



Fading Suns Benefices & Afflictions Conversion



Benefices Feats

Background		(Feats listed in Green are new. Feats in black already exist in FS d20)
Benefices	Location	D20 Conversion
Alien Upbringing	FS2 127	Feat: Alien Upbringing
Famous Ancestor	LKW 10	Feat: Famous Ancestry
Heir	FS2 127	Feat: Heir
Secrets	FS2 127	Feat: Secret
Secret Identity	BS 123	Feat: Alternate Identity
Sleeping Urge	CotG 72	Feat: Sleeping Urge (Ukari only)
Well-Traveled	FS2 127	Feat: Well-Traveled
Community		
Ally	FS 128	Feat: Ally
Contact	FS 128	Feat: Contacts
Family Ties	FS 128	Feat: Family Ties
Gossip Network	FS 128	Feat: Gossip Network
Prominent Family	PC 123	Feat: Prominent Skilled or Political Family
Protection	FS2 129	Feat: Protection*
Retinue	FS 129	Feat: Retainer
Royal Patron	LKW 10	Feat: Royal Patron
Veteran Dispensation	DBS 35	Feat: Veterans Dispensation (Psychic 1+)
Cybernetics		
Cybertherapy	FL:T 43	Feat: Cybertherapy*
Cybernetic Device		
Occult		
Devil's Pact	DBS 58	Feat: Devil's Pact
S'su Vision	OR:A&H 94	Racial Ability of Hironem
Stigmata	FS2 128	Feat: Stigmata
Possessions		
Armor		Additional Starting Equip, GM's discretion
Combat Drugs	LKW 67	Additional Starting Equip, GM's discretion
Energy Shield		Additional Starting Equip, GM's discretion
Firearms		Additional Starting Equip, GM's discretion
House Artifact	LKW 10	Additional Starting Equip, GM's discretion
Jumpkey	FS2 129	Additional Starting Equip, GM's discretion
Relics	FS2 129	Additional Starting Equip, GM's discretion
Spacecraft	FL:T 67	Additional Starting Equip, GM's discretion
Special Equipment		Additional Starting Equip, GM's discretion
Unique Item		Additional Starting Equip, GM's discretion
Vestments	FS2 130	Additional Starting Equip, GM's discretion
Counterfeit Riches	BS 123	Additional Starting Equip, GM's discretion
Edge	MotJW 119	Feat: Freelancer's Edge
Expense Account	FL:T 20	Feat: Assets
Passage Contracts	FS 129	Feat: Passage Contract
Refuge	FS 130	Feat: Refuge
Riches	FS 129	Feat: Assets
Status		
Advocate	MotJW 99	Feat: Reeve Advocate
Allied Clans Chieftain	LotKW 129.	Feat: Noble Title
Boatswain	MotJW 35	Feat: Boatswain

Bintaru Priest	CotG 40	Feat: Church Ordination (Bintaru)
Brother Battle Auxiliary	PotCS 57	Feat: Brother Battle Auxiliary
Cohort Badge	FS2 132	Feat: Imperial Cohort Badge
Councilor	CotG 40	Feat: Councilor (A&D1 pg 78)
Chartophylax	PotCS 41	Feat: Chartophylax
Chorali	PC 49	Chorali Sect Affiliation
Chunin	MotJW 67	Feat: Chunin
Church Charter	PC 43	Feat: Knightly Charter (d20 CC 80)
Claim of Honor*	LKW 11	Feat: <i>Claim of Honor</i>
Commision	FS 123	Feat: Guild Commision
Creditor	MotJW 99	Feat: Creditor
Crusader.	LotE 61	Feat: Crusader
Dervish Rank	DBS 35	Feat: Dervish Rank
Eskatonic Tertiary	PotCS 77	Feat: Eskatonic Tertiary
Estancia	LKW 67	Feat: Estancia Freeman (Pre: The Hazat)
Fame	PC 77	Feat: Celebrity
Family Membership	MotJW 67,99	Feat: Family Ties (Family Membership)
Hong Membership	MotJW 35	Feat: Family Ties (Family Membership)
Householder	FS2 133	Feat: Householder
Imperial Charter	PC 43	Feat: Imperial Charter
Imperial Favor	LKW 29	Feat Imperial Favor
Inquisitor	PotCS 40	Feat: Inquisitorial Seal
Journeyman	MotJW 82	Feat: Guild Commision
Kigazi Prestige	A&H 88	Feat: Kigazi Prestige (A&H 90)
Killroy	MotJW 35	Feat: Secret Agent
Lay Position	PotCS 40	Feat: Householder (Church)
Legate	PotCS 40	Feat: Legate
Noble Patronage	CotG 40	Feat: Noble Patronage
Nobility	FS2 133	Feat: Noble Title
Occult Warrant	PotCS 40	Feat: Occult Warrant
Ordained	FS2 133	Feat:Church Ordination
Ordained	A&H 88	Feat:Sibanzi Ordination (A&H 89)
Phoenix Guardsman	LotE 64.	Prestige Class
Professional Contract	FS2 133	Feat: Professional Contract*
Rank	BS 123	Feat: Military Rank
Sanhedrin Commision	PotCS 77	Feat: Sanhedrin Commission
Singer	A&H 44	(NPCs only)
Spy Rank	BS 123	Feat: Secret Agent
T'zhamavt	A&H 44	(NPCs only)
Taskmaster	MotJW 82	Feat: Taskmaster
University Contract	PotCS 40	Feat: University Contract
Vigil Judge	MotJW 82	Feat: Vigil Judge

Optional Benefice/Affliction Feat Rules:

An optional approach to these Benefice and Affliction Feats is to allow the character to have a certain amount of Benefice (and/or Blessing Feats) as long as they are balanced out with an equal number of Affliction (and/or Curse) Feats. The GM sets the number prior to the campaign. The recommended number is 3 but the GM can choose more or less, if the campaign warrants it. It is also recommended to not allow character to acquire multiple of any "Title" or "Rank" Feats – Noble Title, Military Rank, etc – because these should be earned through experience and class advancement.

New Fading Suns Benefice Feats

Alien Upbringing [Social]

Due to some odd series of events, members of another race raised the character. It's almost unheard of for humans to care for a Ur-Ukar child or a Vorox to take care of a human infant, but it has happened.

Benefit: A character with this Feat begins with knowledge of that species' language (Speak Language skill) instead of his own, as well as a +4 bonus the applicable Knowledge (Alien Culture skill). Anyone with a prejudice against non-human races (which includes almost every person in the Known Worlds) will tend to have a special distrust for the character.

Bintaru Priest Rank [Alien]

Character is an initiated priest in the Bintaru Tradition.

Prerequisites: Ur-Obun only. Priest or Theurgic 1+ or any other class 4+

Benefits: This Feat is like Church Ordination. It gives the character +1 to Diplomacy with in the Bintaru faith.

Special: Stackable like Church Ordination with the following titles.

1 – Initiate

2 – Priest

3- Sage

The Diplomacy bonus is also stackable.

Bintaru Sect Affiliation Bonuses: Bintaru are all about Harmony and the omni-sentients of the universe. They gain +2 to Concentration rolls. Class Skill: Concentration or any knowledge skill.

Boatswain [Social]

The Character is currently serving as the boatswain of a planetary guildhouse, meaning he runs the local guild bureaucracy.

Prerequisites: Guild Commission 2+, Intelligence 13+

Benefit: +3 to Knowledge (Guilds) when applying to local issues. +2 to Diplomacy when dealing with local Guildsman.

Note: Boatswains are restricted from travel off planet, and can only do so with special permission from his superiors.

Bother Battle Auxiliary [Social]

The character is a member of the Brother Battle Auxiliary Troop.

Prerequisites: Brother Battle 1+

Benefits: The character is a nominally well-trained soldier, although not privy to the special training in strategy and tactics by Brother Battle monks. He may attend common Brother Battle services and is welcome in most chapels and fortresses of the Order. In return, he is expected to act as support for any Brother Battle military operation. +2 to Diplomacy and Bluff within Brother Battle.

Celebrity [Social]

The character is famous for something

Prerequisite: Guild Commission 1+ and member of an entertainment guild or any other class 2+ and an event that would make that character famous.

Benefit: Fame comes with its own reward. Many nobles like being seen with celebrities; in order to assure that they are spotted with the famous. They'll often treat the celebrity better than they do members of their own family. There is a certain prestige that comes with working with an entertainment guild. Also, entertainers love to hype up regular folks for doing outstanding things.

Special: This Feat represents the amount of fame or celebrity the character has. It is stackable to increase the amount. Each level adds a bonus to a recognition check the GM can make when he deems necessary (5 + Character's level + bonus).

Number	Celebrity	Bonus	Possible results
1 st Feat	Locally known	+2 recognition bonus	Occasionally offered a free meal
2 nd Feat	Known on a number of worlds	+3 recognition bonus	Invited to parties
3 rd Feat	Famous across the known worlds	+5 recognition bonus	Invited to Imperial Balls

This Feat adds +2 to any Charisma based skill checks where the character's celebrity would help.

Chunin [Social]

The character acts as a go-between for the guild, regulating family territories to ensure that they do not impinge on guild profits.

Prerequisites: Guild Commission 2+

Benefits: While this position often gains enmity of many family officials, they all must work with the chunin to get what they want. +3 Diplomacy and Bluff when dealing with the assigned Noble families as well as the local Guild officials.

Claim of Honor [Social]

Another House feels indebted to you due to some deed.

Prerequisite: Charisma 13+

Benefits: Each time this Feat is picked, the character picks a House. Also, if taken during play, the deed must be roleplayed out. Through this Claim, the character can call in a favor.

Provided that circumstances allow it, the player can call in any favor. Usually this favor is similar to the deed that created the Claim. When a player character wants to cash in on the Claim, he must roll a favor check – d20 + character level + Cha bonus. If the character is a Noble Class, the favor check gains a +4 bonus. GM sets the DC based on scope of the favor, risk involved and the amount of influence the house has in the area. If successful, the House will do what it can to return the Claim. Once it is fulfilled, the character no longer has the Claim of Honor, but still may consider the House friendly.

Special: This Feat is stackable in two ways. At character creation, it is stackable to increase the extremity of the Claim. Also, during character creation and during game, it can be used multiple times to represent multiple claims.

Feat #	Increase extremity
1 st Feat	Moderate favor that only a good friend would do.
2 nd Feat	Moderately Extreme favor that even some friends would
3 rd Feat	Life debt

This Feat can be taken multiple times for separate Claims.

Contact [Social]

You know the value of friends and favors, and have cultivated one particular relationship in order to provide you with great benefits.

Prerequisite: Charisma 13+

Benefits: You gain one contact. The details of this contact should be worked out between the GM and the player. The contact can be used once per month and will take no longer than 24 hours to complete an assigned task. You may ask the contact to acquire an illegal item for you, act as a go between in a deal, or automatically succeed at a Gather Information task. Some tasks may be less likely accomplished by contacts, like assassination or terrorism. This must be handled on a case-by-case basis.

Special: This feat can be taken multiple times to represent multiple contacts.

Creditor [Social]

Someone owes you money and has not been able to pay it off.

Benefits: Someone owes the character money, meaning the character can call in unusual favors until the money is paid off. The amount is set by the GM either randomly or based on something that occurred in game. The base amount if the debt is between 500 and 1000 Firebirds

The Creditor may ask for unusually favors by making an enhanced Favor check - d20 + character level + Intimidate Ranks + Cha Bonus.

Special: The feat is stackable in order to increase the stature of the debtor – 1st Feat would equate to Knight or a lower Guildsman while 3rd feat would be anything from a Duke on up. This also can be taken multiple times based on multiple debtors. The number of Creditor Feats taken also determines the amount of the debt. The Base is between 500 and 1000 Firebirds and is increased by 500 to 1000 Firebirds each Feat. However, the character must choose which the Feat is effecting – the stature of the debtor or the amount. It can not increase both.

Each level of this Feat adds +1 to the favor check.

Crusader [Social]

You are a Crusader for the Realm, fighting off heretics in the war to save the Universal Flame.

Prerequisite: Imperial Charter or Knightly Charter 1+

While lacking in some of the privileges granted by a *Church Charter*, recognition as a Crusader does have its own benefits. Aside from the popular respect that generally comes with such a title, a knight gets occasional assistance from Church leaders (as well as occasional aid), a share of any booty (or land!) a crusade garners, and dispensation to kill heretics similar to that granted Brother Battle. The faithful are expected to render all possible help to a crusader, though this is usually limited to free food along the way. Someone with this feat will also be among the first contacted whenever a new crusade begins.

This Feat gives the character +2 Diplomacy and Gather Information with in Church and Imperial circles.

Cybertherapy [Social]

The character has had some therapy to curb the Cyber-sin caused by cyber-modification.

Prerequisites: Cybernetics

Benefits: This Feat applies to s specific cyber-implant. The character has received specialized training with that specific implant to negate the Incompatibility that device.

This training is very rare and should be closely monitored by the GM. Despite this fact that the feat can be taken multiple times, very few people now remember the arcane Second Republic psychological and physical regime once widely practiced by cybersurgeons.

The process utilizes hypnotherapy, meditations (visualizations of integration), and carefully coached physical exercises. It requires a coach versed in the knowledge of the therapies. The process takes a total of 3 uninterrupted months to complete. It usually costs 3000 firebirds. The value of Incompatibility negated is equal to the character's Wisdom bonus.

Special: This Feat can be taken multiple times for different cyber-systems. Each time this Feat is taken, the amount of negated Incompatibility is increased by the Character's Wisdom bonus.

Dervish Rank [Social]

This feat gives you rank in a Dervish Unit.

Prerequisite: Dervish Prestige Class 1+

Like Military Rank, but with the following results. (the Hazat term is in parenthesis).

- 1 – Recruit (Shutrah)
- 2 – Soldier (Hajib)
- 3 – Captain (Irfan)
- 4 – Judge (Hadith)
- 5 – Wandering Seer (Ma'rifah)

This feat adds +1 to Diplomacy with in the Dervish organization.

Special: Stackable like Military rank. The Diplomacy bonus is stackable also.

Devil's Pact [Occult]

You have made a pact with an Antinomic demon.

Prerequisite: Antinomist Prestige Class 1+

Benefits/Detriments: The pact should be worked out between the GM and the character. It acts as a Benefice and an Affliction Feat, so it balances itself out. The terms that benefit the character (worldly power, money, occult powers, secret knowledge, influence, etc) should be the benefit of this Pact. However, the Pact also must include something the character must do for this benefit – regular blood sacrifices, excessive stigmas, cutting off a thumb or other appendage for the demon to eat... basically anything indicative that they sold their soul. This is the Affliction Feat. side of the Devil's Pact. The benefit should balance out the penitence the character must pay.

The Pact is always written down on some parchment (usually made of human or sentient being's flesh – sign in blood) and usually is found in the character's residence or hidden nearby.

Special: This Feat is stackable to reflect the extremity of the Pact. 1st Feat should be something simple while 3rd or more Feat should be something extreme.

Eskatonic Tertiary [Social]

The Character has had some basic Eskatonic education.

Prerequisites: Church Ordination 1+ (does not have to be Eskatonic)

Benefits: The character is versed in the traditions and beliefs of the Eskatonic Order but does not have access to their secrets. The character may one day join the Order, but for now, he knows the basics.

This gives the character a +2 to OccultCraft.

Estancia Freeman [Social]

The character is a member of the special Hazat Freeman society.

Prerequisite: The Hazat Only, Cha 14+, Noble Title 1+

Benefits: It is one of the most prestigious groups within Hazat society. This gains the character a voice that most Hazat will listen to. +2 to Diplomacy and Bluff within the Hazat.

Family Ties (Family Membership) [Social]

You have strong family connections to a specific guild. For Charioteers, this family extends to the trade family or Hong.

Benefits: This feat acts as Family Ties for Guild Members. For Guildsman, the family is a Trade Family or a Hong (in the case of a Charioteer). They are an extended family that protects their own. Otherwise, this acts just like Family Ties.

Famous Ancestry [Social]

The Character descended from a particularly noteworthy member of his house, perhaps a hero of the Symbiot War or the Barbarian Invasions.

Prerequisites: Noble Title 1+

Benefits: The character enjoys the benefits of his ancestry and the responsibility placed on him to live up to his distant and honored relative. The identity and deeds of the ancestor should be worked out between the GM and the player. As a bonus, in Noble social setting where the fame is well received, the character gains a +2 to Diplomacy.

Also, there is always a chance the character will get recognized in a crowd. At times when the GM deems appropriate, he can make a recognition check – d20 + character's Cha bonus + bonus's based on proximity to home world/territory. If successful, the results are up to the GM.

Special: This Feat is stackable to reflect the renown of the ancestry. Each new level of the Feat adds +1 to the bonus as well as +2 to the recognition check.

Freelancer's Edge [Social]

The character owns a patent on a process or owns a device that allows him to be a Freelancer.

Prerequisite: Guild Commission 1+ or any other class at 4+, Asset 1+

This Feat opens up a new path for a Guildier. His class remains the same, but he is no longer tied to his original Guild of his past. He is beholden to no one, and acts on his own.

Heir [Social]

The Character is in line to inherit a title.

Prerequisite: Noble Title 1+ if inheriting a Noble title, Guild Commission 1+ if inheriting a Guild related item or rank.

Benefit: The character is next in line for some position of importance. When his parents die, he might become duke of the al-Malik, inherit a Charioteer spaceship or lead the Vorox, but he has no idea when this will happen. It may never occur or it may be next week — it's all up to the gamemaster.

Imperial Favor [Social]

The character performed some action, which has resulted in achieving favorable notice by the Emperor.

Prerequisite: Noble Title 1+

Benefit: This Feat can be obtained multiple times to increase the level of favor the character has received or the number of separate favors. This must be worked out between the GM and the Player, as well as the circumstances behind the favor. Having this feat does not mean the character can get away with murder; however, it does indicate that any petitions for Imperial assistance or intervention will be more warmly received than without Imperial Favor.

Special: Multiple Feats results in the following

1st Feat – The character knows someone in the lower ranks of the Imperial Guard or the Emperor's Court.

2nd Feat – The character knows a distinguished member of the Imperial Court.

3rd Feat – The character knows one of the Emperor's higher ranked officials.

4th Feat – The character knows someone in the Imperial Family.

To make a Petition for favor, a player must make a favor check - d20 + character level + Cha bonus. Members of House Hawkwood receive a +4 bonus, while members of House Decados receive a -4. If successful, the Imperial favor was well received and results are up to the GM.

Lay Position [Social]

Allows a character that is not a full member of the Church organization some influence on the Church hierarchy.

Prerequisites: No Church Ordination, Cha 13+

Same as Feat: Householder except applies to the Church. This person has volunteered his or her time to the Church to further the faith. This Feat gives the player some influence within the church and it also he is less likely to be accused of heresy or witchcraft. Bonus is the same as Householder (pg 99 FS d20)

Noble Patronage [Social]

The character is in the employ of a noble house as an advisor or counselor.

Prerequisites: Charisma 13+

Benefits: This is the equivalent of Royal Patron for non-Noble/non-Guild/non-Church characters. It applies to Aliens, members of minor house, Knaves and Freeman.

Special: It is stackable like Royal Patronage.

Occult Warrant [General]

The character has gained special dispensation from the Church to gain entrance to places where he suspects occult taint.

Prerequisite: Inquisitorial Seal or Secret Agent (Synecullum) or Secret Agent (Kalinhti)

Benefits: This powerful feat can gain the character access to a noble or guild powerful dean's home if the need warrants it. Powerful nobles or guildsmen may resist the warrant by forcefully removing the agent of the warrant, however, they run the risk of reprisal by the church or a bad reputation. Few are courageous enough to take an occult warrant on.

However, on the other side, the Church keeps these warrant rare because of the trouble they have caused with the nobility and the guilds. The agent had better be prepared to back up their plan.

Professional Contract [Social]

This represents a contract or agreement the character has with a guild in order to learn a guild-specific skill.

Prerequisite: Intelligence 13+

Benefits: This feat allows the character to pick a cross-class skill and make it a class skill. The Skills he can choose from are the following: Craft (Mech), Craft (Volt), Craft (High Tech), Disable Device, Open Lock, Knowledge (Guilds), Knowledge (Engineering), Knowledge (Physics), Academia, Drive, Starship Gunnery, Use Artifact, Use Think Machine.

Special: This Feat can be taken multiple times for different skills.

Prominent Gannok Family [Alien, Social]

The Gannok character's family is well-known in Gannok society for either its political abilities or some skill. There are two flavors of this feat: Skilled and Political.

Skilled Prominence - Prerequisites: Gannok character

Benefits: The character's family is skilled in one particular skill. The Gannok character gains a Skill Focus on one class skill and this skill is considered the family skill.

Political Prominence - Prerequisites: Gannok character, Noble Class 1+

Benefits: The character's family is prominent political family. With this, the character gains an alliance with one of the Royal Houses and a +4 bonus to Diplomacy with members of that House.

Special: This Feat can be taken twice for each type.

Protection [Social]

Someone (or group of people) is looking out for the character.

Benefit: The character may well owe his protector something in return, but it is always helpful to be Charioteer with the backing of the local Hawkwoods, even if he does have to fly them wherever they want to go. When a player character needs protection, he must roll a favor check – d20 + character level + Cha bonus). GM sets the DC based on scope of the favor, risk involved and the amount of influence the protector has in the area. If successful, the GM makes a note of it and the faction involved. In the near future, there should be a high probability that the particular faction will call upon the character for a favor as well.

For better effect, the roll should be made by the GM, keeping the mystery of the success or failure, and allowing for the protection to come at a dramatic moment.

Special: This feat can be taken multiple times for different factions.

Royal Patron [Social]

The character has somehow acquired the patronage of a member of the five Royal Houses.

Prerequisite: Charisma 11+ and Noble Title 1+ (Patron must be a higher rank noble), Guild Commission 1+, or Church Ordination 1+.

Benefits: The patron may be a Hawkwood Knight who has taken the character under his wing or a higher rank noble who sees the character as a son or daughter he never had. The character with a patron in his own house usually has an edge on internal politics within the nobility and is also likely to rise a little more quickly through the ranks of the nobility himself.

Within the house, the character gains a +2 on Diplomacy and Gather Information where the patron's name would help. Also, when the GM sees fit, he may reward this character with one extra Noble Title feat when the character levels, for free.

Special: This Feat is stackable at character creation to indicate the rank of the patron.

1st Feat – Low level Knight with little power.

2nd Feat – Moderately powerful low ranking Noble

3rd Feat – Powerful low ranking or moderately powerful high ranking

4th Feat – Powerful high ranking noble

Sanhedrin Commission [Social]

The character is a member of the Sanhedrin

Prerequisites: Church Ordination (Eskatonic Order) 3+

This is an additional Church Ordination option that allows the character to become a member of the Sanhedrin. This gives the character the authority of the Eskatonic order and the Inquisition will not question any items or knowledge the character may possess. All members of the Eskatonic order are expected to cooperate with the character.

Sleeping Urge [Alien]

Due to strange circumstances, the Ur-Ukari character grew up avoiding the bitterness of his brethren.

Prerequisite: Ur-Ukari character

Note: This assumes that the GM is using the house rule of 1 level of Urge to all Ur-Ukari characters.

Benefit: The Character begins with his "Urge asleep", meaning that the one level of Urge is there, but does not outwardly show or have adverse effects on the character.

Stigmata [Occult]

The character has stigmata of some sort.

Prerequisite: Theurigist 1+

Detriment: The stigmata for a Theurigist are often seen as something holy. The Character gains a +2 bonus to Diplomacy and Intimidate when showing the stigmata.

Special: This Feat is stackable to measure the significance of the stigmata.

1st Feat – Mild

2nd Feat – Grand

3rd Feat – Inspiring

4th Feat – Holy

Taskmaster [Social]

The character has been assigned the post of Taskmaster of a job or project.

Prerequisites: Guild Commission 2+, Charisma 13+

As taskmaster, the character gets the best pay (usually half again of the base) but is responsible for the success of the job. Failure of the project can mean loss of face or worse, loss of rank. Thus running off on adventures while there is still work to do is not looked upon kindly. However, the job may very well involve the adventure at hand.

While in the area the job requires the character to be, the character can recruit lower ranked Guildsman of his Guild for help. This gives the character +2 to Diplomacy and Bluff when recruiting in this manner.

University Contract [Social]

The character is a teacher or college dean at one of the Church's great universities.

Prerequisites: Church Ordination 2+, Charisma 13+

Benefits: A University Contract gives the character access to the university's resources, including archives, library and personnel. This gives the character +1 to Gather Information and +2 to Academia.

Veteran Dispensation [Social]

This is the legal right given to a Dervish by the Church giving them freedom from the ban on psychics and their practices.

Prerequisites: Dervish 1+, The Hazat member

Benefits: This is suppose to free a Dervish from Church persecution, however, that is not always the case. The Church often has tried to rule Dervish activity sinful and nullify the agreement with The Hazat. As part of the agreement, the Dervish is charged with learning the Omega Gospels and assigned a confessor priest, although there are no guidelines on how often one must confess. Records of Dervish powers must be reported to the Church, but those records have been known to conveniently disappear through bribery or other deceit.

With this feat, the Dervish is less likely to be harassed by the Church for Psychic activity but it is not always guaranteed (GM's discretion).

Vigil Judge [Social]

The character is a member of the Vigil – the Muster internal affairs police.

Prerequisites: Guild Commission 3+ (Muster only), Charisma 13+

Benefits: It is the responsibility of the Vigil to police their fellow guildsmen and make sure they adhere to guild codes.

This could mean chewing out a lazy Roustabout, pulling soldiers out of off-limits brothels in the middle of the night or even arresting ashtati who cause too many legal infractions with valued Muster customers. Vigil judges rarely work alone and are not liked by most fellow guildsmen.

Blessings Feats

Each Blessing Feat adds a bonus to the skills and saves according to the special situation. Some feats are increased in effect by investing more Advantage Points. The base cost for all these feats is 1 and the feat-limit of 3 still applies. Blessing Feats must be offset up Curse Feats or Disadvantages/Compensations.

All Blessing and Curses are stackable.

Blessings		Bonus
Appearance		
Handsome	FS2 124	+2 to Charisma-based skills in all situations where appearance would be advantageous)
Handsome + 1 Pt. (Beautiful)	FS2 124	+3 to Charisma-based skills in all situations where appearance would be advantageous)
Handsome + 2 Pts (Angelic)	FS2 124	+4 to Charisma-based skills in all situations where appearance would be advantageous)
Hermaphrodite	CotG 40	+2 to Charisma-based skills for Ur-Obun
Intimidating	LKW 28	+3 to Intimidation
Striking	LKW 28	+2 to Diplomacy when in full regalia
Behavior		
Bold	FS2 124	+1 boldness bonus To Will Saves
Crafty	MotJW 119	+2 to Gather Information when seeking new business opportunities
Compassionate	FS2 124	+1 Compassion bonus to Diplomacy & Sense Motive.
Curious	FS2 117	+1 to Gathering Information & Crafts skills.
Dedicated	PC 178	+2 to Concentration when following a cause
Disciplined	FS2 124	+2 Concentration & Will Saves in Combat situations
Gracious	FS2 124	+2 to Charisma-based skills in formal social situations
Innovative	FS2 124	+2 Crafts & Knowledge skills
Just	FS2 124	+2 to Will saves when righting a wrong
Loyal	PC 178	+2 to Will saves when serving a leige
Natural Leader	LKW 67	+2 to Diplomacy for Leadership checks
Nerves of Steel	LKW 67	+2 to Will Save in Combat situations
Persistent	LKW 28	+2 to Will Save when facing obstacles to an overriding goal
Pious	FS2 124	+2 Diplomacy & Sense Motive (Prerequisite: any Church related class)
Smooth	MotJW 119	+2 to Diplomacy in business deals
Shrewd	FS2 124	+2 Sense Motive & Bluff against being bluffed or fast-talked.
Stubborn	PC 178	+2 to Will save against Diplomacy to change the character's attitude
Suspicious	FS2 124	+2 Sense Motive & Spot
Tenacious	MotJW 119	+2 to Will saves against Intimidation attempts
Tight-lipped	MotJW 99	+2 to Will Saves vs. Interrogations
Unyielding	FS2 124	+2 to Will Save when honor is at stake.
Knacks		
<i>Ambidextrous</i>	<i>FS2 125</i>	<i>Feat: Two-handed Fighting</i>
<i>Beastmaster</i>	<i>FS2 125</i>	<i>Feat: Animal Affinity</i>
Born Salesman	PC 178	+2 to Diplomacy when bargaining and haggling
Business Mind	MotJW 99	+2 to Knowledge: Business and Knowledge: Finances
Casanova	FS2 125	+2 to Charisma-based skills when seducing someone
Codemaster	BS 123	+2 to Decipher Script
Compass	FS2 125	+2 when determining directions (Intuit Direction)
Crack Driver/Pilot	FS2 125	+2 to Drive when Driving or Piloting
Eloquent	FS2 125	+2 when using Diplomacy & Bluff
Expert Rider	LKW 28	+2 to Ride checks
Fast Draw	FS2 125	Feat: Quickdraw

Grease Monkey	FS2 125	+2 Craft skills on TL4 or higher
Hacker	FS2 125	+2 to Use Think Machine and Craft (Think Machine)
Keen Ears	FS2 125	+2 to Listen skills checks
Keen Eyes	FS2 125	+2 to Spot checks
Lucky at Cards	FS2 125	+2 at Bluff & Diplomacy when gambling
Oral Memory	CotG 40	+2 to Intelligence checks when remembering details
Sensitive Smell	FS 125	+2 to Spot Checks when involved smell
Sensitive Touch	FS 117	+2 to Spot checks involving touch
Serene	CotG 40	+2 to Will saves when in intense negotiations against Diplomacy
Thrifty	PC 178	+2 to Appraise and Diplomacy when Bargaining
Reputation		
Well-liked	FS2 125	+2 to Diplomacy & Bluff when in area that the PC is known
Well-liked +1 pt (Charitable)	FS2 125	+2 to Diplomacy & Bluff when in area that the PC is known
Honest	FS2 126	+2 to Diplomacy & Bluff when in area that the PC is known
Hero	FS2 126	Feat: Peasant Hero
Local hero/villian	FS2 126	Feat: Peasant Hero
Trustworthy	MotJW 99	+2 to Diplomacy when persuading someone
Unimpeachable	LKW 28	+2 to Diplomacy when attempting to inspire trust
Size		
Giant	FS2 126	Increase Size Category 1, Increase Weight by 50%
Tall	FS2 126	Increase Size Category 1