

# Cultural Package Deals

The following package deals all reflect the skills and abilities that a character will have acquired growing up within a particular culture.

## Igardian

0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
0	Concealment 8-
0	Conversation 8-
0	CK: Home City 8-
0	CuK: Igardian Laws and Customs 8-
0	CuK: [Regional] Heraldry 8-
0	CuK: Igardian Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: Temple of the Holy Trinity Religious Doctrine 8-
0	Language: Igardian (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-

## Amo

1	Life Support (Sleeping: Character only has to sleep 8 hours per week)
2	Environmental Movement (no penalties on Rugged Slopes)
0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
1	Climbing 11- (3 Active Points); Only in Mountains (-1)
0	Concealment 8-
1	Concealment 11- (3 Active Points); Only in Mountains (-1)
0	Conversation 8-
0	CK: Home City 8-
0	CuK: Amo Laws and Customs 8-
0	CuK: Local Heraldry 8-
0	CuK: Amo Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: [Cult of the Devourer or Holy Trinity] Religious Doctrine 8-
0	Language: Amo (idiomatic) (4 Active Points)
0	Persuasion 8-

0	Shadowing 8-
0	Stealth 8-
1	Stealth 11- (3 Active Points); Only in Mountains (-1)
2	Survival (Mountain) 11-
4	+1 with All Combat (8 Active Points); Only in Mountains (-1)
15	Psychological Limitation: Fear Of Permanent Structures (Common, Strong)
5	Social Limitation: Amo Barbarian (Frequently, Minor, Not Limiting In Some Cultures)
5	Reputation: Unstable Barbarian, 8-

## Doresti

2	Environmental Movement (no penalties on Rigging of a Ship)
1	Acrobatics 11- (3 Active Points); Only in Riggings (-1)
0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
1	Climbing 11- (3 Active Points); Only in Riggings (-1)
0	Concealment 8-
0	Conversation 8-
0	CK: Home City 8-
0	CuK: Doresti Laws and Customs 8-
0	CuK: Local Heraldry 8-
0	CuK: Doresti Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: Doresti Religious Doctrine 8-
0	Language: Doric (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-
2	Survival (Marine) 11-
1	TF: Small Wind-Powered Boats

## Lucani

2	Forest Walker: Environmental Movement (no penalties in underbrush)
2	Limb Walker: Environmental Movement (no penalties on Narrow Surfaces and Poor Footing)
0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
1	Climbing 11- (3 Active Points); Only in Trees (-1)
0	Concealment 8-
1	Concealment 11- (3 Active Points); Only in Forested Regions (-1)
0	Conversation 8-
0	CK: Home City 8-

0	CuK: Lucani Laws and Customs 8-
0	CuK: Local Heraldry 8-
0	CuK: Lucani Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: Lucani Religious Doctrine 8-
0	Language: Lucanic (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-
1	Stealth 11- (3 Active Points); Only in Forested Regions (-1)
2	Survival (Temperate/Subtropical Forests) 11-
1	Tracking 11- (3 Active Points); Only in Forested Regions (-1)
4	+1 with All Combat (8 Active Points); Only in Forested Regions (-1)

## Trisin

0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
0	Concealment 8-
0	Conversation 8-
0	CK: Home City 8-
0	CuK: Trisin Laws and Customs 8-
0	CuK: Local Heraldry 8-
0	CuK: Trisin Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: Temple of the Holy Trinity Religious Doctrine 8-
0	Language: Sjirt (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-

Back to [character creation system](#)

Back to [start](#)

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