

Universal costs: for a score of 1-4, point cost is 1:1. Improving a score from 4 to 5, or 5 to 6, costs 2 points.

ATTRIBUTES – 44 points to spend

ASPECTS – 60 points to spend

Skills – note that every skill is associated with two attributes. Check descriptions for combination skills and specialties as well.

- Acting, Animal Handling, Artistic Performance, Athletics, Bow, Brawl, Construction, Disguise, Engineering, Etiquette, Expression, Field Combat, Firing, First Aid, Forensics, Instruction, Intimidation, Leadership, Martial Arts, Meditation, Melee, Physician, Psychology, Research, Security, Stalking, Stealth, Streetwise, Surgery, Survival, Throwing
- Knowledge list (Intelligence only): Accounting, Administration, Archeology, Area Knowledge (Physical, Political), Art, Bureaucracy, Chemistry, Criminology, Demolition, Economy, Finance, History, Law, Mathematics, Naturalism, Occult, Physiology, Poisons, Politics, Theology, Weaponry

### Backgrounds

- Allies, Contacts, Enforcement Powers, Fame, Holdings, Mentor/Patron, Resources (2 minimum for psionic sword), Retainers

*Some Backgrounds are negative. These points add to your Aspect point total (increasing it from 60) and may be spent now as more Aspect stuff. Or save them for later as Flaw Points.*

- Enemy, Fame, Debt, Hunted, Secret, Ward

Traits – the text highly recommends making up original Traits rather than choosing solely from this list. I think a couple might not work well in our game at all. \* Each time you buy a Trait, select one Attribute it modifies. Thus a Trait may be bought multiple times. \*

- Arrogant, Artistic, Attractive, Code of Ethics, Combat Reflexes, Eidetic Memory, Empathy, Extemporaneous Speaker, Exudes Confidence, Intimidating, Military Mind, Overdramatic, Paranoid, Predator, Reputation, Steady Hands, Stealthy

*Some Traits are negative. These points add to your Aspect point total (increasing it from 60) and may be spent now as more Aspect stuff. Or save them for later as Flaw Points.*

- Arrogant, Unattractive, Bad Limb, Code of Ethics, Combat Paralysis, Coward, Crippled Sense (required), Greedy, Intimidating, Inwardly Focused, Lecherous, Obsession, Overdramatic, Paranoid, Phobia, Reputation

Possessions – You have any possessions associated with a given Resource level for free. You only spend points here if you want something that's not associated with your character concept, or requires a higher Resources and/or Tech level.

## GIFTS

### General Gifts

Any General Gift may be bought as positive, negative, or even both.

- Claimed, Dreams, Fate, Geas, Gift Affinity, Insight

*Negative points add to your Gift point total (increasing it from 60) and may be spent now as more Gift stuff. Or save them for later as Flaw Points.*

### Gifts of Heritage

Basic psionic ability is free for Children of Lorath. The following skills must be bought. All of them are based on Intelligence + Sensitivity.

#### Mental Disciplines

- Perceptive: Sense Emotion, Probe Thought
- Manipulative: Rework, Possess
- Defensive: Protect Self, Protect Other

#### Physical Disciplines

- Kinetic: Self, Other
- Energetic: Positive [this is the psionic sword], Negative
- Defensive: Self, Other

#### Awareness Disciplines

- Teleperceptive: Time, Space
- Intuitive: Danger Sense, Combat Sense
  
- Psychic: Psychometry, Divination

It is perfectly all right to use more than one psionic skill at once, although you must make a Meditation roll first.

### Divine Gifts

All Lorath Divine Gifts are based on Sensitivity + Charisma. Note that the names are potentially misleading.

- Know Truth
- Divination
- Mindweb

FLAW POINTS & WHIMSY POINTS (see other sheet)