

## ARDUIN ETERNAL CULTURAL INFLUENCES

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Cultural influence are the way to turn your character into something more than the mundane. Each influence adds a strong nuance to your character. Some embolden and bolster game play while others deepen role playing. Just remember these are only used in character creation. If you select a Cultural Influence and that particular Cultural Influence opens other Cultural Influences, it is recommended that your character should take the Cultural Influences that opened up as many of those are only available in this way. For example Runweaver Traditions opens up Runweaver Legacy and Runweaver Birthright, not all of which are available to a particular country or culture. Please note that by selecting in such a fashion it will also decrease character creation time.

### CULTURAL INFLUENCE NOTES

Cultural influences follow the same rules as the Cultures. Where a note indicates a “+ #”, treat this as skill ranks in a skill. Others indicate a bonus to a skill or roll.

Some cultural influences give you access to other cultural influences. These are noted and generally are introduced or followed with verbiage like, “...you can choose...as a cultural influence”.

Some few cultural influences give you other cultural influences without cost. These are noted by text such as, “...you gain the...cultural influence as a bonus...” or “...you gain the...cultural influence for free...”.

A very few provide secrets. Unless noted otherwise, the secrets given are without regard to any prerequisites. Note these carefully.

The highlighted parts are the Cultural Influences that are for the cultures that did not make it into the Arduin Eternal book but are in the Culture and Index book.

### ABLE DRINKER

**Cultural Influence Cost:** 1

**Benefit:** You drink moonshine for breakfast. You double your CON score to figure the effects of alcohol on your system.

### AGRICULTURAL HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture has longstanding history, traditions and lore surrounding agriculture. You have a +5 bonus with Wilderness skill checks. Split 15 skill ranks among 1 or more of the following skills: Agriculture [Know], Beast Ken, Botany [Know], Medicine, or Wilderness. You can choose **Medicinal Folk Lore** as a cultural influence.

### Alazahr Saurig

**Cultural Influence Cost:** 1 (2 for Swamp Saurig)

**Benefit:** The roving tribes of Alazahr have kept their culture intact and separate, even under the dominion of the Misty Isles. You know Swamp Saurig Culture +20, Swamp Saurig History +20, and the Saurig language at a +10 bonus. In addition to the cultural influences listed under the Alazahr, you can choose **Amoral Tendency**, **Ruthless**, and **Tribal** as a cultural influence. If you are Swamp Saurig use Swamp Saurig Culture +35, Swamp Saurig History +40, and Wilderness +10. You gain the cultural influence **Swamp Born** and **Ancestral Hatred** (Phraint) for free and in addition to the cultural influences listed above you can take **Cutthroat Society** and as cultural influences.

### ALOOF

**Cultural Influence Cost:** 1

**Benefit:** You are cold, distant and remote. Being different, better or just worse than the norm takes its toll on the heart. Add a +30 bonus to all rolls to throw off emotional conditions or statuses, such as courage or fear. Apply the same bonus against emotion based Interpersonal skills/secrets, such as Intimidate or Woo. You can choose **Determined** as a cultural influence.

### AMORAL TENDENCY

**Cultural Influence Cost:** 1

**Benefit:** When comes down to deciding whether to take care of yourself or someone else, it's not personal, it's just survival of the fittest. You begin with 3 skill ranks in the Street martial art (Style). Also, if afflicted with a sympathetic emotion, such as love, or empathy, gain a +30 bonus to rolls to resist the effects; get a roll even if one isn't normally given.

### ANCESTRAL HATRED

**Cultural Influence Cost:** 1

**Benefit:** Hatred for certain race, culture, religion or event is a cultural trait, one savored and treasured. You know the history of this race, culture or event well (History +30). Against this loathed thing you gain a +5 bonus to all rolls directly involving it.

### ARADNAST ELF

**Cultural Influence Cost:** 1 (2 for Wood Elves)

**Benefit:** Those known as the Aradnastan Elves fled the continent of Archaela at the end of the Interstellar Wars. On the western shores of Khaora they formed the core of what would become the nation of Aradnast. Quick to laugh, easy to smile and a profound enjoyment of the moment are all traits of this Elven line, joined by a curiosity about life, a joy in its wonders and an understated streak of stubborn isolationism. Aradnastan Elves enjoy their freedom and will fight, kill and murder to maintain it. They fear its loss, the withering of age they see in other races and of begin rootless. Raised in this tradition, you add Aradnast Culture +10 and History +10, Wood Elf Culture +20, Wood Elf History +20, and the Low Elven language. You can choose **Arcane Heritage, Community Spirit, Martial Art (Tionicca)** and **Warrior Traditions** cultural influences. If you are Wood Elf, use Wood Elf Culture +40, Wood Elf History +40, Low Elven and the High Elven tongues instead. You gain **Individualist Nature** for free. You can take **Arcane Birthright, Athleticism, Missileer Birthright**, and **Salt in the Blood** as cultural influences.

### ARCANE BIRTHRIGHT

**Cultural Influence Cost:** 1

**Benefit:** Your culture is richly textured with arcane tradition and knowledge. You have a +5 bonus with all Arcanology, Cast, Ceremony or Channel skill checks. You can read/write the Rendorii language. You can elect to give up +1 cultural influence to make the above bonus +10 (you can only do this once). You can choose **Arcane Heritage, Arcane Traditions**, or **Arcane Legacy** as cultural influences.

### ARCANE HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture has deep reverence and fine skill in the magikal arts. You have a +5 bonus with Arcanology skill checks and have +1 skill ranks in any starting spell, spell schools, and the Ceremony skill. Also, you split 10 skill ranks among 1 or more of the following skills: Arcanology, Cast, Ceremony, or Channel. You can read/write the Rendorii language. You can choose **Arcane Legacy** as a cultural influence.

### ARCANE LEGACY

**Cultural Influence Cost:** 1

**Benefit:** Your culture has suffused traditions, folklore and social customs with magikal knowledge great and small. Add a +10 bonus to all Arcanology skill checks. You can give up 2 cultural influences to get an Arcanology secret but must meet all prerequisites.

### ARCANE TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** The national vision of your land is as an oasis of magikal learning and culture in a desert of barbarism. Take Arcanology +5, Channel +5, and Ceremony +5. You can read/write the Rendorii language. Add +1 skill ranks to individually learned starting spells and to spell schools. You can choose **Arcane Heritage** and **Arcane Legacy** as cultural influences.

## ARDASHAERA

### Cultural Influence Cost: 2

**Benefit:** You were raised in the Ardashaeraen traditions and are a daughter of that nation. The land of Cynabahr is your hated enemy and any of theirs is your trusted friend. You view Elves (both genders; any nation) and Dwarves (male; any nation) with neutrality. You have deep knowledge of your past (Misty Isles History +10, Ardashaeraen History +25, Ardashaeraen Culture +25) and speak either Low Dwarven or Low Elven. Amazons of this land learn to focus their talents in one of Military, Business or Art. Select one to add +5 skill ranks. You can choose **Ancestral Hatred** (Cynabahr) and **Recognized** as cultural influences.

## ARDUIN ELF

### Cultural Influence Cost: 1 (2 for Wood Elves)

**Benefit:** The history of Elves in Arduin is a long one, full of sorrow, strife and blood but also filled with wonders, awe inspiring acts and heroic deeds. Arduinian Elves are varied as the land but possess a powerful heritage as warrior-wizards and a deep abiding love of the land. Raised in this tradition, you add Arduin Culture +10 and History +10, Wood Elf Culture +20, Wood Elf History +20, and the Low Elven language. You can choose **Arcane Traditions**, **Martial Art (Aerillion)**, and **Athleticism** as cultural influences. If you are Wood Elf, use Wood Elf Culture +40, Wood Elf History +40, Low Elven and the High Elven tongues instead. You gain **Arcane Birthright** and **Warrior Traditions** for free. You can take **Ancestral Hatred (Deodanth)**, **Military Pursuits**, and **Missileer Birthright** as cultural influences.

## ARISTOCRACY

### Cultural Influence Cost: 1

**Benefit:** The aristocratic governing system is a powerful influence in your culture. Add +15 to your nation's history and culture. Split 20 skill ranks (with at least 1 in each) over the Social, Intel, Perform (any specialization), and Urban skills. Add +10 to Wealth. You can choose **Cutthroat Society**, **Passionate Spirit** and **Suspicious Survivalist** as cultural influences.

## ASCENDANT RELIGION

### Cultural Influence Cost: 1

**Benefit:** Your nation is the seat of a religion or is so influenced by a single religion that it stands as a bastion of this religion to the world. It plays a fundamental social, governing and judicial role in society. Add +15 to your nation's culture and history and take Pneuma +5 and (the named religion) Religious Lore [Know] +5. You can choose **Religious Mandate**, **Religious Pursuits** and **Religious Traditions** as cultural influences.

## Askyr Mountain Goblin

### Cultural Influence Cost: 1 (2 for Goblin)

**Benefit:** In Khandruzia, one of the few bastions of survival is the hard stone of Askyr Mountain and its plentiful mountain streams. Goblins cluster thickly there in the ruins of the ancient Khandruzian culture. Raised there, you know Goblin Culture +20, Goblin History +20, and the Goblin language. In addition to the cultural influences listed under the Khandruzia, you can choose **Amoral Tendency**, **Ruthless**, and **Tribal** as a cultural influence. If you are Goblin use Goblin Culture +35, Goblin History +40, and Wilderness +10. You gain the cultural influence **Mountain Born** and **Suspicious Survivalist** for free.

## ATHLETICISM

### Cultural Influence Cost: 1 (see below)

**Benefit:** Your society extols the virtues of athleticism. You have a +10 bonus to all Athletics skill checks. You can give up 2 cultural influences to get an Athletics secret but must meet all prerequisites.

## AVELDA

### Cultural Influence Cost: 2

**Benefit:** You were raised in the Aveldan traditions and steeped in its bloody and belligerent ways. Conflict is a means to define your life and you live for it. You despise weakness and abhor helplessness. Self worth is born out of physical ability and form; the farther you fall from perfection in each merit harsher measures to gain them. Death is more preferable than infirmity, dissolution to age. Your foes are the Misty Isles, Jazanda and Naphalóé. Your friends are your sisters and your spear and sword. You speak your own tongue (Aveldan) and know history well (Aveldan History +35, Aveldan Culture +25). All Aveldans are tutored in the arts of war: Military +5, Shield +3, Falchion [Weap] +3, and Short Bow [Weap] +3. You can choose **Cultural Confidence** and **Recognized** as cultural influences.

## **BANDITRY**

**Cultural Influence Cost:** 1

**Benefit:** Culture has a long and colorful history of attacking and ransacking and pillaging. You have a +5 bonus with Crime skill checks and split 15 skill ranks (minimum 1 skill rank in each) across Crime, Wilderness, Underworld, Intel, and Clandestine. You can choose **Recognized** and **Ruthless** as cultural influences.

## **BATTLE MANDATE**

**Cultural Influence Cost:** 1

**Benefit:** Your land feels a social right exists for them to engage other nations and peoples in battle, to test the mettle of their country and the mettle of their opponents. This sense of destiny allows you to designate another nation, race or social entity and gain a +10 bonus to skill checks against them. You can take this bonus only once per melee round to a single skill check. The target of this cultural idiosyncrasy must be a culturally declared foe, social ill or other culturally distinguished entity to qualify.

## **BEAST TAMER**

**Cultural Influence Cost:** 1 (see below)

**Benefit:** The handling of beasts and taming or training them is a lauded cultural icon and you have great skill in this area. You have a +10 bonus to Beast Ken skill checks and split 10 skill ranks between Beast Ken, Animal Husbandry [Know], and Wilderness skills UNLESS a specific creature is defined with the cultural influence. In that case, you start with the Beast Ken secret Bestiary (and must take that beast) and split 5 skill ranks among the skills noted above. You can give up 1 cultural influence to for a creature (100 Trust) you have tamed and trained to its full capability.

## **BLOOD NOTCH ORCS**

**Cultural Influence Cost:** 1 (2 for an Orc)

**Benefit:** The Gibbering Mountains are a harsh, brutal place and only the strong survive and only those by their wits, mob or guerilla tactics and amoral savagery. To survive is to be more cunning or to outnumber your opponent. Blood Notch Orcs have a feral, rule by the strongest lawless society. Brought up in it, you know the Orc tongue and are schooled by life to survive. You have Combat +2, Crime +3, 1 weapon class +3, Shield +5, and Wilderness +7. In addition to the cultural influences listed under the Aradnast, you can choose **Amoral Tendency**, **Martial Art (Mul-Llu)**, **Ruthless** and **Suspicious Survivalist**. If you are an Orc, add a +5 bonus to all Wilderness skill checks and get **Cutthroat Society** for free. You can choose **Border Life**, **Mountain Born**, and **Tribal** as cultural influences.

## **BORDER LIFE**

**Cultural Influence Cost:** 1 (see below)

**Benefit:** The tough, no-nonsense and in-your-face life on the frontier has left its mark of experience. Add a +10 bonus to DEF, Guard +3, Crime +3, and Wilderness +3.

## **BOSSALIAN DWARF**

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Dwarves of Bossalia have striven deeply to regain the heritage of their Rhingalorean ancestors. Their voices are the most influential in Bossalia and hold nearly all of the key political and economic positions. While important, their true passion is the pursuit of their Rhingalorean heritage that lays waiting in the many ruins of its ancient kingdom. Raised in this tradition, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker**, **Martial Art (Amak Gorgas)**, **Arcane Traditions** and **Community Spirit** as cultural influences. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and the Old Dwarven tongues instead. You get **Mountain Born** for free. You can choose **Heritage of Perseverance**, **Heroic Heritage**, **Rhingalorean Birthright**, **Rhingalorean Legacy** and **Technological Legacy** as cultural influences.

## **CHARDOSIAN HERITAGE**

**Cultural Influence Cost:** 1

**Benefit:** As a former colony of Chardos, you know well its imperialist history. Chardos Culture +20, Chardos History +20, and the Chardosian tongue. Add Business +2, Slavery [Know] +2 and Nautical Lore [Know] +2 and Social +2. You can choose **Cosmopolitan**, **Harsh Political Climate**, **Maritime Heritage**, and **Mercantile Traditions** as cultural influences.

## CHRYSOLIAN HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Once a province of Chrysolia, you know well its valorous and honor bound history. Chrysolia Culture +20, Chrysolia History +20, and the Chrysolian tongue. Add Orate [Perf] +2, Military +2 and Social +5. You can choose **Ancestral Hatred (Atenveldt)**, **Military Heritage**, and **Virtuous Heritage** as cultural influences.

## Chundian Heritage

**Cultural Influence Cost:** 1

**Benefit:** Once a colony of Chund, you know well its excesses and are well versed in its bloody history. You have Chund Culture +20, Chund History +20, and the Chund tongue. Add Arcanology +2, Pnuema +2, Engineer +2 and Military +1 and Social +2. In addition to the cultural influences listed under your culture, you can choose **Arcane Heritage**, **Cultural Fame (Vengeful)**, **Engineer Traditions**, and **Military Heritage** as a cultural influence.

## CITIZENSHIP

**Cultural Influence Cost:** 1

**Benefit:** Social and civic responsibility is bred into you from birth. Add +10 to your nation's history and culture and you have a +5 bonus to Social skill checks. You also start with +15 Wealth and add +2 to rolls for maturing Contacts or Connections. You can choose **Community Spirit** as a cultural influence.

## CODE OF CONDUCT

**Cultural Influence Cost:** 1

**Benefit:** The concept of values separated from (or in conjunction with) morals are a powerful concept culturally. You can describe a set of values relating to martial prowess, personal beauty, renown, and honor, etc. You must define at least 5 points for your code of conduct and each must be specific enough to measure in game terms. When following these codes (GM rules) you can add a +10 bonus to a single dice roll once per melee round for each point of your code you bring into play. If you stray from your code of conduct (GM rules) you lose access to its bonus and suffer a -5 penalty to all rolls until you make amends (GM rules).

## COMMERCIAL MANDATE

**Cultural Influence Cost:** 1

**Benefit:** Your land feels a social right exists for them to engage other nations and peoples in economic rivalry, to test the mettle of their country and the mettle of their opponents. This sense of destiny allows you to designate another nation, race or social entity and gain a +10 bonus to skill checks against them. You can take this bonus only once per melee round to a single skill check. The target of this cultural idiosyncrasy must be a culturally declared foe, rival, economic area or other culturally distinguished entity to qualify.

## COMMUNITY SPIRIT

**Cultural Influence Cost:** 1

**Benefit:** You know the value of working together, how to motivate others to be involved in projects or plans and synergize your efforts with others. Add a +5 bonus to all rolls to Social skill checks and a +5 bonus to mature a contact or connection and a +20 bonus to First Impression checks. When making checks to determine the to start, determine progress or find the result of a community project or joint effort of 10 or more people, add a +20 bonus to the dice roll. You can choose **Citizenship** as a cultural influence.

## CONNECTED

**Cultural Influence Cost:** 1

**Benefit:** It seems you know someone everywhere you go and make friends, connections and relationships with envied ease. Add +20 to Social skill checks to build trust and when rolling for the Interaction TD of a contact or connection. Begin with 10 Associate contacts of choice at 75 Trust and a single Type I connection of choice at 50 trust. You can give up +1 cultural influence to upgrade your 10 contacts to Friend level with 50 Trust.

## Copper Arm Elves

**Cultural Influence Cost:** 1 (2 for Wood Elves)

**Benefit:** In the past the Aradnast Elven families that dwelled in the Copper Arm region of the Gibbering Mountains abandoned Aradnast to join with Atenveldt. They have maintained their heritage and this cultural influence is the same as the **Aradnast Elf** cultural influence.

## COSMOPOLITAN

**Cultural Influence Cost:** 1

**Benefit:** Your society has formed an accepting and agreeable outlook towards the races and oddities that populate the world. Take Culture +5 and History +5 with 3 nations not your own. Add a +5 bonus to Social skill checks. When you mature contacts or connections add a +10 bonus to build Trust and a +1 bonus to all Trust gains. Add a +10 bonus to rolls for Social Motifs and a +2 bonus to Fame gains.

## COURTLY CEREMONY

**Cultural Influence Cost:** 1

**Benefit:** You were raised on intricate ceremonies of courtly grace, it has left a stamp on your life & interaction with others. Add +5 bonus to Ceremony skill checks and split 15 skill ranks (minimum 1 in each) among the Social and 3 Perform specialization skills. Add a +10 bonus to any starting wealth.

## CRIMINAL BIRTHRIGHT

**Cultural Influence Cost:** 1

**Benefit:** Society is full of cunning and harsh ways to part a mark from his coin and you know them all. You have a +5 bonus with Clandestine, Crime and Underworld skill checks. You can elect to give up +1 cultural influence to make the above bonus +10 (you can only do this once). You can choose **Criminal Heritage**, **Cultural Fame (Acknowledged)**, **Cultural Fame (Criminal)**, **Cultural Fame (Feared)**, and **Cultural Fame (Influential)** as cultural influences.

## CRIMINAL HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** You come from a long line of criminals, thieves and other bastards of society. You begin with your choice of (just 1) Criminal, Street or Underworld Type I Connection. Unlike a normal connection it has no upkeep, can be called upon at any time, any number of times and does not decay in trust. However, it calls upon you like normal (meaning it requires services in return like normal). You also split 10 skill ranks among the Clandestine, Crime, Underworld and Urban skills. You can elect to give up 1 cultural influence (once only) to make this connection Type II instead of Type I. This connection can be matured to higher levels and only takes on half the normal maintenance requirements.

## CULINARY HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** The knowledge of food and culinary skills is strongly woven into your culture. Add a +5 bonus to your nation's history and culture. Add a +10 bonus to skill checks and a +10 advancement bonus to Cooking [Know]. You also start with +15 bonus Wealth.

## CULTURAL BIGOTRY

**Cultural Influence Cost:** 1

**Benefit:** Your culture is highly bigoted, snobbish, reserved and/or violent towards another race or culture. When dealing with them you suffer a -20 penalty to positively influencing (to the named race or culture) Interpersonal skills and gain a +10 bonus to negatively influencing (to the named race or culture) Interpersonal skills. You have a -10 penalty to all rolls to mature any Contact or Connection outside of your culture.

## CULTURAL CONFIDENCE

### Cultural Influence Cost: 1

**Benefit:** People of your society have a high opinion of themselves, and it colors interactions with others. Add a +10 bonus to all Social skill checks and +1 bonus to rolls to build trust with a contact or connection. Add a +10 bonus to any starting wealth.

## CULTURAL FAME

### Cultural Influence Cost: 1

**Benefit:** People of your culture are well known for 1 cultural aspect of your society and all members of your culture have a joint inheritance of a single social motif. As this is a cultural icon, you are not required to maintain it. However, you can still lose it by undertaking actions contrary to the social motif.

## CULTURED

### Cultural Influence Cost: 1

**Benefit:** People of your culture greatly respect the arts. Split 15 skill ranks among any number of Knowledge areas of study relating to art, music, history or the sciences. Split 15 skill ranks among any number of Perform specializations UNLESS a specific skill or Knowledge is defined with the cultural influence. In those cases, place 10 skill ranks in the noted skill and split 5 skill ranks among Perform specializations.

## CUTTHROAT SOCIETY

### Cultural Influence Cost: 1

**Benefit:** Your culture's social life can be a dangerous thing to live and fosters a certain amount of paranoia, especially when you are in positions of power. Add a +5 bonus to Social skill checks and a +10 bonus to PER. Add Crime +2 and Underworld +2. Add a +30 bonus to Social skill checks with Bribery, Intimidate, or Lie.

## CYNABAHR

### Cultural Influence Cost: 2

**Benefit:** You were raised in the Cynabahri culture and know well its history of racial and gender bigotries – elves are vile and worthless, hobbits useless, humans worthy of little more than breeding and so the list goes on. Adamant determinism is a Cynabahri trait and you would rather spit in the eye of death than submit that you had died or admit you are wrong or guilty of wrongdoing. Cynabahri despise their past and know it poorly (Cynabahr History +10, Cynabahr Culture +25). Raised in the traditions of militant stoics, you have Military +5 and a +5 bonus to PD saves. You begin with the cultural influence of **Cultural Bigotry** towards 2 races or cultures but have double the listed penalty to mature Contacts and Connections. You can choose **Ancestral Hatred** (Ardashaera) and **Ancestral Hatred** (Misty Isles) as cultural influences.

## DALSHYRA

### Cultural Influence Cost: 2

**Benefit:** You were raised in the Dalshyran culture and are a daughter of its land. You are seen as hard headed and resist change stubbornly. Other races are seen as weaker but worthy of pity instead of contempt. The most able always leads and no fact of blood or noble title makes this any less real. You love art and beauty in sculpting or landscaping. A cultural idiosyncrasy is the blood madness, though the affliction is more cultural-psychological than true madness. You speak your own tongue (Arkatkia) but tend to live more in the now than the past (Dalshyra History +10, Dalshyra Culture +25) but take great joy in your offspring and family. Dalshyran get the benefit of **Hot Blooded** for free.

## DESERT BORN

### Cultural Influence Cost: 1

**Benefit:** You know the shifting sands, the whisper of wind off the dunes, the sweet hidden wells of water and the temperament, idiosyncrasies and danger of the desert. You start with the Terrain Familiarity (Desert) secret listed under the Wilderness skill.

## DETERMINED

### Cultural Influence Cost: 1

**Benefit:** When you make up your mind to do something, nothing seems to stop you. You can designate one roll to add a +5 bonus as an outlet of this determination. You can change this roll up to once per melee round but must declare it before rolling.

## **Dhorsai Heritage**

### **Cultural Influence Cost: 1**

**Benefit:** The Dhorsai are tribesmen who wander across the wild northern wastelands. They are a hard, determined people, moving with the pace of the world, ignorant of any other timepiece and uncaring. The history of Kovolla is not far removed from the wildness of this tribal existence and raised with such knowledge you know of the Dhorsai, their history, culture and tongue (Dhorsai History +20, Dhorsai Culture +20 and their language, Kaelai). Add Wilderness +5, Axe [Weap] +3, Short Bow [Weap] +3 and Short Spear [Weap] +3. In addition to the cultural influences listed under your culture, you can choose **Determined, Hot Blooded, Ruthless, Superstitious, and Tribal** as a cultural influence.

## **DREAMING ISLES ANCIENT LEGACY**

### **Cultural Influence Cost: 2**

**Benefit:** Your culture lived during the legendary time of the dark lords of the Dreaming Isles and stamp of that ancient culture lives on in your own, especially their appetites, magikal lore and customs. Add Ancient Dreaming Isles Culture +20, Ancient Dreaming Isles History +20, Demon Lore [Know] +10, Pneuma +10 and the Old Melos tongue. Add a +5 bonus to all Arcanalogy, Cast, and Channel skill checks. You can choose **Arcane Legacy, Dreaming Isles Heritage** and **Technological Legacy** as cultural influences.

## **DREAMING ISLES HERITAGE**

### **Cultural Influence Cost: 1**

**Benefit:** Once a colony of the Dreaming Isles, you know well it's shadowed and often dark history. You have Dreaming Isles Culture +20, Dreaming Isles History +20, and the Melos tongue. Add Arcanalogy +2, Engineer +3, Mechanic +2, and Military +2 and Social +2. You can choose **Arcane Heritage, Arcane Traditions, Engineer Traditions, and Military Heritage** as cultural influences.

## **ENGINEER BIRTHRIGHT**

### **Cultural Influence Cost: 1**

**Benefit:** Your culture is steeped in building, planning, and designing things. Add a +10 bonus to Engineer skill checks, add +1 TL, and select 3 designs that you know (even if you do not qualify to make them). You can choose **Engineer Traditions** and **Technological Legacy** as cultural influences.

## **ENGINEER TRADITIONS**

### **Cultural Influence Cost: 1**

**Benefit:** Your culture has a lengthy and glorious history of building and designing magnificent designs and architecting structures. Add a +5 bonus to Engineer skill checks and have +1 TL. Split 10 skill ranks among 1 or more of the following skills: Business, Engineer, Mechanic, Intel or Manufacture. You can choose **Technological Legacy** as a cultural influence.

## **EQUESTRIAN HERITAGE**

### **Cultural Influence Cost: 1**

**Benefit:** Riding is a national pastime and your culture has a deep pervading heritage of horsemanship. Add a +10 bonus with all Ride checks and you start with a riding horse and full gear. You also split 15 skill ranks among Beast Ken, Animal Husbandry [Know] and Ride.

## FAERIE HERITAGE

### **Cultural Influence Cost:** 1

**Benefit:** Your culture is steeped in Faerie knowledge.

**Seelie** heritage means your culture is socially, economically, militarily or otherwise tied to the Seelie Faerie. You know the Summer and Light Faerie traditions, ceremonies, history, lore and etiquette to some degree (they vary wildly, which makes this difficult). Add Faerie Lore [Know] +20, add +10 PER and a +5 bonus to PD. Split 10 skill ranks among Recon, Nexus Lore [Know] and Gnosis.

**Unseelie** means your culture is socially, economically, militarily or otherwise tied to the Unseelie Faerie. You know the Winter and Darkness Faerie traditions, ceremonies, history, lore and etiquette to some degree (they vary wildly, which makes this difficult). Add Faerie Lore [Know] +20 and a +10 bonus to PD. Split 10 skill ranks among Self Control, Pneuma, and Demon Lore [Know].

## FALOHYR ELF

### **Cultural Influence Cost:** 1 (2 for Wood Elves)

**Benefit:** The Falohyr Elves are primarily the descendents of Elves who left Arduin to go into Falohyr. They have never forgotten their roots but those who chose to stay after the Nexus Wards ended have slowly grown to love the country they now live in, even to the point of 1 of their own ascending the throne of Falohyr for a short time. Raised in this tradition, you add Arduin Culture +10 and History +10, Falohyr Culture and History +10, Wood Elf Culture +10, Wood Elf History +10, and Arduin, Low Elven and Falohyrian languages. You can choose **Arcane Traditions**, **Martial Art (Aerillion)**, and **Athleticism** as cultural influences. If you are Wood Elf, use Arduin Culture +20 and History +20, Wood Elf Culture +40, Wood Elf History +40, Arduin, Low Elven and Falohyrian and High Elven tongues instead. You gain **Arcane Birthright** and **Warrior Traditions** for free. You can choose **Ancestral Hatred (Deodanth)**, **Military Pursuits**, and **Missileer Birthright** as cultural influences.

## FEUDAL

### **Cultural Influence Cost:** 1

**Benefit:** The feudal system is a powerful influence in your culture. Add +10 to your nation's history and culture. Split 20 skill ranks (minimum 1 each) over Business, Crime, Social, Intel, Urban, and Wilderness skills. Add +10 Wealth. You can choose **Cutthroat Society** and **Military Heritage** as cultural influences.

## FIRE ISLES KHAI ZIRIN

### **Cultural Influence Cost:** 1 (2 for a Khai Zirin)

**Benefit:** The Fire Isles Khai Zirin are famous for their brash and adventurous attitudes and zest for battle and life. Raised in this tradition, you know Khai Zirin Culture +20, Khai Zirin History +20, and the Khai Zirin language. You can choose **Amoral Tendency**, **Cultural Confidence**, **Inquisitive Drive**, and **Individual Path** cultural influences. If you are Khai Zirin, use Khai Zirin Culture +35, Khai Zirin History +40, and add the Siermelé tongue instead. You gain **Cultural Fame (Trouble Magnet)** and **Military Pursuits** for free.

## FIVE METALS KOBBITT

### **Cultural Influence Cost:** 1 (2 for a Kobbitt)

**Benefit:** The Five Metals Kobbitts are a plains running, feisty folk known for their pugnacious attitudes and desire for life. You know Kobbitt Culture +20, Kobbitt History +20, and the Kobbitt language. You can choose **Able Drinker**, **Martial Art (Jookhett-Khoon)**, **Cultural Confidence**, **Plains Dweller** and **Individual Path** as cultural influences. If you are Kobbitt, use Kobbitt Culture +35, Kobbitt History +40, and you gain **Cultural Fame (Trouble Magnet)** and **Plains Born** for free.

## FOREST BORN

### **Cultural Influence Cost:** 1

**Benefit:** You know forests/woods, their temperament, idiosyncrasies and danger. You start with the Terrain Familiarity (Forest) secret in the Wilderness skill.

## GLADIATOR CUSTOMS

**Cultural Influence Cost:** 1 (2 for Professionals)

**Benefit:** Your culture has strong gladiatorial traditions.

**Criminal** gladiators are left to what training they have (if any) and learn to survive or die. Add +1 to CF, a +10 bonus to DEF, and spread 10 skill ranks among the Lorica, Shield or Weapon skills.

**Pit Fighter** gladiators are less trained than professionals but are trained, unlike a criminal gladiator. Add +1 CF, a +10 bonus to DEF and Dodge and split 15 skill ranks among Athletics, Combat, and Weapon skills. You can give up 2 cultural influences and begin with the Gladiator Path at character creation.

**Professional** is a trained professional of the gladiatorial arena. Add +1 CF, a +10 bonus to DEF and Dodge and split 20 skill ranks among Athletics, Combat, Lorica, Shield, Entertainment [Perf], and Weapon skills. You can elect to give up 1 cultural influence and begin with the Gladiator Path at character creation. You can choose **Military Pursuits** as a cultural influence.

## GOLD COAST DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Gold Coast Dwarves in Ardashaera have kept their culture intact and separate from the Amazonian nation surrounding them. You know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker, Martial Art (Amak Gorgas), Community Spirit** and **Industrious Outlook** as cultural influences. If you are Dwarven, use Dwarf Culture +35, Dwarven History +40, Dwarven and Old Dwarven tongues instead. You gain **Mountain Born** for free. You can choose **Engineer Birthright, Heritage of Perseverance, Heroic Heritage**, and **Rich Crafting Legacy** as cultural influences.

## GRAY MOUNTAIN DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Dwarves of Khorsar are unlike the rest of the country. While the rest of Khorsar loathes technology and to some extent magik, the Grey Mountain Dwarves embrace it as they have always done. Unlike the rest of Khorsar, they were untouched for the most part by the Great Inundation that flooded all of Khorsar barely 70 years past.. Raised in this tradition, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker, Martial Art (Amak Gorgas), Engineer Traditions** and **Warrior Traditions** as cultural influences. If you are Dwarven, use Dwarf Culture +35, Dwarven History +40, Dwarven and Old Dwarven tongues instead. You gain **Mountain Born** for free and Engineer +3 and Mining [Know] +4. You can choose **Engineer Birthright, Heritage of Perseverance, Heroic Heritage, Rich Crafting Legacy** and **Technological Legacy** as cultural influences.

## GREAT GRASS CENTAUR

**Cultural Influence Cost:** 1 (2 for a Gara-Khai)

**Benefit:** The centaur of the Great Grass Forever are pastoral, easy living and earthy. They move with the seasons and follow the animals across the grassy sea. Animists, they honor creatures and speak to their ancestors and the spirits around them. Raised in this culture, you know Centaur Culture +30, Centaur History +5, Social +5, and the Centaur language. You can choose **Border Life, Community Spirit, Individual Path, Superstitious** and **Tribal** as cultural influences. If you are Tara-Khai, use Centaur Culture +45, Centaur History +15, Social +10, and the Centaur language instead. You gain **Plains Born** for free. You can choose **Spiritual Heritage, Storytelling Traditions** and **Warrior Traditions** as cultural influences.

## GUERRILLA FIGHTER

**Cultural Influence Cost:** 1

**Benefit:** Your culture has worked in the past or works currently to overthrow a dictator, a foreign ruler or another form of despotic social enslavement and skills in subterfuge, clandestine activity and inflicting damage to the enemy are passed down generation after generation. Add a +5 bonus to Clandestine skill checks, add Crime +3, Underworld +3 and Combat +3. When you make a Covert Action (Clandestine skill) use a +30 bonus instead. You can choose **National Pride, Passionate Spirit**, or **Suspicious Survivalist** as cultural influences.

## HAMMER DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Hammer Dwarves of Myrmydios are famous for their engineers, stubbornness and orneriness. Raised in this tradition, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker**, **Martial Art (Amak Gorgas)**, **Engineer Traditions** and **Industrious Outlook** as cultural influences. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and the Old Dwarven tongues instead. You gain **Mountain Born** for free. Also, you can choose **Cultural Fame (Engineer)**, **Engineer Birthright**, **Heritage of Perseverance**, **Heroic Heritage**, **Military Heritage**, and **Rich Crafting Legacy** as cultural influences.

## Hammer Leaf Elf

**Cultural Influence Cost:** 1 (2 for High Elves)

**Benefit:** The Hammer Leaf Elves are a people out of time. A dying nexus propelled a large bulk of the southern Hammer Leaf forest from a time in the past shortly after the Interstellar Wars to the end of the Nexus Wars. In shock, it has taken centuries for the Elven remnant to recover and slowly join into the land of Orguria. Morose over their past, hard hearted toward the present are all traits of this Elven line, joined by a curiosity of the world contrasted with a streak of stubborn isolationism. Hammer Leaf Elves, even though bitter, still seek to enjoy life and have moved toward rejoining it. Raised in this tradition, you add High Elf Culture +20, High Elf History +30, Ancient History [Know] +20, Ceremony +5, and the High Elven language. In addition to the cultural influences listed under Orguria, you can choose **Arcane Heritage**, **Runeweaver Traditions**, **Martial Art (Syllindion)** and **Warrior Traditions** as a cultural influence. If you are High Elf, use High Elf Culture +40, High Elf History +40, Low Elven and the High Elven tongues instead. You gain the cultural influences **Arcane Traditions**, **Runeweaver Traditions** and **Warrior Traditions** for free and in addition to the cultural influences listed above you can take **Arcane Birthright**, **Arcane Heritage**, **Arcane Legacy**, **Military Heritage**, **Runeweaver Birthright**, and **Warrior Birthright** as cultural influences.

## HAMZ ALEPH HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** The Hamz Aleph were a dark and sinewy people who dwelled in the coastal areas in small kinglets in present day Viruelandia. They were superstitious, filled with animistic beliefs about the world. Raised with such knowledge Hamz Aleph History +20, Hamz Aleph Culture +20 and their language, Hamzaph. You gain **Superstitious** for free and Ceremony +3. You can choose **Amoral Tendencies**, **Spiritual Heritage** and **Tribal** as cultural influences.

## HARSH POLITICAL CLIMATE

**Cultural Influence Cost:** 1

**Benefit:** Your culture's society is filled with political intrigue, infighting, swift and dramatic political changes or anarchy. Either way it fosters a certain amount of paranoia, prudence and deceit. Add a +10 bonus to Social skill checks with Etiquette, Lie, or Bureaucratic Maneuvering (see Social skill). Add a +10 bonus to Clandestine skill checks with Covert Action. Add a +10 bonus to Intel skill checks with Evaluate Data.

## HEAVENWALL HAWKMEN

**Cultural Influence Cost:** 1 (2 for a Hawkman)

**Benefit:** The Hawkmen of the Heaven Wall Mountains are a nomadic tribal people – superstitious, filled with fierce hunting and animistic beliefs and traditions. Raised with such knowledge you know Hawkmen History +20, Hawkmen Culture +20, Wilderness +5, Clandestine +5 and the language, Hafocnyn. You can choose **Amoral Tendency**, **Border Life**, **Cutthroat Society**, **Individualist Nature**, **Individual Path** and **Tribal** as cultural influences. If you are a Hawkman, use Hawkman Culture +45, Hawkman History +15, Wilderness +10, Clandestine +10, and Hafocnyn. You gain **Athleticism** for free. You can also choose **Ruthless**, **Storytelling Traditions**, **Warrior Birthright** and **Warrior Traditions** as cultural influences.

## HERITAGE OF PERSEVERANCE

**Cultural Influence Cost:** 1

**Benefit:** Stoic endurance, predestination, acceptance of fate, and the understanding that events have been preordained is a fact of life. You face death with grim acceptance, trials of fortune or fate with perseverance, and bravery in the face of hardship. Add a +20 bonus to rolls to throw off negative emotional effects or statuses. You can choose **Determined** as a cultural influence.

## HEROIC HERITAGE

**Cultural Influence Cost:** 2

**Benefit:** The annals of your land's history list long rolls of heroes and heroines and everyone has at least a cousin, even if several steps removed, from one national hero or another. Choose one facet of heroism that you idealize in a hero (or heroes), such as bravery in the face of fear, vast skill with magik, utmost religious faith, and so on. If the nuance of heroism you selected is related to a skill or a developmental aspect (PD, Fear, etc.) add a +10 bonus to check or a +10 advancement bonus. Otherwise, add a +2 bonus to the relevant dice roll. You can choose **Code of Conduct**, **Cultural Fame (Heroic)**, and **Recognized** as cultural influences.

## HOT BLOODED

**Cultural Influence Cost:** 1

**Benefit:** Your culture is known for its hotheads, firebrands and troublemakers. While agitating, exciting or stressful events always hold the chance of you blowing your top. TD 50 Self Control or suffer the Rage condition. You can also voluntarily succumb to it, TD 75 Self Control. If you fail a Fear save you can elect to attempt to make your blood boil and succumb to your anger. If you succeed you cancel the fear with your rage, losing the rage in the process. You can take **Passionate Spirit** as a cultural influence.

## IMPERIALISM

**Cultural Influence Cost:** 1

**Benefit:** Your culture believes in or historically believed in the forceful extension of your nation's authority by territorial, economic and political dominance over others. Select 3 nations where you have Culture +5, History +5 and that nation's language. Also, split 15 skill ranks among Business, Military, Social, Urban, and Wilderness skills. You can choose **Cultural Confidence**, **Battle Mandate**, **Commercial Mandate** and **National Pride** as cultural influences.

## INDIVIDUAL PATH

**Cultural Influence Cost:** 1

**Benefit:** While you frequently align your life with the greater good of the group, the path you walk in life is your own. The society that birthed you taught you well to apply such tactics to maintain your individuality. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to PD as long as it is skill rank 150 or less.

## INDIVIDUALIST NATURE

**Cultural Influence Cost:** 1

**Benefit:** Your culture emphasizes individualism and fosters the growth of independent, autonomous thinking and action. Add a +20 bonus to PD checks but suffer a -5 penalty to skill checks with the Social skill. You can choose **Individual Path** as a cultural influence.

## INDUSTRIOUS OUTLOOK

**Cultural Influence Cost:** 1

**Benefit:** You turn your hand to work while others play or waste time. Add +20 to Wealth and select 1 skill where you gain a +10 skill advancement bonus. During Skill Advancement and Development, if you gain at least +1 in this skill, add a +1 bonus Wealth.

## INHERITANCE

**Cultural Influence Cost:** 1 – 3 (see below)

**Benefit:** You have been left something of value. The overall value of your inheritance is defined as Small (costs 1), Modest (costs 2), Large (costs 3) as indicated when you take this influence.

**Small** inheritance provides 20 items of 10 GC each. You can combine these items together to form a greater single item, such as making two items into a single 20 GC item. Any leftover amounts remaining if you choose the value of the item lower than 10 GC or the amount you create by merging items together is gained as equivalent Silver Wealth and SP.

**Modest** inheritance provides 20 items of 20 GC each similar to what is listed above. You also have access to a renewing 200 Silver Wealth every month (separate from any other Wealth you have). This wealth will renew monthly and is not subject to the normal rules of Wealth loss; however, you can only use it once in a month and cannot take loans against it.

**Large** inheritance provides 500 GC in items (any number), taking the remainder not used as coin. Large Inheritance also has a reoccurring monthly income in the form of 100 Gold Wealth as outlined above in Modest inheritance. However, unlike normal wealth, you can split the 100 Gold Wealth into smaller units to gain more uses of Wealth during a month's timeframe. For instance, you could split it into five 20 Gold units, ten 10 Gold units and so on.

## INQUISITIVE DRIVE

**Cultural Influence Cost:** 1

**Benefit:** Your culture instills a curiosity about the world and the worlds and dimensions beyond it. You will go to great lengths to discover new things. If you have at least one +10 skill advancement bonus in a Knowledge area of study you can apply a +10 skill advancement bonus to all Knowledge areas of study that do not have a skill advancement bonus.

## JAZANDA

**Cultural Influence Cost:** 2

**Benefit:** The north most of the Amazon motherland states and its most volatile in terms of culture and unity. Jazanda is a chaotic cultural mess of Amazon, Kurjian and Pandurian peoples slowly blending into one and this mixing has created a unique culture not distinctly one or the other though just Amazon enough to be accepted into the motherland during the years of unity. Acceptance, flexibility and ability to think and reason are strong concepts important to all Jazandians. Unlike other Amazon domains, males have a strong and stated presence. Jazandians speak their own tongue (Jazanda) a variation of the Amazon tongue and learn Jazanda History +20, Kurjian History +20 Panduria History +20, and Jazanda Culture +20. Jazandians are tutored in the arts of war and you have Shield +3, Spear +3, Ride +3, and Short Bow +3. You begin with **Melting Pot (Panduria)** for free. You can choose **Kurjian Roots** and **Pandoori Heritage** as cultural influences.

## JEWEL ELVES

**Cultural Influence Cost:** 1 (2 for a Wood Elf)

**Benefit:** When Cynabahr decimated the forest homeland of the Jewel Elves, it shattered the unity of their culture forever. Those who survived are split into disparate groups, with the largest groups dwelling in Ardashaera or living and fighting continuously with the Cynabahri in the Jewel Wood. Despite adversity, the culture and traditions of the Jewel Elves live on. You know Wood Elf Culture +20, Wood Elf History +20, and the Low Elven language. You can choose **Arcane Heritage**, **Martial Art (Aerillion)**, **Community Spirit** and **Warrior Traditions** as cultural influences. If you are Wood Elf, use Wood Elf Culture +40, Wood Elf History +40, Low Elven and the High Elven tongues instead. You gain **Inheritance (Modest)** for free. You can take **Arcane Birthright**, **Missileer Birthright**, **Storytelling Traditions**, and **Rich Crafting Legacy** as cultural influences.

## Kalesh

**Cultural Influence Cost:** 1

**Benefit:** Kalesh is more a dictatorship than a monarchy and the king has a dangerous habit of singling individuals out to give "grants" of land, usually carved out of the lands of neighboring states! Still some of the nobility of old Krinnabröeng still exist and weave a precarious balance between the king and the people. Kaleshi live with the war, though it seems distant at times and sorrow at its cost. You were raised in the Kalesh traditions and have the following: Old Krinnabröeng History +25 and Old Krinnabröeng Culture +20. In addition to the cultural influences listed under old Krinnabröeng, you can choose **Medicinal Folk Lore**, **Recognized** and **Warrior Traditions** as a cultural influence.

### Khorkhroé Dwarf

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Dwarves of Khorkhroé are very like the Gnomes they dwell hand in hand with but a little more open, a little difficult to live with and a million times more adventurous. Raised in this tradition, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. In addition to the cultural influences listed under Khorkhroé, you can choose **Able Drinker**, **Martial Art (Amak Gorgas)**, **Arcane Traditions** and **Community Spirit** as a cultural influence. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and the Old Dwarven tongues instead. You gain the cultural influence **Mountain Born** for free and Hydrology [Know] +2, Wilderness +2, and Hydrodynamics [Know] +3. Add to the cultural influences listed above **Heritage of Perseverance**, **Heroic Heritage**, **Self Taught**, and **Technological Legacy** as cultural influences.

### Khorkhroé Gnome

**Cultural Influence Cost:** 1 (2 for a Gnome)

**Benefit:** The Khorkhroé Gnomes dwell synergistically with the Dwarves though they maintain a greater presence in the cities above than those deep in the mountains. They are stubborn, belligerent, mercenary, and even harder to deal with than the norm (at least to outsiders). They are highly suspicious of others, especially any one with interest in their secrets. Brought up in this way of life, you know the Low Gnome tongue and are schooled by life to survive and take advantage of others. You have Business +3, Crime +3, Social +3, and Urban +3. In addition to the cultural influences listed under your culture, you can choose **Amoral Tendency**, **Ancestral Hatred (Knoblin)**, **Community Spirit**, **Cutthroat Society**, and **Suspicious Survivalist** as a cultural influence. If you are a Gnome, add a +5 bonus to all Business and Crime skill checks and the cultural influence **Suspicious Survivalist** for free. Add to the cultural influences listed above you can take **Cultural Fame (Avaricious)**, **Urban Wisdom**, **Ruthless**, and **Well Educated** as a cultural influence.

### Knowledge of the Mist

**Cultural Influence Cost:** 1

**Benefit:** the mist wrapped lands of Khandruzia are haunted and eerie, home to strange things and stranger beings. You have taken the mist within, tracked its depths and learned much of its secrets. Add Undead Lore [Know] +4, Demon Lore [Know] +4, Pnuema +4, Dream Lore [Know] +4, Nexus Lore [Know] +4 and Khandruzian Folk Lore [Know] +5. In addition to the cultural influences listed under the Khandruzia, you can choose **Spiritual Heritage** as a cultural influence.

### KOZANGI KHAI SHANG

**Cultural Influence Cost:** 1 (2 for Khai Shang)

**Benefit:** Khai Shang attracted to the Kozangi Dales see a kindred spirit in the people there. They have taken completely the Kozangi religion, and many of their customs, especially the more violent ones. Raised in this tradition, you know the Shangu language and are tutored in Khai Shang battle tactics: Combat +5, Kyril [Weap] +5, Bolos [Weap] +5, and Kukri [Weap] +5. You can choose **Military Pursuits** or **Warrior Tradition** as cultural influences. If you are Khai Shang, add a +5 bonus to Athletic and Combat skill checks. You gain **Athleticism** and **Cultural Fame (Duelist)** for free.

### KURJIAN ROOTS

**Cultural Influence Cost:** 1

**Benefit:** The Kurjian peoples are a nomadic breed that roam the depths of the Great Sand Sea. They are hot-blooded, tempestuous but filled with a zest for life and all it brings, good or bad. Kurjian are expert horsemen, treasure water, dancing, the company of friends and athletic competitions. Take Kurjian History +10, Kurjian Culture +20, Kurjian language, Ride +5, and Dance[Perf] +3. You can choose **Desert Born**, **Hot Blooded** or **Passionate Spirit** as cultural influences.

## LEAGUE GUILDS

### Cultural Influence Cost: 1

**Benefit:** In the Cirthian League everyone belongs to one or more guilds and no one stands alone. Choose a guild and select 3 skills (skill specializations count as individual skills) directly related to the guild. With the 3 skills you have a +5 bonus to skill checks (if a selected skill is a specialization, it applies only to that specialization). You also begin with +5 skill ranks in each chosen skill.

## MAGICAL PURSUITS

### Cultural Influence Cost: 2

**Benefit:** Your culture focuses heavily on magic and arcane tactical knowledge, applying it to every situation. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to one of Arcanalogy, Cast (select specialization), or Channel as long as your chosen skill is skill rank 75 or less.

## Malvia

### Cultural Influence Cost: 1

**Benefit:** Malvia is much less the dictatorship than Kalesh but still closer to one than to a monarchy. The king has a dangerous habit of singling individuals out to give “grants” of land, usually carved out of the lands of neighboring states! Still some of the nobility of old Krinnabröeng still exist and weave a precarious balance between the king and the people, though the breakaway of Elven nobles to create Viridia has seen the king shatter the grip most old nobles held on their lands. Malvians live with the war always and want with great longing the kingdoms rejoined as one. You were raised in the Malvia traditions and have the following: Old Krinnabröeng History +20 and Old Krinnabröeng Culture +30. In addition to the cultural influences listed under old Krinnabröeng, you can choose **Privateer Heritage, Recognized** and **Warrior Traditions** as a cultural influence.

## MARAGORÉ HERITAGE

### Cultural Influence Cost: 1

**Benefit:** Maragoré was a restless, but relatively stable kingdom, known for its tough, diverse people. Militancy ruled in Maragoré and was their national spirit and identity if there was one. The death of the monarch and a rise of the horde destroyed almost all that was Maragoré. Raised in the old kingdom traditions, you know Maragoré History +15, Maragoré Culture +20, Arduinian and Dwarven languages, Military +5 and Engineer +2. You can choose **Engineer Traditions, Mercenary Customs, Monarchy, National Pride** or **Passionate Spirit** as cultural influences.

## MARBLE STEP ELF

### Cultural Influence Cost: 1 (3 for High Elves)

**Benefit:** The White Marble Steps of the Heaven Wall mountains are the greatest bastion of High Elven culture on Khaora. They live in lofty snow covered splendor in vast castles aloof from the world, uncaring anymore for its woes. Too many times in the past they have shed blood and lost souls to save her and no more are they willing to rise up to combat darkness and decay. Raised in this tradition, you add High Elf Culture +20, High Elf History +30, Ceremony +5, and the High Elven language. You can choose **Arcane Heritage, Runeweaver Traditions, Martial Art (Syllindion)** and **Warrior Traditions** as cultural influences. If you are High Elf, use High Elf Culture +40, High Elf History +40, Low Elven and the High Elven tongues instead. You gain **Arcane Traditions, Runeweaver Traditions** and **Warrior Traditions** for free. You can choose **Arcane Birthright, Arcane Heritage, Arcane Legacy, Military Heritage, Runeweaver Birthright**, and **Warrior Birthright** as cultural influences.

## MARITIME HERITAGE

### Cultural Influence Cost: 1

**Benefit:** The culture has a long history of maritime tradition. You can split 15 skill ranks over Military, Nautical Lore [Know] and Pilot (declare the vessel (s) known) or start with the secret of Terrain Familiarity (Ocean) listed under the Wilderness skill.

## MARMACHAND DEODANTH

**Cultural Influence Cost:** 1 (2 for Deodanth)

**Benefit:** Deodanth flocked to Marmachand after they entered the world during the Nexus Wars, seeing a kind home suited to their natures. Add Deodanth Culture +20, Deodanth History +30, Combat +5, and the Deodanth language. You can choose **Amoral Tendencies**, **Arcane Heritage**, **Runeweaver Traditions**, **Martial Art (Ssshazzoor)** and **Warrior Traditions** as cultural influences. If you are Deodanth, use Deodanth Culture +40, Deodanth History +40, Deodanth and Marmachandian tongues. You gain **Arcane Traditions**, **Ruthless**, and **Warrior Traditions** for free. You can take **Arcane Birthright**, **Arcane Heritage**, **Arcane Legacy**, **Martial Art (Ssshazzoor)**, **Military Heritage**, **Runeweaver Birthright**, and **Warrior Birthright** as cultural influences.

## MARTIAL ART

**Cultural Influence Cost:** 1

**Benefit:** You know the particular named style of fighting (Style skill: named martial art +5) regardless of the normal requirements.

## MATRIARCHY

**Cultural Influence Cost:** 1

**Benefit:** This form of governing heavily influences your culture. Split 10 skill ranks among Social and Military. You can choose **Cultural Confidence**, **Battle Mandate** and **Citizenship** as cultural influences.

## MEDICINAL FOLK LORE

**Cultural Influence Cost:** 1

**Benefit:** Your culture maintains a great store of medicine knowledge and medicine, medical lore and healers are treasures of the land. Split 20 skill ranks (minimum 1 in each) among Anatomy [Know], Biology [Know], Herbs [Know], Medical, Wilderness, and your culture's Folk Lore [Know].

## MEDICAL LORE

**Cultural Influence Cost:** 1

**Benefit:** Your society is medically advanced and basic medicinal principles and lore are common. Medicine, medical lore and healers are very highly regarded. Add a +10 bonus with all Medical skill checks and split 10 skill ranks among the Anatomy [Know] or Medical skills. You can choose **Recognized (Healer)** and **Inheritance (small)** as cultural influences.

## MELTING POT

**Cultural Influence Cost:** 1

**Benefit:** Your society has a long history of mixing cultures and has served as the melting pot for 1 or more in the past. You can choose a cultural influence from the listed culture (or cultures).

## MERCANTILE BIRTHRIGHT

**Cultural Influence Cost:** 1

**Benefit:** Your culture blends business seamlessly with life, treating business and the art of moneymaking a pursuit of life. Add a +10 bonus with Business skill checks. Take 5 business contacts you have at 50 Trust. Split 20 skill ranks (minimum 1 in each) Accounting [Know], Business, Crime, Intel, Social and Underworld. You can take **Mercantile Traditions** or **Recognized** as cultural influences.

## MERCANTILE PURSUITS

**Cultural Influence Cost:** 2

**Benefit:** Your culture focuses heavily on business and socio-economic knowledge and applying it to every situation. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to one of Business, Intel or Social as long your chosen skill is skill rank 75 or less.

## MERCANTILE TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** A long history of mercantile traditions has provided a deep store of business knowledge. Add a +5 bonus with Business skill checks. Add 2 business contacts you have at 50 Trust. Split 10 skill ranks among Accounting [Know], Business, Crime, Intel, Perform (any), Social or Urban. You can choose **Mercantile Birthright** as a cultural influence.

## MERCENARY CUSTOMS

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a long history of mercenary tradition. Split 15 skill ranks among Military, Weapon (any specialization), Lorica (any specialization), Shield, Combat or Missilery. You can also speak one additional language and put 5 skill ranks in three cultures.

## Merü Heritage

**Cultural Influence Cost:** 1

**Benefit:** The Merü are tribesmen who wander across the wild northern wastelands. They are mercurial, wild and robust, moving with the pace of the world, ignorant of any other timepiece. The history of Kovolla is not far removed from the wildness of this tribal existence and raised with such knowledge you know of the Merü, their history, culture and tongue (Merü History +20, Merü Culture +20 and their language, Nael). Add Wilderness +5, Katar [Weap] +3, Dart [Weap] +3 and Ceremony +3. In addition to the cultural influences listed under your culture, you can choose **Amoral Tendencies, Hot Blooded, Ruthless, Superstitious, and Tribal** as a cultural influence.

## MICKLEBACK DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Mickleback Mountain Dwarves of Arduin are famous for their stone, liquor and people. A long established line of proud people these Dwarves have figured powerfully in every major and minor even in Arduin's history. You know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker, Martial Art (Amak Gorgas), Community Spirit** and **Industrious Outlook** as cultural influences. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and the Old Dwarven tongues instead. You gain **Mountain Born** for free. You can choose **Engineer Birthright, Heritage of Perseverance, Heroic Heritage, Military Heritage, and Rich Crafting Legacy** as cultural influences.

## MILITARY HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a long history of military tradition and warfare. Add a +10 bonus to Military skill checks. Split 15 skill ranks among Military, Combat, and Logistics [Know]. You can choose **Battle Mandate** and **Military Pursuits** as cultural influences.

## MILITARY PURSUITS

**Cultural Influence Cost:** 2

**Benefit:** Your culture focuses heavily on military and tactical knowledge and applies it to every opportunity or situation. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to 1 of Combat, Guard, or Military as long your chosen skill is skill rank 75 or less.

## MISSILEER BIRTHRIGHT

**Cultural Influence Cost:** 1

**Benefit:** Your culture is famed for its missileers and this reputation as the best is deeply interwoven into your culture. Add a +10 bonus with Missilery skill checks. Split 10 skill ranks among Missilery, Combat and culture's missile weapon. Start with a high quality version of your culture's missile weapon for free.

## MISTY ISLES HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Raised properly in the Misty Isles traditions and have Misty Isles Culture +20, Misty Isles History +20, Amazon Culture, and the Amazonian tongue. Add Military +3 and Nautical Lore +2. You can choose **Maritime Heritage**, **Military Heritage**, **Privateer Heritage**, or **Renaissance** as cultural influences.

## MONARCHY

**Cultural Influence Cost:** 1

**Benefit:** The monarchy governing system is a powerful influence in your culture. Add +15 to your nation's history and culture. Split 20 skill ranks (minimum 1 in each) over the Business, Social, Intel, and Urban skills. Add +10 to Wealth. You can choose **Citizenship** and **Passionate Spirit** as cultural influences.

## MOUNTAIN BORN

**Cultural Influence Cost:** 1

**Benefit:** You know the mountain ranges, their temperament, idiosyncrasies and danger. You start with the secret of Terrain Familiarity (Mountains) listed under the Wilderness skill.

## MYRMYDIOSIAN GNOME

**Cultural Influence Cost:** 1 (2 for a Gnome)

**Benefit:** The Myrmydiosian Gnomes are stubborn and hard headed but less mercenary than other gnomes. They are still suspicious of others, especially anyone with interest in their secrets but not to the normal extent of paranoia. You know the Low Gnome tongue and have Business +3, Social +5, and Urban +3. You can choose **Amoral Tendency**, **Citizenship**, **Community Spirit**, **Engineer Traditions** and **Suspicious Survivalist** as cultural influences. If you are a Gnome, add a +5 bonus to Business and Engineer skill checks. Gain **Mountain Born** for free. You can choose **Cultural Fame (Engineer)**, **Engineer Birthright**, **Urban Wisdom**, and **Well Educated** as cultural influences.

## NAPHALÖÉ

**Cultural Influence Cost:** 2

**Benefit:** You were raised in the Naphalöé traditions and have been broken and remade by its harsh history and even more brutal traditions of survival. Independence must be gained and maintained at any cost, even be it by sacrificing your own humanity for savagery. It is better in all ways to be feared than to be understood. Racial purity must be maintained at all costs lest the horror of the past relive. Failure is impossible for Naphalöéan and never considered. You are highly bigoted, snobbish to all races, even other Amazons. Males are treated with repugnance if even noticed. Add Naphalöé History +35 and Naphalöé Culture +30. You have a half strength (-10/+5) version of **Cultural Bigotry** towards ALL races or cultures except Naphalöé but suffer a -30 penalty to mature Contacts and Connections. Naphalöé are tutored in the arts of war: Military +5, Shield +5, Spear Weapon Class +5, and Guerilla Warfare [Know] +5. You can choose **Cultural Confidence**, **Ruthless** or **Recognized** as cultural influences.

## NATIONAL ABHORRENCE

**Cultural Influence Cost:** 1

**Benefit:** Your culture views some concept, circumstance, object, entity, etc. with violent and aggressive antipathy.

**Arcane** abhorrence is a loathing and distrust of things magikal, specifically the arcane matters of mages and runeweavers. Other types of magik, technology and psychic power are generally distinguished from arcane matters though a GM may rule otherwise depending on the situation. Add a +50 bonus to MD against such magik is gained but you suffer a -30 penalty to Arcanalog, Cast, and Channel skill checks.

**Religious** abhorrence is a loathing and distrust of religion; refers specifically to the religious matters of priests, druids, saints, witch hunters and paladins. Other types of magik, technology and psychic power are generally distinguished from religious matters though a GM may rule otherwise. Add a +50 bonus to MD against religious magik but you suffer a -30 penalty to Pneuma, Entreaty, and Channel skill checks.

**Technological** abhorrence is a loathing and distrust of technology; refers specifically to the techno profession and can include those who manufacture or use more than TL 2 items. Add a +20 bonus to any Save or DEF against technological effects but suffer a -30 penalty to Engineer, Mechanic, and Manufacture.

## NATIONAL CHARGE

### Cultural Influence Cost: 1

**Benefit:** Your nation holds one charge or civic duty above all others, something so profound it is woven into the fabric of your nation's social conscious. You know the history of this charge well (relevant History + 40) and when in pursuit of your charge you gain a + 5 bonus to all rolls directly involving it and the Courage status. When you are no longer working directly with this charge, the above fades away. However, if you fail in your charge or fail to take up the charge you suffer a -10 penalty to all rolls (relating to your charge or not) and the Disturbed condition until you make amends.

## NATIONAL PRIDE

### Cultural Influence Cost: 1

**Benefit:** The deep and rich history of your land provides a great source of pride and strength. People of your land feel a powerful overwhelming feeling when it comes to their nation. Pick up to 3 ideals or circumstances defined by your nation's culture or history. Perhaps it is the sight of your land's flag, the remembrance of a fallen hero or the ideal of freedom. Whenever you can align your actions to 1 of your chosen ideal/circumstance (GM adjudicates) you are affected by the Courage Status.

## NOBILITY

### Cultural Influence Cost: 1 – 3 (see below)

**Benefit:** Your culture has clear cut nobility. Nobility falls into the categories of Landless (costs 1), Minor (costs 2), Low (costs 3) when you take this influence. You can choose **Cultured**, **Inheritance (small)**, **Recognized** and **Renaissance** as cultural influences.

**Landless Noble** begins with the social motif *Titled* (which cannot be lost). Add + 50 to starting wealth.

**Minor Noble** begins with the social motifs *Titled* and *Respected* (which cannot be lost). Add + 30 to starting wealth.

Upgrade your Wealth rating to Gold Wealth.

**Low Noble** begins with the social motifs *Acknowledge*, *Titled* and *Respected* (which cannot be lost). Add + 50 to starting wealth. Upgrade your Wealth rating to Gold Wealth. You can choose **Inheritance (Modest)** as a cultural influence.

## OCCTRIXIT HERITAGE

### Cultural Influence Cost: 1

**Benefit:** The Occtrixit were a dark people with shadowed, restless souls who entered the world via a black, seething nexus that lit the eastern sky of Khaora for nearly a month. The Occtrixit were not of this world and this cold, nearly emotionless people bathed the coast in blood and magic, carving for themselves an empire. But not one to last. Their dominion lasted less than 50 years before plummeting into utter ruin, one so complete that little remains. The long history of Chund remembers those days: you know of the Occtrixit, Occtrixit History + 20, Occtrixit Culture + 20 and their language, Searvxit. Spread 15 skill ranks of your choice among Arcanology, Demon Lore [Know], and Nexus Lore [Know]. You can choose **Amoral Tendencies**, **Ruthless** or **Recognized** as cultural influences.

## OURAI-AII PADHA-HHA

### Cultural Influence Cost: 1 (2 for Padha-Hha)

**Benefit:** Since the flight from Jookhal-Khun, the Ourai-Aii clan has fought to maintain their culture. A child of such traditions you are sensitive to rank and social status but blunt to the point of rudeness. Curiosity is disliked and searching beyond the presentation of the norm is weird. You are slow to temper but when aroused fearsome. You know the Pandasha language, seek no other deity but Amarydion, know the cultural weapons and armor of the Padha-Hha – Lho-Zhar-Ha + 5, Yoe-Ukai + 5, Pushokk-ah + 5, and Hoja-Pai + 5. You can choose **Citizenship** and **Heritage of Perseverance** as cultural influences. If you are Padha-Hha, add a + 10 bonus to Social and Self Control skill checks. Add a + 10 advancement bonus to the Self Control skill.

## PANDOORIS HERITAGE

### Cultural Influence Cost: 1

**Benefit:** The Pandooris were a prolific, emotional people who dominated the east coast of Khaora. They lived life with oceanic zest, consumed by a driving need to construct and an abiding love for art in all its myriad expressions. You know of the Pandoori: Pandoori History + 20, Pandoori Culture + 20 and their language, Pandoori. Spread 10 skill ranks of your choice among the Perform specializations skills; add Architecture [Know] + 5 and Stonework [Know] + 5.

### **PASSIONATE SPIRIT**

**Cultural Influence Cost:** 1

**Benefit:** You have an internal driving passion that is overwhelming and rules all your actions. You can designate one roll to add a +5 bonus as an outlet of this passion. You can change this roll anytime, up to once per melee round but must declare it before the roll.

### **PLAINS BORN**

**Cultural Influence Cost:** 1

**Benefit:** You know the wide ranging plains, their temperament, idiosyncrasies and secrets. You have Terrain Familiarity (Plains) from the Wilderness skill.

### **PLAINS DWELLER**

**Cultural Influence Cost:** 2

**Benefit:** Home is the plains, the wide open sky, waving grasses and gently rolling hills. Its influence touches all your life, building a sense of boundless energy, freedom of spirit and limitless reach. Add +10 to nation's culture and history. You gain **Plains Born** for free. Split 15 skill ranks among Athletics, Clandestine, Recon, and Wilderness skills. You can choose **Athleticism**, **Border Life**, **Individualist Nature** and **Storytelling Traditions** as cultural influences.

### **PLUTOCRACY**

**Cultural Influence Cost:** 1

**Benefit:** The plutocratic governing system is a powerful influence. Add +15 to your nation's history and culture. Split 20 skill ranks (minimum 1 in each) among Business, Marketing [Know], Social, Intel, and Urban skills. Add +10 to Wealth. You can take **Citizenship**, **Mercantile Traditions** and **Recognized** as cultural influences.

### **PLUTOCRATIC MAGOCRACY**

**Cultural Influence Cost:** 1

**Benefit:** This form of governing is a heavy influence. Add +3 skill ranks to Social, Business, and Orate [Perf]. Add +15 to your nation's history and culture. Split 20 skill ranks (minimum 1 in each) over the Arcanology, Business, Social, and Intel skills. Add +20 to Wealth. You can take **Arcane Heritage**, **Mercantile Traditions** and **Recognized** as cultural influences.

### **POLITY**

**Cultural Influence Cost:** 1

**Benefit:** The polity governing system is a powerful influence. Add +10 to your nation's history and culture. Add a +5 bonus to Orate [Perf] skill checks. Split 20 skill ranks (minimum 1 in each) over the Social, Intel, Orate [Perf], and Urban skills. You can take **Citizenship**, **Community Spirit**, **Passionate Spirit** and **Renaissance** as cultural influences.

### **PRIVATEER HERITAGE**

**Cultural Influence Cost:** 1

**Benefit:** Culture has a long and colorful history of privateering in the name of its ruler. You have a +5 bonus with Wilderness skill checks while on water. Split 15 skill ranks (minimum 1 skill rank/each) across Nautical Lore [Know], Wilderness, Underworld, Crime, Intel, and Clandestine skills. You can choose **Maritime Heritage**, **Recognized**, **Ruthless**, and **Salt in your Blood** as cultural influences.

### **QUAWIMA HERITAGE**

**Cultural Influence Cost:** 1

**Benefit:** The Quawima were a strong culture of many races who dominated the east coast of Khaora. They were consumed with conquest, a desire to have their acts remembered, and a love of art in all its many forms. You know of the Quawima: Quawima History +20, Quawima Culture +20 and their language, Quawimam. Spread 20 skill ranks among the Perform specializations skills, Architecture [Know], and Stonework [Know] +5. You can choose **Military Heritage**, **Battle Mandate** and **Passionate Spirit** as cultural influences.

## QUORN MOUNTAIN GNOME

**Cultural Influence Cost:** 1 (2 for a Gnome)

**Benefit:** The Quorn Gnomes dwell in eastern Malgoreem along the border with Viruelandia. More open and gregarious than the norm, they have a deep hatred for Viruelandia and have suffered under their rule. You know the Low Gnome tongue and Business +2, Crime +2, Social +3, Urban +2 and Wilderness +2. You can choose **Amoral Tendency**, **Ancestral Hatred (Viruelandia)**, **Community Spirit**, **Cutthroat Society**, and **Suspicious Survivalist** as cultural influences. If you are a Gnome, add a +5 bonus to Business and Crime skill checks. You get **Ruthless** for free. You can take **Cultural Fame (Avaricious)**, **Urban Wisdom**, and **Well Educated** as cultural influences.

## RAE-ZANT KHAI SHANG

**Cultural Influence Cost:** 1 (2 for Khai Shang)

**Benefit:** Khai Shang attracted to the Chorynth see a kindred spirit in the people there. Otherwise they differ little than the norm socially. You know the Shangu language and have Combat +5 and Kyril [Weap] +5, Bolos [Weap] +5, and Kukri [Weap] +5. You can choose **Military Pursuits** and **Warrior Tradition** as cultural influences. If you are Khai Shang, add a +5 bonus to Athletic and Combat skill checks. You gain **Athleticism** and **Cultural Fame (Duelist)** for free.

## RECOGNIZED

**Cultural Influence Cost:** 1

**Benefit:** You have done something in the past that has rendered you honors and fame. You begin with a Social Motif that you can qualify for of your choice and add +30 to any starting Wealth.

## RELIGIOUS HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a deep and abiding heritage of religious influence that has provided an array of religious knowledge and know-how. Split 10 skill ranks among Pneuma, Religion [Know], and (your culture's) Mythology [Know]. If you take the Priest or Paladin professions, add a +5 skill ranks to your Profession skill. If you select a Saint or Witch Hunter Path, you can use this cultural influence to take either without giving up a Profession option.

## RELIGIOUS MANDATE

**Cultural Influence Cost:** 1

**Benefit:** Your culture feels a social right exists for them to export their religious beliefs to other nations and people, to proselytize, to sway other nations and peoples to their religion. This sense of destiny allows you to designate another nation, race or social entity and gain a +10 bonus to skill checks against them. You can take this bonus only once per melee round to a single skill check. The target of this cultural idiosyncrasy must be a declared nation or people designated by your culture and religion to qualify.

## RELIGIOUS PURSUITS

**Cultural Influence Cost:** 2

**Benefit:** Your culture is strongly religious and this theme echoes across all social levels. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to 1 of Pneuma, Orate [Perf] or Social as long the skill you choose is skill rank 75 or less.

## RELIGIOUS TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** A long history of religious traditions has provided a deep store a powerful religious grounding. Add a +10 bonus with Pneuma skill checks. You can give up 2 cultural influences and begin with a Pneuma secret if you can meet the secret's prerequisites.

## RENAISSANCE

### **Cultural Influence Cost: 1**

**Benefit:** Your society invests a lot of energy into advancement and has a broad breadth of exposure new and old knowledge. Add +1 TL. Spread 10 skill ranks across any number of skills of your choice. You can choose **Community Spirit, Individual Path, National Pride, & Recognized** as cultural influences.

## RHINGALOREAN BIRTHRIGHT

### **Cultural Influence Cost: 1**

**Benefit:** The Rhingalorean nation was a thriving powerful one that controlled the stretch of the Heaven Wall and Pylomere Mountains as well as most of the present day Withered lands region. They were master crafters, builders and artisans, with an enduring love of creation in all forms. You are heir to the Rhingalorean culture and know their history and culture (both +30) but are truly children of their art. You have a +5 bonus with all Ceremony, Channel, Eldarin, and Manufacture skill checks. You can elect to give up +1 cultural influence to make the above bonus +10 (you can only do this once). You can choose **Renaissance, Rhingalorean Heritage, Rhingalorean Legacy, and Technological Legacy** as cultural influences.

## RHINGALOREAN HERITAGE

### **Cultural Influence Cost: 1**

**Benefit:** The Rhingalorean nation was a thriving powerful one that controlled the stretch of the Heaven Wall and Pylomere Mountains as well as most of the present day Withered lands region. They were master crafters, builders and artisans, with an enduring love of creation in all forms. Take Rhingalorean History +20, Rhingalorean Culture +20, Architecture [Know] +5, and Stonework [Know] +5. Spread 15 skill ranks among Ceremony, Manufacture specializations, and Knowledge areas of study relating to crafting or designs. You can choose **Rhingalorean Birthright** and **Rhingalorean Legacy** as cultural influences.

## RHINGALOREAN LEGACY

### **Cultural Influence Cost: 1**

**Benefit:** The Rhingalorean nation was a thriving one that controlled the stretch of the Heaven Wall and Pylomere Mountains as well as most of the present day Withered Lands. They were master crafters, builders and artisans, with a love of creation in all forms. Your culture has stolen vast amounts from this ancient nation and made it your own. Add a +5 bonus to Manufacture skill checks. You may elect to give up 1 cultural influence & begin with a Manufacture secret if you can meet the secret's prerequisites. You can choose **Rhingalorean Birthright** and **Rhingalorean Heritage** as cultural influences.

## RICH CRAFTING LEGACY

### **Cultural Influence Cost: 1**

**Benefit:** Your culture is rich with forming, crafting and manufacturing objects, works of art and other branches of crafting knowledge. Add a +5 bonus to Manufacture skill checks. Add a +5 bonus to Manufacture skill checks. Split 15 skill ranks in Knowledge areas of study relevant to crafting or construction.

## RIVER FOLK

### **Cultural Influence Cost: 2**

**Benefit:** Your home is the river, its sprawling waterways, green banks and the singsong sound of its movements. Life on the river is both relaxing and tranquil and full of vigor, excitement and money. Dance, music and enjoyment are important concepts to you. Like the river you flow from one to another taking on the aspect necessary for the path of life in front of you. Add +10 to nation's culture and history. You gain the **Maritime Heritage** for free. Split 15 skill ranks among Business, Crime, Perform (any specialization) and Social skills. You can choose **Privateer Heritage, Salt in your Blood** and **Storytelling Traditions** as cultural influence.

## ROO-ANAI THROON

**Cultural Influence Cost:** 1 (including for Throon)

**Benefit:** Roo-anai are atypical Throon with a greater love of silver over all other metals and body decoration than the norm. Otherwise they differ little than the norm socially. You know the Throon language & are tutored in Throon battle tactics. You have Combat +5, Impact Bladed & Heavy Throwing Arms weapon classes +5, and Shield +5. You can choose **Military Pursuits** or **Martial Art (Thugga-Aspa)** as cultural influences. If you are Throon, add a +5 bonus to Athletic and Combat skill checks. You gain **Mountain Born** and **Ruthless** for free.

## RUNWEAVER BIRTHRIGHT

**Cultural Influence Cost:** 1 (see below)

**Benefit:** Your culture is rich with runeweaving tradition and knowledge. You have a +5 bonus to Channel and Eldarin skill checks. You can give up +1 cultural influence to make the above bonus +10 (you can only do this once). Runeweaver profession or Rune Singer path, add a (one-time) +10 bonus to the Profession/Path skill. You can choose **Runeweaver Legacy** and **Runeweaver Traditions** as cultural influences.

## RUNWEAVER LEGACY

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a vast store of Runeweaver knowledge. Add a +10 bonus to Eldarin skill checks. You can give up 2 cultural influences and begin with an Eldarin secret if you can meet the secret's prerequisites.

## RUNWEAVER TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** You have delved deeply into the ancient traditions of the Runeweavers. Take Arcanalog +5, Ceremony +5, Runeweaver Culture +20 and History +20. Runeweaver profession or Rune Singer path, add Eldarin +5. You can choose **Runeweaver Birthright** or **Runeweaver Legacy** as cultural influences.

## RUTHLESS

**Cultural Influence Cost:** 1

**Benefit:** Your society holds no place for ethics, values or morals. Add a +30 bonus to skill checks or rolls against emotional states or effects and take Self Control +5. You can take **Amoral Tendency** as a cultural influence.

## Saka Heritage

**Cultural Influence Cost:** 1

**Benefit:** The Saka are feral, cold weather tribesmen who wander across the wild northern wastelands and trackless mountain steppes. They are mercurial and wild, moving with the pace of the world, ignorant of any other timepiece. Raised to fight and test their mettle against the world and its denizens, the Saka live to live without regard or regret. Raised in such traditions, you know Saka History +20, Saka Culture +20 and their language, Saka). Add Wilderness +5, Spear [Weap] +3, Dart [Weap] +3 and Pnuema +5. In addition to the cultural influences listed under your culture, you can choose **Hot Blooded, Ruthless, Spiritual Heritage, Superstitious, and Tribal** as a cultural influence.

## SALT IN YOUR BLOOD

**Cultural Influence Cost:** 1

**Benefit:** The open waters of the ocean, the river ways and lakes – it doesn't matter – they are your home. You start with the secret of Terrain Familiarity (Ocean) listed under the Wilderness skill.

## SARKESHI HERITAGE

### Cultural Influence Cost: 1

**Benefit:** The Sarkeshi were a hot tempered, emotional people who dominated the northeast coast of Khaora. They came from the Kurjian peoples of the desert and made their way out of the desert to dominate the greener lands of the coast. They lived life with oceanic zest and were characterized as a wild, fierce, cruel and headstrong people. You know of the Sarkeshi: Sarkeshi History +20, Sarkeshi Culture +20 and their language, Sarkesh. Spread 15 skill ranks among Crime, Ride, and Perform (any specialization). You can choose **Aristocracy**, **Hot Blooded** and **National Pride** as cultural influences.

## SELF TAUGHT

### Cultural Influence Cost: 1

**Benefit:** Your culture nurtures a strong sense of independent learning and has endeared an autodidactic, take charge mindset. Apply 20 skill ranks to any number of skills but you can place no more than 5 skill ranks in any one skill. You can give up 1 cultural influence and gain a +10 advancement bonus to a skill of choice.

## Shattered Moon Knoblin

### Cultural Influence Cost: 1 (2 for a Knoblin)

**Benefit:** The Shattered Moon Knoblins fight a deadly battle for survival in Khorkhroé. Forced from the deep caves they survive in the high caves on Shattered Moon Mountain, well beyond what the Khorkhroéns choose to easily ascend. Brought up in this way of life, you know the Knoblin tongue and are schooled by life to survive. You have Clandestine +5, Crime +3, Social +3, and Wilderness +3. In addition to the cultural influences listed under your culture, you can choose **Ancestral Hatred (Dwarf)**, **Ancestral Hatred (Gnome)**, **Community Spirit**, and **Suspicious Survivalist** as a cultural influence. If you are a Knoblin, add a +5 bonus to all Clandestine and Wilderness skill checks and the cultural influence **Beast Tamer (Grey Cave Spider)** for free. Add to the cultural influences listed above you can take **Border Life**, **Individual Path**, and **Mountain Born** as a cultural influence.

## SHELL BACK GNOLLS

### Cultural Influence Cost: 1 (2 for a Gnoll)

**Benefit:** The great Shell Back Wood is a wild, lawless place and the Gnolls are among the wildest of the feral, savage in a way that gives even Death Ogre pause. Brought up in this life, you know the Gnoll tongue and have evolved to survive. You have Combat +3, Crime +3, Wilderness +5 and Claw [Weap] +5. You can take **Amoral Tendency**, **Border Life**, **Ruthless** and **Suspicious Survivalist** as cultural influences. If you are a Gnoll, add a +3 bonus to critical chances with Claw [Weap] attacks. You can choose **Tribal** and **Warrior Traditions** as cultural influences.

## SHELL BACK ORCS

### Cultural Influence Cost: 1 (2 for an Orc)

**Benefit:** The great Shell Back Wood is a wild, lawless place and the Orcs who live there have learned to become the most savage in order to survive. Brought up in this life, you know the Orc tongue and are schooled by life to survive. Combat +2, Crime +3, one weapon class +3, Shield +2, and Wilderness +5. You can choose **Amoral Tendency**, **Martial Art (Mul-Llu)**, **Ruthless** and **Suspicious Survivalist** as cultural influences. If you are an Orc, add a +10 bonus to Wilderness skill checks. You can take **Border Life**, **Mountain Born**, and **Tribal** as cultural influences.

## SILAVIRA

### Cultural Influence Cost: 2

**Benefit:** Silavira is the west most of the Amazon motherland states. Silavirans believe that in unity lies strength and place the exchange of ideas and ability to depend on one another as guiding ideals. 3 things are said to give strength: the birth of many daughters, prowess in battle and the power of a woman's name, something built only in the deeds, life and adventure. Open and frank, you, like other Silavirans form no marital bonds but freely share and look upon other races with great openness. You speak Silavira, a variation of the Amazon tongue and know your history well: Silavira History +20 and Silavira Culture +20. You have Shield +2, Spear Weapon Class +3, Beast Ken +2, Short Sword +1, and Crossbow +1. You begin with **Community Spirit** for free. You can take **Cultural Confidence** and **Recognized** as cultural influences.

## SILVER SHANG ELF

**Cultural Influence Cost:** 1 (3 for Wood Elves)

**Benefit:** During the Nexus Wars, Elven families moved northward from Arduin into the Silver Shang forest to join other kin and the Faerie. While some returned to Arduin when the Nexus Wars ended those who remained founded the Höhenaré nation from the ashes of that war. Add Höhenaré Culture and History +15, Arduin Culture and History +10, Wood Elf Culture +20, Wood Elf History +20, and the Low Elven language. You can choose **Arcane Legacy**, **Arcane Birthright** and **Athleticism** as cultural influences. If you are Wood Elf, use Höhenaré History and Culture +20, Arduin History and Culture +20, Wood Elf Culture +40, Wood Elf History +40, Low Elven and the High Elven tongues instead. You gain **Arcane Birthright** and **Warrior Birthright** for free. You can take **Faerie Heritage (Seelie)**, **Military Pursuits**, **Magical Pursuits** and **Runeweaver Traditions** as cultural influences.

## SILVER URUKK

**Cultural Influence Cost:** 1 (2 for Urukk)

**Benefit:** In the Silver Mountain Wood, only the most dangerous survive and only those by their wits and weapon skills. Life is not measured in riches but in the rich blood of your foes spilled on the ground and the sharpness of your weapons. All else is worthless, like emotion, a thing of contempt and weakness. You know the Urukk language and are tutored in the Urukk arts of war. Military +5, Combat +5, two weapon classes +5, and Lorica (Chain) +5. You can take **Cultural Confidence**, **Martial Art (Mlu-Kjuk)**, **Ruthless** and **Warrior Traditions** as cultural influences. If you are Urukk, add a +5 bonus to Military and Combat skill checks. You gain **Amoral Tendencies** for free. You can take **Battle Mandate**, **Military Heritage**, and **Military Pursuits** as a cultural influences.

## Skorhrzaki Shinda-Khai

**Cultural Influence Cost:** 1 (2 for a Shinda-Khai)

**Benefit:** The desert nation has little interaction with other nations but the influence of its culture has entered other nations. You know Skorhrzaki Culture +30, Skorhrzaki History +5, Social +5, and the Centaur language. In addition to the cultural influences listed under your culture, you can choose **Community Spirit**, **Individual Path** and **Industrious Outlook** as a cultural influence. If you are Shinda-Khai, use Skorhrzaki Culture +45, Skorhrzaki History +15, Social +10, and Centaur and the Saurig tongues instead. You gain the cultural influence **Desert Born** for free and in addition to the cultural influences listed above you can take **Cultural Confidence**, **Heritage of Perseverance**, and **Virtuous Heritage** as cultural influences.

## SKULL TREES ORC

**Cultural Influence Cost:** 1 (2 for an Orc)

**Benefit:** The Orcs in Arduin have constantly fought with the Arduin people. Their lot is a harsh, brutal one and only the best survive and only those by their wits, mob or guerilla tactics and bloody savagery. To survive is to be more cunning or to outnumber your opponent. Skull Trees Orcs have a chaotic but militant society. Brought up in it, you know the Orc tongue and are schooled by life to survive. Add Combat +3, Military +3, one weapon class +3, Shield +3, and Wilderness +5. You can choose **Amoral Tendency**, **Martial Art (Mul-Llu)**, **Ruthless** and **Suspicious Survivalist** as cultural influences. If you are an Orc, add a +5 bonus to Wilderness skill checks. Take **Cutthroat Society** for free. You can choose **Border Life**, **Forest Born**, and **Tribal** as cultural influences.

## SLAVING HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a long heritage of slaving activity and sees slaves unequal, an economic resource, or a social niche. You are trained at the capture and enslavement of beings. Add a +5 bonus to Crime skill checks. When you make a Covert Action (Clandestine), Ambush (Combat) or Truss (Crime) add a +20 bonus to the skill check. You can give up 1 cultural influence and get the Crime secret of Cosh. You can take **Amoral Tendency** and **Ruthless** as cultural influences.

## SOCIAL MOBILITY

**Cultural Influence Cost:** 1

**Benefit:** Your society instills a belief that your place in society is changeable and the right amount of work, fame, circumstance or application can make an upward (or downward) change. Add a +5 bonus to Social skill checks. When maturing contacts or connections add +5 to rolls to build Trust and +2 to Trust gains. Add +10 to rolls for a Social Motif and +3 to all Fame gains.

## SORPHALAZ

### Cultural Influence Cost: 2

**Benefit:** The southern land of the Amazon Motherland, Sorphalaz has known less warfare than the other Amazon states but has forgotten nothing of its warrior past. Sorphalazians are very tolerant, accepting other races easier, even mating and interbreeding. The land has strong aristocratic influences though the queen's authority is absolute. In keeping with tradition, all citizens are trained warriors and Sorphalazians spend a lot of time fighting and debating the course of their nation. In keeping with history, Sorphalazians revere wolves and respect dragons highly, seeing themselves as descendants of both. Sorphalazians speak two of the following languages: Low Elven, Hobbitt, Kobbitt or Khai-Zirin and Sorphalaz History +25 and Sorphalaz Culture +25. Sorphalazians also have Shield +1, Spear +1, Military +2, and Long Bow +1. You begin with **Aristocracy**. You can choose **Cultural Confidence**, **National Pride** or **Recognized** as cultural influences.

## SPIRITUAL HERITAGE

### Cultural Influence Cost: 1

**Benefit:** Your society has a great deal of folk lore, heritage, traditions and ceremonies concerning the spirits, animism and spiritualism. Medicine Men, healers and Druids are very highly regarded. Add a +10 bonus to Ceremony skill checks. Split 15 skill ranks among the (your culture's) Folk Lore [Know], Pneuma or Ceremony skills. You can choose **Courtly Ceremony**, **Storytelling Traditions**, and **Superstitious** as cultural influences.

## STORYTELLING TRADITIONS

### Cultural Influence Cost: 1

**Benefit:** Your culture is renown for storytelling and many come from far and wide to hear them speak, tell tales and heroic exploits. Add a +5 bonus to Perform skill checks. Split 15 skill ranks among Oration [Perf], Act [Perf] and Theater [Perf]. Add +10 to Wealth.

## SUN FIRE HOBBITT

### Cultural Influence Cost: 1 (2 for a Hobbitt)

**Benefit:** The Sun Fire Hobbits dwell on the Sun Fire River using its high banks and the gentle hills bordering it for their homes. Diminutive in size they are giants in heart, fierceness and internal will. Life on the Sun Fire has taught them organization and to be fast on their feet, something they have used to survive the many incursions of Viruelandia forces. Brought up in this way of life, you know the Hobbitt tongue, how to work as a team and to take advantage of others. You have Acrobatics +1, Athletics +2, Crime +2, Military +2, Social +3, and Urban +2. You can take **Ancestral Hatred (Viruelandia)**, **Citizenship**, **Community Spirit**, **Military Heritage**, and **National Pride** as cultural influences. If you are a Hobbitt, add a +5 bonus to all Military and Acrobatic skill checks. Get **Determined** for free. You can take **Cultural Fame (Warrior)** and **Military Traditions** as cultural influences.

## SUN SHROUD GNOME

### Cultural Influence Cost: 1 (2 for a Gnome)

**Benefit:** The Sun Shroud Gnomes dwell in southern Bossalian along the border with Falohyr. They are even more mistrustful, belligerent, mercenary, and obsessive than the norm. Historically they have a vast hatred for Falohyr and the Amarydion religion having suffered vastly at their hands in the past. Brought up in this way of life, you know the Low Gnome tongue and are schooled by life to survive. You have Business +5, Crime +3, Social +3, and Urban +2. You can take **Amoral Tendency**, **Ancestral Hatred (Falohyr)**, **Community Spirit**, **Cutthroat Society**, and **Suspicious Survivalist** as cultural influences. If you are a Gnome, add a +5 bonus to Business and Crime skill checks. Gain **Ruthless** for free and you can take **Cultural Fame (Avaricious)**, **Urban Wisdom**, and **Well Educated**.

## SUPERSTITIOUS

### Cultural Influence Cost: 1

**Benefit:** Your society has a deep undercurrent of folk tales, mythology, and supernatural lore using charms, curses, omens and portents. Split 20 skill ranks (with at least 1 in each) among (your culture's) Folk Lore [Know], Pneuma, Curses [Know], and Religion [Know]. You can choose **Storytelling Traditions**.

### SUSPICIOUS SURVIVALIST

**Cultural Influence Cost:** 1

**Benefit:** Paranoia and suspicion is a way of life. Add +30 to PER and +30 to Detect Ambush (Combat). Add a +5 bonus to Recon and Intel skill checks.

### SWAMP BORN

**Cultural Influence Cost:** 1

**Benefit:** The swamp, moors and lowland fens are your home. You start with the secret of Terrain Familiarity (Swamp) listed under the Wilderness skill.

### TECHNOLOGICAL LEGACY

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a rich store of technological knowledge and applies it as a fact of life. Add +2 TL and spread 15 skill ranks (minimum 1 skill rank in each) among Engineer, Mechanic, Physics [Know], Chemistry [Know], Explosives [Know], Metallurgy [Know], Biology [Know], and Mathematics [Know].

### THOUSAND EYES URUKK

**Cultural Influence Cost:** 1 (2 for Urukk)

**Benefit:** In the mountains, only the strong survive, by their wits and weapon skills. You care little for riches but strive to fulfill your deep need to win, no matter the cost. Your family is the militant group you belong to; blood ties are irrelevant. Only 3 things command respect: prowess in battle, loyalty to one's superiors and the steadfastness of comrades. All else is dust. Mercy is weakness, harshness is a kindness and emotions are weapons of the enemy. You are highly bigoted, without much regard for anyone. You know the Urukk language, Military +5, Combat +5, 2 weapon classes +5, and Lorica (Chain) +5. You can choose **Cultural Confidence**, **Martial Art (Mlu-Kjuk)**, **Ruthless** and **Warrior Traditions** as cultural influences.. If you are Urukk, add a +5 bonus to Military and Combat skill checks. You gain **Amoral Tendencies** for free. You can choose **Battle Mandate**, **Military Heritage**, and **Military Pursuits** as cultural influences.

### Thralian Heritage

**Cultural Influence Cost:** 1

**Benefit:** The influence of Thrale is stamped strongly on your nation. You have Thrale Culture +20, Thrale History +20, and the Thralian tongue. Add Art [Perf] +2, Military +3, Social +1, and Falchion [Weap] +2. In addition to the cultural influences listed under your culture, you can choose **Determined**, **Heroic Heritage**, **Military Heritage**, **Missileer Birthright**, and **Warrior Traditions** as a cultural influence.

### THRAXNOR DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Thraxnor Dwarves of Viruelandia are famous for their stubbornness, liquor and fighting talent. A long established line of proud people these Dwarves have featured powerfully in Viruelandia's history. Raised in this tradition, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker**, **Determined**, **Industrious Outlook** and **Martial Art (Amak Gorgas)** as cultural influences. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and the Old Dwarven tongues. You gain **Mountain Born** for free. You can take **Engineer Birthright**, **Heritage of Perseverance**, **Heroic Heritage**, **Military Heritage**, and **Rich Crafting Legacy** as cultural influences.

## **Tremble Heart Dwarves**

**Cultural Influence Cost:** 1 (2 for Dwarves)

**Benefit:** No matter who held the land above, the land below has always belonged to the Tremble Heart Dwarves. Nations have passed and yet the Dwarves have endured, avoiding all who dwelled above and shutting off any attempt to enter or even contact their realm. Only in the last 100 years has this changed and the Tremble Heart Dwarves have broken from their isolation to cautiously interact with the realm above. Nominally a part of Cyndyra, the autonomous Tremble Heart Dwarves vehemently reject that Cyndyra has any power over their nation. Raised in such traditions, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. In addition to the cultural influences listed for your nation, you can choose **Able Drinker**, **Martial Art (Amak Gorgas)**, **Community Spirit** and **Industrious Outlook** as a cultural influence. If you are Dwarven, use Dwarven Culture +40, Dwarven History +40, Dwarven and the Old Dwarven tongue instead. You gain the cultural influence **Mountain Born** and **Superstitious** for free and in addition to the cultural influences listed above you can take **Cultural Confidence**, **Engineer Birthright**, **Heritage of Perseverance**, **Heroic Heritage**, and **Rich Crafting Legacy** as cultural influences.

## **TRIBAL**

**Cultural Influence Cost:** 1

**Benefit:** This type of governing heavily influences your culture. Add +10 to your nation's history and culture. Add (your culture's) Folk Lore +20 and Pneuma +10. Split 15 skill ranks (minimum 1 in each) among Perform (any specialization), Manufacture, and Wilderness skills.

## **Undersea Engineers**

**Cultural Influence Cost:** 1

**Benefit:** Your culture has applied engineering techniques to underwater structures, devices and machines. Add +1 TL and split 20 skill ranks (place at least 1 skill rank in each) among: Engineer, Mechanic, Hydrodynamics [Know], Hydrology [Know], Mathematics [Know], and Oceanography [Know].

## **URBAN WISDOM**

**Cultural Influence Cost:** 1

**Benefit:** You've walked the road of hard knocks in the urban jungle. Apply a +10 bonus to Urban skill checks and split 15 skill ranks among Clandestine, Criminal, Recon and Urban skills.

## **Viridia**

**Cultural Influence Cost:** 1

**Benefit:** After the Malvian king entreated with the Black Pantheon priests and brought in Orc and Urukk mercenaries to fight Kalesh, the few remaining Elven nobles called upon the ancient pacts with the Faerie to breakaway and create the nation of Viridia. Since such time they have shut down the borders to their new realm, choosing isolation from the world. You were raised in the Viridian traditions and have the following: Old Krinnabröeng History +20 and Old Krinnabröeng Culture +30. In addition to the cultural influences listed under old Krinnabröeng, you can choose **Aradnast Elf**, **Faerie Heritage**, **Recognized**, and **Spiritual Heritage** as a cultural influence.

## **VIRTUOUS HERITAGE**

**Cultural Influence Cost:** 2

**Benefit:** The annals of your land's history resound and echo with a tally of virtuous deeds and everyone seems to adhere to and follow with frightening intensity upright moral codes, righteousness and integrity. Choose one virtue you idealize, such as honesty, bravery, piety, or integrity (you can also choose revenge, cunning, and other "virtues" if they reflect your culture). If the virtue you selected is related to a skill or a developmental aspect, add a +10 bonus to check or a +10 advancement bonus. Otherwise, add a +2 bonus to the relevant dice roll. You can choose **Code of Conduct**, **Cultural Fame (Virtuous)**, and **Recognized** as cultural influences.

### **WARRIOR BIRTHRIGHT**

**Cultural Influence Cost:** 1

**Benefit:** You have gained the warrior legacy of generations past. Add a +5 bonus to Combat, Guard, Lorica, Military, Shield or Weapon skill checks and place a single +10 advancement bonus into 1 of these skills.

### **WARRIOR TRADITIONS**

**Cultural Influence Cost:** 1

**Benefit:** A long history of warrior traditions has provided a deep store of battle knowledge. You begin with 1 Lorica specialization +3, 2 Weapon Classes +3, Shield +2, Military+2, Combat +2 and Guard +2. You can choose **Military Heritage**, and **Warrior Birthright** as cultural influences.

### **WELL EDUCATED**

**Cultural Influence Cost:** 1

**Benefit:** Your culture prizes education and knowledge and provides a means for higher schooling. Split 15 skill ranks among any Knowledge skill specializations of choice and place another 15 skill ranks in any skill or skills of your choice.

### **Windri Heritage**

**Cultural Influence Cost:** 1

**Benefit:** The Windri are nomadic tribal peoples who still thrive in the southern coastal area. They are superstitious, filled with animistic beliefs and spiritual beliefs about the world. Raised with such knowledge you know of the Windri, their history, culture and tongue (Windri History +20, Windri Culture +20 and their language, Aleelkept). You have the **Superstitious** cultural influence for free and Wilderness +4. In addition to the cultural influences listed under your culture, you can choose **Arcane Heritage**, **Spiritual Heritage** and **Tribal** as a cultural influence.