

Skill Lists

<p><b>Body</b></p> <p>Athletics Endurance Fight Parry Run Vigor</p>	<p><b>Sense</b></p> <p>Direction Eerie Empathy Hearing Scrutinize Sight Psi/Faith</p>	<p><b>Charm</b></p> <p>Fascinate Graces Lie Jest Plead</p>
<p><b>Coordination</b></p> <p>Climb Dodge Perform Ride Drive: (spacecraft, aircraft, landcraft, watercraft) Stealth Weapon:</p>	<p><b>Command</b></p> <p>Haggle Inspire Intimidate Perform</p>	<p><b>Knowledge</b></p> <p>Healing Language Lore: (Beast, Faction, Item, Jumpweb) Technical/Science: (Spacecraft Operations, Tech Redemption, Think Machine, Life science, Physical Science, Terraforming) Strategy Tactics Student</p>

# On Roll Fading Suns Character Generation

<p><b>2x1 Lowly noble knight</b>  +1 COMMAND, +1 Wealth, +1 Status, +1 Sword, +1 Graces  Decados: +1 Lie  Hazat: +1 intimidate  Al Malik: +1 Tactics  Hawkwood: +1 graces  Li Halen: +1 inspire</p> <p><b>3x1 Noble Baron</b>  +1 intimidate, +1 lie, +1 status, +1 strategy, +1 wealth</p> <p><b>4x1 Noble Count</b>  +1 wealth, +1 intimidate, +1 status, +1 empathy  Decados: Change 1 Lie die to an Expert die  Hazat: Change 1 Tactics die to an Expert die  Al Malik: Change 1 Haggle die to an Expert die  Hawkwood : Change 1 graces die to an Expert die  Li Halen: Change 1 inspire die to an Expert die</p> <p><b>5x1 Noble of the House</b>  Decados: Change Lie die to Master Die  Hazat : Change Tactics die to Master Die  Al Malik: Change Haggle die to Master Die  Hawkwood : Change graces die to Master Die  Li Halen: Change inspire die to Master Die</p> <p><b>2x2 Young church Initiate</b>  +1 status, +1 empathy, +1 scrutinize, +1 fascinate  Urth Orthodox: +1 KNOWLEDGE, +1 Lore  Eskatonic: +1 SENSE, +1 Eerie  Brother Battle:+1 BODY, +1 fight  Avesti:+1 COMMAND, +1 Intimidate  Sanctuary Aeon: +1 KNOWLEDGE, +1 Healing</p> <p><b>3x2 Church Priest</b>  +1 status, +1 inspire, +1 Lore, +1 plead, +1 scrutinize</p>	<p><b>4x2 Church Bishop</b>  +1 status, +1 wealth, +1 fascinate, +1 empathy  Urth Orthodox: Change 1 Lore to an Expert die  Eskatonic: Change 1 Eerie to an Expert die  Brother Battle: Change 1 fight to an Expert die  Avesti: Change 1 Intimidate to an Expert die  Sanctuary Aeon: Change 1 Healing to an Expert die</p> <p><b>5x2 Man of the Church</b>  Urth Orthodox: Change Lore to Master Die  Eskatonic: Change Eerie to Master Die  Brother Battle: Change fight to Master Die  Avesti: Change Intimidate to Master Die  Sanctuary Aeon: Change Healing to Master Die</p> <p><b>2x3 Guild Apprentice</b>  +1 status, +1 haggle, +1 Lore, +1 technical  Charioteers: +1 COORDINATION, +1 Drive (spacecraft)  Engineers: + 1 KNOWLEDGE, +1 technical  Musters: +1 COMMAND, +1 intimidate  Scravers: +1 SENSE, +1 scrutinize  Reeves: +1 KNOWLEDGE, +1 Lore</p> <p><b>3x3 Guild Journeyman</b>  +1 haggle, +1 status, +1 wealth, +1 lie, Possession (think machine or Charioteers get jump key )</p> <p><b>4x3 Guild Exemplar</b>  +1 wealth, +1 status, +1 technical, +1 status  Charioteers Change 1 Drive (spacecraft)  Engineers: Change 1 technical an Expert die  Musters: Change 1 intimidate an Expert die  Scravers: Change 1 scrutinize an Expert die  Reeves: Change 1 Lore an Expert die</p> <p><b>3x4 Professor of the Guild</b>  Charioteers Change Drive (spacecraft) Master Die  Engineers: Change technical to Master Die  Musters: Change intimidate to Master Die  Scravers: Change scrutinize to Master Die  Reeves: Change Lore an Master Die</p>
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<p><b>2x4 Enlisted military Soldier</b> +1 BODY, +1 Dodge, +1 Fight, +1 dodge, +1 athletics, +1 weapon</p> <p><b>3x4 Veteran Soldier</b> Change 1 fight or weapon die to an ED. +2 weapon, +1 dodge, +1 parry</p> <p><b>4x4 Master of Arms</b> Learn the first two paths on one Martial Path. +1 weapon, +1 tactics</p> <p><b>4x4 Champion</b> Change your weapon ED to a MD.</p> <p><b>2x6 Starship Passenger</b> +1 COORDINATION, +1 fight, +1 lore (jumpweb), +1 climb, +1 Endurance, +1 language</p> <p><b>3x6 Starship crewman</b> +1 Athletics, +1 Endurance, +1 Vigor, +1 Sight, +1 (Drive: Starship or Technical: Spacecraft Operations)</p> <p><b>4x6 True Traveler</b> Change Lore (jumpweb) die to an ED. +1 Direction, +1 language, +Vigor, +1 (Drive: Starship or Technical: Spacecraft Operations)</p> <p><b>5x6 Traveler of the Jumpweb</b> Change Lore (jumpweb) die to an MD.</p> <p><b>2x7 Sneaky Spy</b> +1 COORDINATION or +1 SENSE, +3 stealth, +1 Empathy, +1 lie</p> <p><b>3x7 Experience Spy</b> +2 Lie, +1 Sight, + Hearing, +1 Scrutinize, +1 language</p> <p><b>4x7 Intelligence Officer</b> Convert lie die or sneak die to ED. +1 run, +1 empathy, +1 weapon, +1 listen</p>	<p><b>5x7 Master Spy</b> Change your lie or sneak ED to a MD.</p> <p><b>2x8 Courtier</b> +1 CHARM, +1 Fascinate, +2 graces, +1 lie, +1 weapon (sword)</p> <p><b>3x8 Intrigue of the Court</b> +1 lie, +1 intimidate, +1 weapon (sword), +1 haggle, +1 parry</p> <p><b>4x8 Duelist</b> Learn the first two paths on one Martial Path (duelist), + 1 parry, +1 weapon (sword), Possession (Energy Shield), +1 intimidate</p> <p><b>5x8 Political Duelist</b> +1 COORDINATION</p> <p><b>2x9 Black Sheep</b> +1 COORDINATION, +1 stealth, +1 fight, +1 lie, +1 plead, +1 intimidate</p> <p><b>3x9 Outcast</b> +1 stealth, +1 run, +1 lie, +1 hearing, +1 plead</p> <p><b>4x9 Beyond the Law</b> +1 language, +1 fight, +1 haggle, +1 intimidate, +1 lore</p> <p><b>5x9 Criminal Leader</b> +1 COMMAND</p> <p><b>2x10 Student of the Unknown</b> +1 SENSE, +1 Lore, +1 Eerie, +2 Faith/Psi, 1 Psychic/Thurgic Powers</p> <p><b>3x10 Psychic/Theurge</b> +1 Eerie, +2 Faith/Psi, 2 Powers</p> <p><b>4x10 Exalted of Power</b> Change Faith/Psi to ED. +2 Eerie, 2 spells</p> <p><b>5x10 Master of Mysteries</b> Change Faith/Psi ED to MD.</p>
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# Trash dice: Aliens

<p><b>1. Ur Ukar</b> +1 COORDINATION or SENSE -1 BODY +1 Psi, +1 Stealth, +1 hearing, +1 fight, +1 scrutinize</p> <p><b>2. Ur Obon</b> +1 COORDINATION or SENSE -1 BODY +1 Psi/Faith, +1 Empathy, +1 graces, +1 Eerie, +1 Lore</p> <p><b>3. Vorox</b> +1 BODY -1 KNOWLEDGE Extra Limbs (5 points) –Gain +1 die when having extra arms are helpful. Wound Breakdown</p> <ul style="list-style-type: none"><li>• Front left arm – 3, 5 boxes</li><li>• Back left arm – 4, 5 boxes</li><li>• Front right arm – 5, 5 boxes</li><li>• Back right arms – 6, 6 boxes</li><li>• Body, legs, head – same as human</li></ul> <p><b>4. Shantor</b> + BODY -1 COORDINATION +1 melee, +1 endurance, +1 run, +1 vigor, +1 dodge</p> <p><b>5. Hironem</b> +1 empathy, +1 dodge, +1 healing S’su (2 points) – SENSE + Empathy once per scene. Ability to read emotions of people in a room. Gain width as bonus dice against any of those people in social or healing situations.</p>	<p><b>6. Gannock</b> +1 COORDINATION -1 BODY +1 vigor, +1 climb, +1 tech redemption or impress Agile Toes (2 point) – gets no penalties if arms are taken out and feet aren’t. +1 die to actions requiring fine manipulation.</p> <p><b>7. Etyri</b> +1 COORDINATION -1 BODY +1 sight, +2 student fly Flight (2 points) – you can fly as long you don’t have your arms filled up.</p> <p><b>8. Ascorbites</b> +1 sight, +1 scrutinize, +1 dodge Carapace (2 point) – 1 point of natural AR in all locations.</p> <p><b>9. Oro’ym</b> Tail (2 points) – Has a tail. +1d to athletics when swimming. Wounds break down:</p> <ul style="list-style-type: none"><li>• Body = 7-8, 10 boxes,</li><li>• Tails = 9, 5 boxes.</li><li>• Legs, arms, head – same as human</li></ul> <p>Gils (1 point) – can breath underwater. Regenerate (1 point) – tail and limbs regenerate if lost and heal twice normal rate. Body and head heal normally.</p> <p><b>10. Choose one of the above.</b></p>
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