

RACE AND CULTURE PACKAGES

DEVERENIANS

DEVERENIAN RACIAL PACKAGE

- 1 **Blood of the Divine:** Life Support (Longevity: 150 Years)
- 2 **Lowlight Vision:** +2 PER with Sight Group (4 Active Points); Conditional Power (Power Only Works To Counteract Darkness Penalties; -1)
- 2 **Strong Resolve:** Mental Defense (4 points total)
- 5 Total Package Cost**

DEVERENIAN RACIAL DISADVANTAGES

- 0 Deverenian Characteristic Maxima
- 5 **Distinctive Features:** Deverenian (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 15 **Reputation:** Arrogant, 14-
- 20 Total Disadvantage Points**

HIGH-BORN CULTURAL PACKAGE

Everyman Skills

- 0 AK: Deverenia 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Deverenian (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 2 +1 with Bureaucrats
- 2 +1 with High Society
- 1 KS: The Storm 8-
- 1 KS: [Heraldry, History, or Lineages] 8- (Choose One)
- 0 Language: Tradespeak (fluent conversation; Language Familiarity)
- 1 TF: Equines

Cultural Perks

- 10 Fringe Benefit: Right of Challenge

17 Total Package Cost

HIGH-BORN CULTURAL DISADVANTAGES

- 15 **Psychological Limitation:** Obsessed with Honor (Common, Strong)
- 15 Total Disadvantage Points**

LOW BORN CULTURAL PACKAGE

Everyman Skills

- 0 AK: Deverenia 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Deverenian (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 2 KS: Social Protocol 11-
- 1 KS: The Storm 8-
- 1 KS: [Heraldry, History, or Lineages] 8- (Choose one)
- 0 Language: Tradespeak (fluent conversation; Language Familiarity)

4 Total Package Cost

LOW BORN CULTURAL DISADVANTAGES

- 15 **Psychological Limitation:** Subject to Orders (Common, Strong)
- 15 Total Disadvantage Points**

DWARVES

DWARVEN RACIAL PACKAGE

- 4 +2 CON
- 2 -2 INT
- 4 +2 EGO
- 4 -2" RUN
- 1 -1 LEAP
- 5 **Darkvision:** Nightvision
- 8 **Magical Attunement:** Detect Magic 11- (Unusual Group), Increased Arc Of Perception (360 Degrees)
- 3 **Toxin Resistance:** Life Support (Immunity: Asphyxiants)
- 1 Life Support (Longevity: 170 Years)

18 Total Package Cost

DWARVEN RACIAL DISADVANTAGES

- 0 Dwarf Characteristic Maxima
- 10 **Distinctive Features:** Dwarf (Concealable; Extreme Reaction; Detectable By Simple Tests; Not Distinctive In Some Cultures) (In the Accordlands, tradition holds that anything that comes from the ground is evil and not to be trusted and/or destroyed.)
- 5 **Physical Limitation:** Short (Infrequently, Slightly Impairing)

15 Total Disadvantage Points

DWARVEN CULTURAL PACKAGE

Everyman Skills

- 0 AK: World Below 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Dwarven (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 +1 with PS: Stonemason
- 1 Animal Handler (Cave Bears) 8-
- 1 KS: Abyssals 8-
- 1 KS: Golems 8-
- 1 KS: Rock/Cave Formations 8-
- 1 Navigation (Underground) 8-
- 1 Survival (Underground) 8-
- 1 Language: Terran (fluent conversation; Language Familiarity)

8 Total Package Cost

DWARVEN CULTURAL DISADVANTAGES

- 15 **Psychological Limitation:** Protective of Other Dwarves (Common, Strong)

15 Total Disadvantage Points

ELVES

ELVEN RACIAL PACKAGE

- 6 +2 DEX
- 4 -2 BODY
- 6 **Keen Awareness:** +2 PER with all Sense Groups
- 2 **Lowlight Vision:** +2 PER with Sight Group (4 Active Points); Conditional Power Power Only Works To Counteract Darkness Penalties (-1)

10 Total Package Cost

ELVEN RACIAL DISADVANTAGES

- 0 Elf Characteristic Maxima
- 5 **Distinctive Features:** Elf (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 15 **Reputation:** Evil and Bloodthirsty, 14-

20 Total Disadvantage Points

MYRETH FOREST CULTURAL PACKAGE

Everyman Skills

- 0 AK: Myreth 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Elven, Myreth (idiomatic) (4 Active Points) (Choose from Calix, Dythanus, or Tansiq)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 3 Bureaucratics 11-
- 3 High Society 11-
- 1 KS: The Elements 8-
- 2 KS: Undead 11-
- 1 Survival (Temperate/Subtropical Forests) 8-

10 Total Package Cost

MYRETH FOREST CULTURAL DISADVANTAGES

- 15 **Psychological Limitation:** Obsessed with Death (Common, Strong)
- 10 **Psychological Limitation:** Cannot Kill Another Elf (Uncommon, Strong)

25 Total Disadvantage Points

TSELUSE FOREST CULTURAL PACKAGE

Everyman Skills

- 0 AK: Tseluse 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Elven, Tseluse (idiomatic) (4 Active Points) (Choose from Rowan or Glyn)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 2 +1 with Shadowing
- 2 +1 with Stealth
- 2 +1 with Tracking
- 1 KS: Ancient Elven Pantheon 8-
- 2 Survival (Tropical Forests) 11-
- 3 Tactics 11-
- 1 WF: Basic Weapons Training [Choose from Common Melee Weapons or Common Missile Weapons]

13 Total Package Cost

TYRANIEL FOREST CULTURAL PACKAGE

Everyman Skills

- 0 AK: Tyraniel 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Elven, Tyraniel (idiomatic) (4 Active Points)
(Either Syneri or Netheryn.)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 2 +1 with Research
- 3 High Society 11-
- 2 KS: Magic 11-
- 2 KS: The Elements 11-
- 1 KS: Undead 8-
- 1 Survival (Temperate/Subtropical Forests) 8-
- 2 Language: Elven, Tyraniel (fluent conversation; Language Familiarity) (The other of Syneri or Netheryn.)

13 Total Package Cost

TYRANIEL FOREST CULTURAL DISADVANTAGES

- 15 **Psychological Limitation:** Obsessed with Death (Common, Strong)
- 10 **Psychological Limitation:** Unable to Kill Another Elf (Uncommon, Strong)
- 5 **Social Limitation:** Ostracized (Frequently, Minor, Not Limiting In Some Cultures)

30 Total Disadvantage Points

HUMANS

HUMAN RACIAL DISADVANTAGES

- 0 Human Characteristic Maxima
- 5 **Distinctive Features:** Human (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

5 Total Disadvantage Points

ANDOVERAN CULTURAL PACKAGE

Everyman Skills

- 0 AK: Andover 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Andoveran (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 2 +1 with Persuasion
- 1 KS: History 8-
- 0 Language: Llyran (fluent conversation; Language Familiarity)
- 2 Language: [Other Human Dialect] (fluent conversation)

5 Total Package Cost

ANDOVERAN CULTURAL DISADVANTAGES

- 10 **Psychological Limitation:** Cultural Pride (Common, Moderate)

10 Total Disadvantage Points

CALENAR CULTURAL PACKAGE

Everyman Skills

- 0 AK: Calenar 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Calenar (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 Bureaucratics 8-
- 1 KS: Agriculture 8-
- 0 Language: Celinar (fluent conversation; Language Familiarity)
- 1 Trading 8-

3 Total Package Cost

CALIF SARAN TRIBAL CULTURAL PACKAGE

Everyman Skills

- 0 AK: Calif Saran 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Calif Saran (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 2 +1 with Climbing
- 2 +1 with Weaponsmith
- 3 Tactics 11-

7 Total Package Cost

CALIF SARAN TRIBAL CULTURAL DISADVANTAGES

- 15 **Psychological Limitation:** Hatred of Bondage (Common, Strong)
- 10 **Psychological Limitation:** Xenophobia (Uncommon, Strong)

25 Total Disadvantage Points

CELINAR CULTURAL PACKAGE

Everyman Skills

- 0 AK: Celinar 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Celinar (idiomatic; literate) (5 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 +1 with PS: Sailing
- 1 KS: Agriculture 8-
- 1 KS: Military 8-
- 0 Language: Calenar (fluent conversation; Language Familiarity)

3 Total Package Cost

DENSKAN CULTURAL PACKAGE

Everyman Skills

- 0 AK: Denska 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Denskan (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 KS: Magic 8-
- 1 Language: Deverenian (fluent conversation; Language Familiarity)
- 1 Survival (Mountain) 8-
- 3 Tactics 11-

6 Total Package Cost

JALPAN CULTURAL PACKAGE

Everyman Skills

- 0 AK: Jalpa 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Jalpan (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 3 Bribery 11-
- 1 Bureaucratics 8-
- 1 Language: Tradespeak (fluent conversation; Language Familiarity)
- 1 Streetwise 8-
- 1 Trading 8-

7 Total Package Cost

LLYRAN CULTURAL PACKAGE

Everyman Skills

- 0 AK: Llyr 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Llyran (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 Trading 8-
- 0 Language: Andoveran (fluent conversation; Language Familiarity)
- 1 Language: Tradespeak (fluent conversation; Language Familiarity)

2 Total Package Cost

MARKAPPAL CULTURAL PACKAGE

Everyman Skills

- 0 AK: Markappal 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: [Native] (idiomatic) (4 Active Points) (Choose One)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 KS: Flora And Fauna 8-
- 2 Language: Tradespeak (fluent conversation) (Real Cost will vary with Native Language)
- 2 Survival (Swamps/Marshland) 11-
- 1 TF: Small Rowed Boats

4 Total Package Cost

MARKAPPAL CULTURAL DISADVANTAGES

10 Reputation: Beggars, Thieves, and Refugees, 11-

10 Total Disadvantage Points

MISEARIAN CULTURAL PACKAGE

Everyman Skills

- 0 AK: Misear 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Misearian (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 3 Gambling 11-
- 2 KS: Mercenaries 11-
- 1 WF: (Choose one from the Common Melee Weapons List or the Common Missile Weapons List)

6 Total Package Cost

NARAWATI CULTURAL PACKAGE

Everyman Skills

- 0 AK: Narawat 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Narawati (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 +1 with PS (Craft-Related Professional Skills)
- 1 KS: Burnings 8-
- 1 KS: Narawati Religion 8-
- 2 Survival (Desert) 11-

5 Total Package Cost

RATHI TRIBAL CULTURAL PACKAGE

Everyman Skills

- 0 AK: Rathe 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Rathi (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 3 Riding 11-
- 2 Animal Handler (Elephants) 11-
- 3 Trading 11-

8 Total Package Cost

RATHI TRIBAL CULTURAL DISADVANTAGES

15 Psychological Limitation: Hatred/Mistrust of Dwarves (Common, Strong)

15 Total Disadvantage Points

SARAKIAN TRIBAL CULTURAL PACKAGE

Everyman Skills

- 0 AK: Broken Plains of Sarakia 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Sarakian (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 3 Navigation 11-
- 2 Survival (Desert) 11-
- 3 Tracking 11-
- 1 WF: Survival/Hunting (Choose one from the Common Melee Weapons List or the Common Missile Weapons List)

9 Total Package Cost

TOHEUTHI CULTURAL PACKAGE

Everyman Skills

- 0 AK: Toheuth 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Toheuth (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 KS: Mercenaries 8-
- 1 AK: Markappal 8-
- 1 Trading 8-

3 Total Package Cost

NIMBICS

NIMBIC RACIAL PACKAGE

- 2 -2 STR
- 6 +2 DEX
- 4 -2 CON
- 4 -2 BODY
- 2 +2 INT
- 2 +2 PRE
- 8 +1 SPD
- 1 -1" RUN
- 10 **Fearless:** +20 PRE (20 Active Points); Conditional Power Power Only Works Against Fear and Intimidation (-1)
- 2 **Lowlight Vision:** +2 PER with Sight Group (4 Active Points); Conditional Power Power Only Works To Counteract Darkness Penalties (-1)
- 6 **Nimbic Glimmer:** Sight Group Images 1" radius, +/-4 to PER Rolls (22 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect does a predefined amount of damage; Permanently Reduces END By 2 For Every 10 Full Minutes Used; -1 1/2), Only To Create Light (-1)
- 3 **Tireless:** Life Support (Sleeping: Character does not sleep)
- 8 +4 with Stealth
- 6 **Berserk Rage:** (16 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect does a predefined amount of damage; Permanently Reduces BODY By 1 With Each Use; -1 1/2)

41 Total Package Cost

NIMBIC RACIAL DISADVANTAGES

- 0 Nimbic Characteristic Maxima
- 5 **Distinctive Features:** Nimbic (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 5 **Physical Limitation:** Small (Infrequently, Slightly Impairing)
- 15 **Psychological Limitation:** Fervor For Life (Common, Strong)

25 Total Disadvantage Points

NOTHROG

NOTHROG RACIAL PACKAGE

- 2 +2 STR
- 6 -2 DEX
- 4 +2 CON
- 1 -1 COM
- 5 **Darkvision:** Nightvision
- 6 **Total Package Cost**

NOTHROG RACIAL DISADVANTAGES

- 0 Nothrog Characteristic Maxima
- 5 **Distinctive Features:** Nothrog (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

5 Total Disadvantage Points

ALBINO NOTHROG RACIAL PACKAGE

- 4 -2 CON
- 4 -2 BODY
- 2 +2 INT
- 4 +2 EGO
- 1 -2 COM
- 2 **Lowligh Vision:** +2 PER with Sight Group (4 Active Points); (Power Only Works To Counteract Darkness Penalties; -1)

-1 Total Package Cost

ALBINO NOTHROG RACIAL DISADVANTAGE

- 0 Albino Nothrog Characteristic Maxima
- 5 **Distinctive Features:** Albino Nothrog (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

5 Total Disadvantage Points

NORTHERN/PLAINS CULTURAL PACKAGE

Everyman Skills

- 0 AK: Nothrog Plains 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Northern Nothrog (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 KS: Legions 8-
- 1 KS: Totems 8-
- 2 Survival (Plains) 11-
- 3 Tactics 11-
- 1 WF: Legion Training (Choose one from the Common Melee Weapons List)

8 Total Package Cost

NORTHERN CULTURAL DISADVANTAGES

- 15 **Psychological Limitation:** Warlike (Common, Strong)
- 15 **Social Limitation:** Subject to Hate's Orders (Frequently, Major)

30 Total Disadvantage Points

SOUTHERN/MOUNTAIN CULTURAL PACKAGE

Everyman Skills

- 0 AK: Nothrog Highlands 8-
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 Healing 8-
- 0 Language: Southern Nothrog, Tribal Dialect (idiomatic) (4 Active Points)
- 0 PS: [Job, Hobby, etc.] 11-
- 0 Persuasion 8-
- 0 Shadowing 8-
- 0 Stealth 8-

Cultural Skills

- 1 AK: Shattered Lands 8-
- 1 KS: Totems 8-
- 1 KS: Tribes 8-
- 0 Language: Other Southern Nothrog Dialects (fluent conversation; Language Familiarity)
- 1 Navigation (Land) 8-
- 2 Survival (Mountain) 11-
- 1 WF: Barbarian Might (Choose one from the Common Melee Weapons List)

7 Total Package Cost

SOUTHERN CULTURAL DISADVANTAGES

- 15 **Psychological Limitation:** Warlike (Common, Strong)
 15 **Psychological Limitation:** Mistrust of "Civilization"/Order (Common, Strong)

30 Total Disadvantage Points

MULTIRACIAL CULTURES

Not everywhere in the Accordlands is dominated by the culture of a single race. Some places, like Athanaes, have devoted themselves to a higher purpose, leaving the need to racial differentiation behind, while others like Baraxton, have dedicated themselves to the pursuit of money, regardless of its place of origin. Regardless of their reasons, however, these places have become known as melting pots of cultural interchange, each developing an interesting and unique culture of their own.

ATHANAES CULTURAL PACKAGE (MULTIRACIAL)**Everyman Skills**

- 0 AK: Athanaes 8-
 0 Acting 8-
 0 Climbing 8-
 0 Concealment 8-
 0 Conversation 8-
 0 Deduction 8-
 0 Healing 8-
 0 Language: [Native] (idiomatic) (4 Active Points)
 0 PS: [Job, Hobby, etc.] 11-
 0 Persuasion 8-
 0 Shadowing 8-
 0 Stealth 8-

Cultural Skills

- 1 KS: Religious Lore/Doctrine 8-
 1 +1 with PS (Craft-Related Professional Skills)

2 Total Package Cost

BARAXTON CULTURAL PACKAGE (MULTIRACIAL)**Everyman Skills**

- 0 AK: Baraxton 8-
 0 Acting 8-
 0 Climbing 8-
 0 Concealment 8-
 0 Conversation 8-
 0 Deduction 8-
 0 Healing 8-
 0 Language: Tradespeak (idiomatic) (4 Active Points)
 0 PS: [Job, Hobby, etc.] 11-
 0 Persuasion 8-
 0 Shadowing 8-
 0 Stealth 8-

Cultural Skills

- 1 Bureaucratics 8-
 3 Trading 11-

4 Total Package Cost