

SPECIAL ABILITIES for Starting Characters

- 1 **Skilled** You start out with an extra 10 points to distribute among your skills.
- 2 **Miserly** only spends half of what you would normally on high living (see page 130).
- 3-4 **Debt** You are owed a small amount of money (1d4 x 10 sp) from someone. You can collect it anytime, assuming you are in the area where the NPC lives (determined by the GM).
- 5-6 **Natural Aptitude** You begin with the Skill Focus Feat for free.
- 7 **Favor** Somebody owes you a favor for your help in the past. This is a one-time debt however and once fulfilled, this person no longer owes you anything.
- 8 **Loose with the Coin** you spend an extra 10% on high living (see page 130).
- 9 **Well Traveled** Begin with 2 additional starting languages.
- 10-12 **Extra Money** By whatever means you have recently acquired a small amount of money prior to your current adventures(1d4 x 5 sp).
- 13 **Superstitious** -2 on Will saving throws against curses, hexes, and similar magic. You also begin with 2 ranks in Knowledge (Arcana) for free.
- 14-15 **Alcoholic** You must imbibe some kind of strong drink on a regular basis (at least 3d4 sp per week) or you become unable to function properly (-2 on all actions, attacks, and DV, increasing by an additional -1 for each day you go without drink to a maximum penalty of -5). You get to choose between penalties for being drunk or going through withdrawal. Isn't that fun?
- 16 **Well Known** Begin with a +2 bonus to your Reputation.
- 17 **Connection** You have a moderately powerful or influential NPC contact that you can call upon for minor favors from time to time. Of course your contact will occasionally expect you to help him out as well.
- 18 **Wanted** You have committed a crime for which the punishment is (relatively) minor, but would greatly inconvenience you and your adventurous lifestyle. The GM will determine where exactly you are wanted.
- 19 **Epic Personality** For whatever reason, people enjoy hearing tales of your many exploits. Any time you gain a Reputation increase through direct action (not from merely gaining a level), you gain an additional +1 to your Reputation score.
- 20 **Destined for Greatness** You begin the game with an additional Fate point.