dangerous Secret (if they find out your real name they will hunt you across the galaxy) (2) Birthmark (0) (The house Gloucester mark is a thin groove, like a scar down the centre of the throat)
	Total	2
	Suggestions	Vigor, Knavery, Streetwise, Xeno-Empathy
Matt	The Cook	Ex League Special Forces, Trained on bannockburn and seen the known worlds. Veteran of the Barbarian wars. Read: Urthish
	Skills	
	Blessings & Benefices	Commission: Major (11), Secret Identity (Agent: Odonata), Well Travelled (7) - all worlds folk lore (1) League Ties (3) - Friends in the 'agency'. 30% chance one can be reached (league worlds only) Fast Draw (+2 INTV when drawing a weapon and using it in the same round) Loyal (+2 passion when the League is involved),
	Curses & Afflictions	Retired from Duty (6) (Commissioned rank is no longer active, but, it MAY still hold respect -GM)
	Total	missing leg? 22
	Suggestions	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
Steve	The Security Specialist	