

COMMON FORTES OF THE 7 SKIES

CORE

- Motivation *** 156
Core attribute: Your most important goal or drive.
Special Rule: "Burning" motivation for one-time dice bonus.
- Nationality: ___ *** 157
Core attribute: Your country of origin.
Special Rule: Comes with bonus Cultural Knowledge!
- Past: ___** 158
Core attribute: Skills from your back-story.

ORGANIZATIONS

- Brethren of the Skull** 144
The most dangerous Pirates in the world.
- Colronan Musketeer** 145
The best soldiers in the world.
Prerequisites: Male; Nationality: Colronan Royalist; Aristocrat.
- Colronan Sandman** 146
The most honorable opponents in the world.
Prerequisites: Nationality: Colronan Zultanista.
- Crailese Falcon** 146
The consummate street-fighters of the world.
- Imperial Spider** 152
The deadliest assassins in the world.
Prerequisites: Nationality: Barathi.
- Sha-Ku Ruqrider** 162
The most honorable opponents in the world.
Prerequisites: Nationality: Sha-Ka; Sidekick: Ruq mount.
- Viridese Warmaster** 168
The most versatile combatants in the world.
Prerequisite: Nationality: Viridese.

PROFESSIONS

- Alchemy *** 142
Can produce alchemicraft items (p.181).
- Avokato *** 144
Barathi lawyer (p.30); belongs to College.
- Aristocrat** 143
Good breeding, status, manners, savoir-faire. Usually implies wealth.
- Gunner** 151
Skill with cannons (*not* muskets), access to supplies.
- Koldun *** 152
Magic powers, alchemical skills, multiple gifts.
Incompatible with Priest (unless secret).
- Pirate** 159
Skysailing, wingcloaks, capture, evading pursuit, smuggling, connections with other pirates...
- Priest *** 159
Clergy of Vaoz. The best-educated.
Incompatible with Koldun (unless secret).

- Rogue** 161
Thieflly skills like fast talk, finding a fence, pick-pocketing, sleight of hand, stealth, streetwise...

- Skysailor** 164
Skyship navigation, use of equipment, repairs; some knowledge of cargos, ports, customs...

- Spy** 165
Member of national espionage organization. Skilled in athletics, fencing, firearms, unarmed combat, poisons (p. 264).

- Wingman**
Wingcloak use: soaring, landing, boarding, acrobatics, maintenance...

FIGHTING SKILLS

- Acrobatics (aka Athletics)** 142
Climbing, somersaults, swinging...

- Fencing** 146
Fine swordsmanship, dueling, social status.
See Fencing School techniques, p.147

- Firearms** 148
Pistol & musket skill. Access to supplies. Implies owning a weapon.

- Gift: ___ *** 150
One of seven mystical powers (ch.3).

PERSONALITY

- Repartée** 161
Wit, public speaking, rhetoric, oratory.

- Reputation** 161
Fame & status (other than social class).

- Secret *** 162
A hidden advantage ... or disadvantage.
If revealed in play, must be replaced by a Forte/Foible of equal rank.

SERVANTS * GEAR

- Minions** 155
Followers or henchmen.

- Sanctum: ___** 161
A base of operations for character and allies.

- Sidekick** 163
Named NPC or animal who serves the character.

- Vehicle: ___** 165
Cloudship, glider, skyship, wagon...

- Wealthy** 168
Rich enough to maintain rank, even with expenditures. But can be squandered.

* Arcane, or has special rules