

Careers, Boons, Flaws & Skills

Hellenistika / Barbarians of Lemuria

v4.0 (2026-03-05)



Gullinkambi Games

This Book Is NOT For Sale

Careers, Boons, Flaws & Skills

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Acknowledgements

To mangle a famous phrase: I stand on the shoulders of giants.

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Version History

This table will help ensure you have the latest version of this document

Version	Date	Summary of Changes
1.0	02/17/26	Not actually the first version, but the first one I put a Version History into.
2.0	02/22/26	<p>Added the following Boons & Flaws from the Sword & Sorcery Codex.</p> <p>Boons: Bag of Tricks, Born in Armor, Combat, Deadeye, Combat, Martial Artist, Combat, Tandem Fighter, Companions, Familiar, Companions, Guardian Spirit, Companions, Henchfolk, Companions, Intermediary Spirit, Companions, Sidekick, Companions, Totem Animal, Equipment, Aesthetic Armor, Equipment, Heirloom Weapon, Equipment, Relic, Heroic Bond, Iron Grip, Magical Affinity, Master of Poisons, Reputation, Sense, Second Sight, Trustafarian. Others were added to the unavailable section.</p> <p>Flaws: Brash, Code, Dissipated, Fated, Hexed, Madness, Marred Soul, Professional Rivalry, Sick, Stigma, Vow, Witchmark. Others were added to the unavailable section.</p>
3.0	02/26/26	<p>Added the following Boons / Flaws from the Tome of Intriguing Options:</p> <p>Boons: Eidetic Memory, Extra Spells, Spell Mastery & Way-Finder. Others were added to the unavailable section.</p> <p>Flaws: Literal Minded. Others were added to the unavailable section.</p>
4.0	03/05/26	<p>Corrected 2 spelling errors in the Appendix: Options Not Currently Available.</p> <p>Added rules for Animal Cohorts and Familiars</p>

Careers

Actor

The theater is a very popular pastime; theaters are present in every settlement. Actors are professional performers who wear large masks and elaborate costumes to portray multiple characters on the stage. They present comedies, tragedies & satyr plays.

Adventuring

- Characters can use this career when trying to deceive or influence someone
- They can also impersonate others

Fighting

- There are very few circumstances where having ranks as a Actor would help a character in combat.

Sample Skills

- Acting
- Duping
- Mimery
- Play Instrument
- Public Speaking
- Seduction
- Stage Magic
- Tale Telling
- Ventriloquism

Other Names

- Charlatan, Hypocrit, Thespian

Source

- Heroes of Hellas

Alchemist

Alchemists are scientists & inventors; they are often mistaken for wizards by those who do not understand science. They are masters of both organic & inorganic chemistry, mixing & blending various ingredients together to create potions & tinctures & have extensive knowledge of herbs & plants.

- Some work with Spellcasters to splice living things together, creating bizarre & horrific chimeras
- Some Alchemists work closely with Smiths to create bizarre & wonderful constructs

Adventuring

- This is not a common career for adventurers. However, some of the more daring Alchemists like to visit ancient sites to see if they can locate any valuable artifacts.

Fighting

- There are very few circumstances where having ranks as an Alchemist would help a character in combat.

Sample Skills

- Brewing
- Build Device
- Chemistry
- Cooking
- Herbs: Lore, Prepare, Use Herbs
- Plant Lore
- Poison: Detect, Lore, Prepare / Remove

Other Names

- Natural Philosopher

Source

- Lemuria

Assassin

Blades-for-hire, perhaps agents in the service of the king, Assassins make information gathering, discrete murder & theft a way of life. They gather intelligence various sources, circumvent security measures, adopt disguises & build networks of contacts.

Adventuring

- Assassins & spies tend to be loners, but they do have useful skills.

Fighting

- In combat, an Assassin might gain a brief advantage in a surprise attack, such as when they strike out of the shadows or when they attack by surprise using a concealed blade.

Sample Skills

- Bribery
- Contacting
- Disguise
- Mingling
- Poison: Detect, Lore, Prepare / Remove
- Streetwise
- Surveillance

Other Names

- Agent, Bravo, Enforcer, Spy

Source

- Lemuria

Athlete

Athletes compete in games held in various cities & locations around the Aigassa. They are the celebrities of their city or village; there may even be a statue of them. Athletes will be loved or hated, depending on their success.

Adventuring

- Athletes travel frequently, giving them many opportunities to engage in (or stumble onto) adventures

Fighting

- This career allows the character to use their related skill rank during the first round of combat.

Sample Skills

- Athletic Games
- Boxing
- Diving
- Jumping
- Running
- Tumbling
- Weight-lifting

Other Names

- Sportsperson, Stuntperson, Track Star

Source

- Heroes of Hellas

Beastmaster

Beastmasters are in demand everywhere for their special empathy & skill with animals. They train animals for riding, pulling wagons, combat & even for the gladiatorial arena. Beastmasters can calm maddened creatures, are expert riders & waggoneers, can recognize whether creatures are dangerous often have some skill in healing them if injured or sick.

Adventuring

- Beastmasters are sought after by Merchant with caravans, by Nobles & commanders of armies to train & look after their mounts, by owners of gladiatorial arenas & by adventurers who expect to come across strange beasts on their missions.

Fighting

- Beastmasters know how to deal with beasts & where their weak spots are, so they will gain the occasional advantage if they ever have to fight them.

Sample Skills

- Animal Driving
- Animal Handling
- Animal Lore
- Animal Riding
- Animal Training
- Tracking
- Veterinary Medicine

Other Names

- Animal Handler, Animal Trainer, Beast Trainer

Source

- Lemuria

Beggar

Beggars are vagrants or tramps, aimlessly wandering from place to place. They may do casual work here & there; they may sell a few small trinkets that they carry about in their backpacks or they may have to beg for a few coins when times are really hard. Some even turn their hands to dishonest pursuits.

Adventuring

- A life on the road means you will meet all sorts of people & can lead to adventure even if you are not actively seeking it.

Fighting

- A Beggar is not normally a combatant & therefore the only times having this career would be helpful in a fight is when the character is doing their best not to be noticed.

Sample Skills

- Begging
- City Lore
- Contacting
- Contacting
- Contortions
- Region Lore
- Scrounging

Other Names

- Hobo, Mendicant, Vagabond, Wanderer

Source

- Lemuria

Champion

Champions are specialists at individual combat, adept with a variety of weapons. They can fight humans or beasts in an entertaining fashion. Champions may have ended up in the arena as a Slave or to pay off a debt. The best Champions are often famous outside the arena, which can be a mixed blessing.

Adventuring

- A life in the arena does not lend itself to a life of adventure. However, many Heroes have spent some of their time in a gladiatorial arena, either by choice, by circumstance or by necessity.

Fighting

- They are especially good at Combat in a style that is designed for spectacular bloodletting rather than a simple quick kill. They might get a combat bonus on certain flashy moves.

Sample Skills

- Acrobatics / Tumbling
- Alertness
- Boxing
- Direction Sense
- Running
- Tactics
- Time Sense

Other Names

- Duelist, Gladiator, Myrmidon, Pit Fighter

Source

- Lemuria

Crafter

Crafters are skilled at creating works of art. Their medium may be stone, wood or clay. They are the builders of the cities. Crafters build houses & temples, furniture, pottery , ships, etc (formerly “Craftsman”).

- Crafters can determine the origin of an artifact.
- They can also build & / or facilitate repairs.

Adventuring

- This is not a common career for adventurers.

Fighting

- There are very few circumstances where having ranks as a Crafter would help a character in combat.

Sample Skills

- Artifact Lore
- Ceramic Crafts
- Leather Crafts
- Metal Crafts
- Rope Mastery
- Stone Crafts
- Wood Crafts

Other Names

- Artisan, Potter, Tradesperson, Weaver

Source

- Heroes of Hellas

Dancer

Dancing is an important part of entertainment; ceremonies & feasts will have Dancers or acrobats. Dancers are athletic, showing feats of skill, agility & coordination. Some Dancers extend their skills to a few sleight of hand & juggling tricks.

Adventuring

- These Entertainers often travel around in troupes from city to city. This can lead to some dangerous situations on the road, from fierce monsters to brigands & thieves.

Fighting

- In combat, a Dancer might gain an advantage if their opponent is too busy examining their charms or they might gain an edge performing a roll or diving tumble. However, dancing is not really a combat career & will rarely be of use against a skilled combatant. Acrobats can make very good use of vines, ropes & wall hangings in daring swashbuckling-style moves.

Sample Skills

- Acrobatics / Tumbling
- Choreography
- Dancing
- Contortions
- Juggling
- Jumping
- Self Discipline

Other Names

- Acrobat, Gymnast, Tumbler

Source

- Lemuria

Entertainer

Entertainers are wanderers who perform songs, music, poetry & plays. They may also tell tales of distant places & historical or fantastical events. They often create their own stories or memorize & embellish the work of others. Whilst most are travellers taking their songs & music from city to city, some are retained at the courts of Nobles for their own entertainment.

Adventuring

- Entertainers are wanderers, so by their very nature they can get caught up in some dangerous escapades on the road. Some might even also follow soldiers & adventurers, simply to be able to create heroic tales from first-hand experience.

Fighting

- There are very few circumstances where this career will provide a combat bonus. Possibly a trick or distraction might give the opportunity to get a surprise stab or, more likely, a chance to escape.

Sample Skills

- Play Instrument
- Poetic Improvisation
- Singing
- Tale Telling
- Ventriloquism
- Write Music
- Write Poetry

Other Names

- Bard, Minstrel, Musician, Poet, Rhapsode

Source

- Lemuria

Executioner

Executioners are expected to carry out public slayings as required by local Nobles & judges. Torturers are tasked with locking up some of the most hardened criminals. They ply their unpleasant trade in squalid conditions, extracting information from Prisoners & enemies of the realm.

Adventuring

- Torturers rarely leave their prisons
- Executioners might be exiled
- Slavers travel far & wide

Fighting

- Executioners prefer two-handed weapons
- Slavers will be handy with a whip

Sample Skills

- Anatomy
- First Aid / Surgery
- Interrogation
- Intimidation
- Rope Mastery
- Tracking
- Trading Lore

Other Names

- Inquisitor, Slaver, Torturer

Source

- Lemuria

Faithful

The Faithful are lay worshippers who do not use magic.

Adventuring

- The Faithful are found everywhere; some have homes and communities, while others are wanderers. Some might even also follow soldiers & adventurers, simply to be able to experience the influence of the deities on other people.

Combat

- There are very few circumstances where this career will provide a combat bonus, although many of the Faithful learn skill at arms via other careers.

Sample Skills

- Dancing
- Herb Use
- Intimidation
- Magic Ritual
- Public Speaking
- Religion Lore
- Singing

Other Names

- Cultist, Monk

Source

- Homebrewed

Farmer

Farmers live outside the city, but often within half a day's travel, so that they are able to get their produce to the city to feed the populace. They are hardy & hard-working.

Adventuring

- Something unusual or dreadful would have to happen to make a Farmer leave their farm & take up a life of adventure.

Fighting

- Farmers are not generally skilled combatants & so rarely receive any advantage from this career, except maybe when defending their own lands against raiders.

Sample Skills

- Animal Lore
- Animal Handling
- Cooking
- Food Preservation
- Haggling
- Plant Lore
- Region Lore

Other Names

- Fisherfolk, Herder, Peasant

Source

- Lemuria

Healer

Those who can heal injured or sick people are very important individuals. With their knowledge and skills, they are held in high esteem in society. Most of the lowest-born citizens cannot afford Healers & are forced to use the services of charlatans & quacks. This career was formerly called “Physician”.

Adventuring

- Being a Healer does not necessarily lend itself to a life of adventure, although they are much sought after by both sea & army captains.

Fighting

- This career is not really of particular benefit to a character, although they are very welcome after the fight is over.

Sample Skills

- Anatomy
- Diagnostics
- First Aid
- Surgery
- Treat Disease
- Treat Fractures
- Treat Poisons

Other Names

- Barber, Chirurgeon, Elder, Leech, Physician, Surgeon

Source

- Lemuria

Hunter

The Hunter is a master of tracking prey through the wilderness & the wastelands. They are at home in the wild & can survive there for long periods, returning to more civilized areas only when they have furs & hides to sell.

Adventuring

- Hunting dangerous beasts is adventure enough. However, Hunters are also very familiar with the areas they hunt in & sometimes stumble across old trails, ancient ruins & strange places during their travels. For this reason, they can be highly sought after as guides.

Fighting

- In combat, a Hunter may receive a career bonus if fighting a creature of a type they are familiar with, but the career is rarely useful against human opponents.

Sample Skills

- Butchery
- First Aid
- Navigation
- Tracking
- Trapping
- Traps
- Veterinary Medicine

Other Names

- Game Warden, Ranger, Scout, Tracker

Source

Lemuria

Merchant

Merchants are people engaged in trade, particularly those that seek out new & exotic goods to sell from faraway places. As such, Merchant characters pick up a range of useful skills and knowledge.

Adventuring

- A life on the road is a life of adventure, whether the Merchant tries to avoid it or not. Many Merchants actively seek out new lands & new markets, leading to many adventures.

Fighting

- There are very few circumstances where having ranks as a Merchant would help a character in combat.

Sample Skills

- Animal Handling
- Bribery
- Evaluate (specific trade good)
- Haggling
- Packing
- Trading Lore
- Vehicle Driving

Other Names

- Moneylender, Peddler, Shopkeeper, Trader

Source

- Lemuria

Noble

Nobles are the wealthy & influential citizens of a city. They may be royalty or the descendants of a wealthy Merchant. Nobles have money and privilege, often living in the Acropolis of their city while maintaining a country villa. They are often able to obtain credit & have high-ranking contacts.

Adventuring

- Nobles are not notable adventurers, although they will often finance expeditions to remote areas to obtain artifacts or to carry out trade. Some more adventurous Nobles will join expeditions to oversee them.

Fighting

- There are few, if any, combat situations in which this career will be useful. However, some peasants or lower classes will have qualms about attacking their superiors. Also, Nobles often lead armies (whether capable or not).

Sample Skills

- Carousing
- Contacting
- Diplomacy
- Duping
- Etiquette
- Heraldry
- Public Speaking

Other Names

- Aristocrat, Chieftain, Courtier

Source

- Lemuria

Nomad

Warriors of the desert, steppe, & rolling prairie, Nomads have been hardened by a life in the saddle, eking out a living in some of the harshest environments on earth. They have integrated their mounts into their unique style of warfare, emphasizing hit-and-run attacks & mounted archery. They are masters of their native terrain, & hone skills suited to these environments.

Adventuring

- As their name implies, Nomads are always on the move, & therefore prone to adventures. Nomads are sometimes hired as scouts or caravan guards in addition to auxiliary cavalry.

Fighting

- Nomads favor the Mounted combat school.

Sample Skills

- Animal Training
- Foraging
- Forecast Weather
- Leather Crafts
- Riding
- Sneaking
- Survival

Other Names

- Desert Rider, Marauder, Steppe Warrior

Source

- Sword & Sorcery Codex

Priest

Priests are the earthly agents of divinity in Hellenistika. Everyone worships the entire pantheon, but Priests serve specific deities and their areas of interest. Temples and shrines can be found almost everywhere.

Most Priests reside in their temples. They lead ceremonies of worship and manage the business of the temple. They also communicate the will of the gods to the lay members of the faith. This gives them great influence over all aspects of the government, the military & the populace in general.

If you wish your Priest to be able to cast spells, you must also take ranks in the Spellcaster Career.

Adventuring

- Some Priests are highly adventurous, seeking out ancient knowledge & artifacts of their gods. Others prefer the easy life & rarely leave the safety of their temples.

Fighting

- Having the Priest career will rarely, if ever, give you any advantage in combat. The only plus might be that gods-fearing fighters will be loath to attack a Priest.

Sample Skills

- Lore: Animals
- Lore: Ghosts & Spirits
- Lore: Plants
- Lore: Religion
- Lore: Spellcasting
- Magic Ritual
- Star-gazing

Other Names

- Cleric, Druid, Oracle

Source

- Lemuria

Sailor

Sailors are sea Warriors & adventurers, are skilled in sea lore, navigation by stars & boat handling & have a good knowledge of local ports & nearby coastlines & islands. Skilled mariners are always in demand & so they will rarely be refused working passage on board a galley.

Adventuring

- A life at sea is full of adventure: sea monsters, exotic places, strange people, sea battles & treasure maps are all food & drink to a mariner.

Fighting

- Sailors may receive a combat bonus in actions at sea & possibly even against sea creatures that they might have some familiarity with or heard about.

Sample Skills

- Climbing
- Fishing
- Rope Mastery
- Rowing
- Sailing
- Survival
- Wood Crafts

Other Names

- Mariner, Pirate, Privateer, Sea Wolf

Source

- Lemuria

Scribe

Scribes are researchers & teachers, educated & knowledgeable on a wide variety of subjects: they are mathematicians, cartographers, astronomers, linguists, historians & philosophers. Scribes are also skilled at debate as they discuss at length a variety of topics with other enlightened individuals.

Adventuring

- Scribes make poor adventurers, although to have some of the knowledge of a Scribe would make such a character a useful addition to a party.

Fighting

- Whilst Scribes might have it that “the pen is mightier than the sword”, there are not actually many circumstances where having a career in Scribe will have any discernible use in combat.

Sample Skills

- Calligraphy
- Languages, Spoken
- Languages, Written
- Lore Skills
- Math, Basic
- Philosophy
- Research

Other Names

- Librarian, Philosopher, Scholar

Source

- Lemuria

Seducer / Seductress

There are some who have honed seduction to an art form. They may be a Noble's companion, a high paid escort or even a common tavern server, but they use their power over people for their own ends. They are as dangerous as they are beautiful: the sort that people fight battles & wars over (formerly "Temptress").

Adventuring

- Seducers are usually not very adventurous (outside of the bedroom, at least!), so you'd need other careers to help explain your life of peril.

Fighting

- This career is seldom helpful in combat, though a temptress may be able to add their career to distract guards.

Sample Skills

- Acting
- Dancing
- Duping
- Etiquette
- Gambling
- Tale Telling
- Play Instrument

Other Names

- Courtesan, Lorelei, Lothario

Source

- Lemuria

Shaman

The physical world is inherently alive. All elements of nature (including trees, rivers, rocks and places) possess a distinct, living soul, spirit or consciousness. Shamans have the power to interact with these non-human, non-divine spirits.

If you wish your Shaman to be able to cast spells, you must also take ranks in the Spellcaster Career.

Adventuring

- Some Shamans are highly adventurous, seeking out ancient knowledge & artifacts of their gods. Others prefer the easy life & rarely leave the safety of their temples.

Fighting

- Having the Shaman career will rarely, if ever, give you any advantage in combat.

Sample Skills

- Lore: Animals
- Lore: Ghosts & Spirits
- Lore: Plants
- Lore: Religion
- Lore: Spellcasting
- Magic Ritual
- Star-gazing

Other Names

- Cleric, Druid, Oracle

Source

- Lemuria

Slave

Slavery is not exactly a career of choice for a heroic adventurer. Nevertheless, it can be useful in rounding out a character concept & does provide the opportunity to pick up a skills & techniques that other careers do not give. Some Slaves (the strong ones or the troublemakers) are sold to gladiatorial arenas.

Adventuring

- Adventurous Slaves invariably do not remain enSlaved for very long, unless it suits their purposes. A life on the run from Slavery leads to adventure, whether wanted or not.

Fighting

- The career is not really of any practical use in a fight. Still, Slaves will mostly be ignored by Warriors, maybe to their cost.

Sample Skills

- Animal Lore
- Begging
- Crafts
- Duping
- Lip Reading
- Plant Lore
- Sleight of Hand

Other Names

- Bondsman / Bondswoman, Helot (Spartan Slave), Serf, Thrall

Source

- Lemuria

Smith

MetalWorkers who work with their forges – melting, bending, shaping & fixing metal objects. They craft tools, implements, arms & armor. Some specialize in other, more esoteric goods like shackles, cages, metal parts for ships & wagons (formerly “BlackSmith”). Some Smiths work closely with Alchemists to create bizarre & wonderful constructs.

Adventuring

- Smiths aren’t really adventurers, although some do join mercenary companies to craft & maintain their weapons & armor.

Fighting

- Although not a combatant, a Smith might receive a Melee bonus if their opponent is wearing metallic armor & if they know its design & weak points.

Sample Skills

- Build / Repair Armor
- Build / Repair Weapon
- Build Device
- Evaluate Armor (Vocation)
- Evaluate Metal (Vocation)
- Lore: Metal
- Lore: Trading

Other Names

- Armorer, Artificer, BlackSmith, BronzeSmith, Inventor, MetalWorker, Tinkerer

Source

- Lemuria

Spellcaster

Spellcasters who are not Priests or Shamans are called by many names, including: enchanter, magician, sorcerer, warlock, witch & wizard. In the Hellenistika setting, magic is very different than in most fantasy RPGs.

First, there is no academic tradition of magic; all magic is created via bargains with supernatural entities. These creatures don't have to have nefarious intent (although this is common); they can be the deities themselves, spirits of nature, benign elementals, helpful ghosts, etc. The source of a Spellcaster's powers must be detailed when the character is created.

Second, magic is neither entirely safe nor entirely predictable. Failing a spell roll represents losing control of the spell and can trigger detrimental, unpredictable, or chaotic side effects.

As a result, Spellcasters are widely regarded with suspicion and fear. There are few who will deal with them willingly without great need, as a great many Spellcasters are seen as amoral at best and exceedingly evil at worst. This career was formerly called "Magician".

Adventuring

- Spellcasters sometimes they will venture out of their lairs to personally supervise or join an expedition, when they may gain something of great mystical significance at the end of it.

Fighting

- There are not many circumstances where being a magician helps in a fight using ordinary weapons. But then, the best magicians don't need to use mundane weapons to kill someone.

Sample Skills

- Attunement
- Lore: Artifacts
- Lore: Ghosts & Spirits
- Lore: Spellcasting
- Power Awareness
- Spellcraft
- Star-gazing

Other Names

- Enchanter, Magician, Sorcerer, Warlock, Witch, Wizard

Source

- Lemuria

Thief

Masters of taking things from others, and doing so quietly. They move without being seen, take things without others noticing and generally have a "get in, get out, get out of there" mentality. Their fondness for avoidance of capture also makes them inclined to pursuing indirect means of thievery when possible, such as gambling, fencing stolen goods and disguise.

Adventuring

- Good thieves are sought after by adventurers looking to break into temples & tombs where there are locks & traps guarding the treasures.

Fighting

- Thieves usually need to avoid combat where possible, so will normally only gain a career bonus in combat when trying to get away – & not always then, if up against well-trained city guards.

Sample Skills

- Climbing
- Contortions
- Hiding
- Pick Locks
- Pick Pockets
- Sleight of Hand
- Sneaking

Other Names

- Rogue, Scoundrel

Source

- Lemuria

Warrior

Warriors are persons who fight for a living. Soldiers are Warriors who serve in military organizations that serve a political entity (city, city-state or nation). Mercenaries are Warriors who fight for money or other forms of payment rather than for the military of a political entity.

Adventuring

- Warriors who leave military service frequently find civilian life quite boring, making adventuring an attractive alternative. They may also turn to banditry when not gainfully employed.

Fighting

- Soldiers may (or may not be) specialists of some sort, leading to widely varying skillsets.

Sample Skills

- Camping
- Climbing
- Endurance
- Formation Fighting / Tactics
- Leather, Rope & Wood Crafts
- Marching
- Singing / Tale Telling

Other Names

- Guard, Hoplite (Greek City State Soldier), Militia

Source

- Lemuria

Worker

Workers are unskilled laborers – people who erect palisades, dig ditches, build homes, city walls & temples or load & unload wagons & riverboats. Workers often move around doing a range of odd jobs here & there, many of which are seasonal or temporary.

Adventuring

- Labor is dull & doesn't really lead to a life of adventure. Therefore, a character with Worker as one of their careers is unlikely to have stuck it out for very long.

Fighting

- Workers are not really fighters, although they do tend to settle their disputes with their fists. They might be given a bonus during a brawl, especially when grappling or choking someone.

Sample Skills

- Carousing
- Grappling
- Scrounging
- Stone Crafts
- Streetwise
- Tackling
- Wood Crafts

Other Names

- Builder, Dock Worker, Hireling, Laborer

Source

- Lemuria

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Traits

Boons and Flaws are traits that players choose when creating their character. Boons are advantageous traits, and Flaws are disadvantageous ones. Your character starts with one Boon, selected from the list below. Your character can have additional Boons, but must take a Flaw for each Boon beyond the 1st.

Traits: Boons

Agile

You get a bonus die for tests of Agility (H).

Alert

You get a bonus die to your Initiative Rolls (L).

Ambush

You and your party get a bonus die when attacking with surprise (H).

Artistic

You get a bonus die when appraising or creating items of art (L)

Athletic

You get a bonus die when doing any athletic activities such as sprinting, climbing or leaping; but **not** including fighting (L; formerly “Born Athlete”).

Attractive

You get a bonus die in situations where good looks matter, due to your beauty (L).

Bag of Tricks

You must have at least 1 rank in the Alchemist Career to take this Boon. Spend 1 Hero Point to gain an Uncommon invention once for the current adventure. The gadget must be small enough to fit in the bag, but can be undefined until you pull it out (C).

Beguiling

You must have at least 1 rank in the Seducer / Seductress career to take this Boon. You are enchantingly attractive. Once per day you may suggest a course of action to a number of rabble equal to Appeal + d6, who will do their best to please you, even if it potentially puts them in danger (L).

Birth: Highborn

You get a bonus die when dealing with courtly manners and matters of good form or when carrying out activities; but **not** including fighting (L; originally “High Born”).

Birth: Lowborn

You get a bonus die when dealing with the lowlife and scum of a city’s underground or when carrying out activities such as trailing people or noticing things; but **not** including fighting (L; originally “Low Born”).

Born at Sea

You get a bonus die when dealing with ships or carrying out physical activities onboard ship; but **not** including fighting (L).

Born in [Environment]

You get a bonus die when operating in your chosen environment. Choose one of the following: Desert, Forest, Jungle, Mountains, Plains, Swamp, Tundra or Water. This bonus does **not** include fighting (various).

Born in Armor

Your Strength score offsets armor Agility penalties on a 1:1 basis (e.g., no Agility penalty for a Strength 1 character wearing medium armor) (C).

Born in the Saddle

You get a bonus die when dealing with riding beasts or carrying out physical activities while mounted; but **not** including fighting. There is another Boon (Combat, Mounted) if you want a bonus for fighting while mounted (L).

Carouser

Your primary leisure activity is drinking. You get a bonus die to gain information, make contacts or acquire goods and services while in a drinking establishment. You are also resilient to the effects of alcohol (L).

Combat, Blind Fighting

You suffer no penalties due to darkness (L).

Combat, Brawler

You get a bonus die to attack when you are fighting with your fists, feet, head, etc. (L).

Combat, Charioteer

You get a bonus die while driving or fighting from a chariot (H).

Combat, Deadeye

All ranged attacks are considered one increment less (C).

Combat, Inspiring Shout

Allies who can hear your Inspiring Shout get a bonus die on all their Attack Rolls for the first round following the Inspiring Shout. This can be done once a day for free; subsequent uses require a Hero point for each use (L).

Combat, Martial Artist

Add half of your Mind or Agility Attribute to unarmed combat damage (instead of Strength) (C).

Combat, Mighty Fists

You can add your full Strength to damage caused when fighting unarmed (L).

Combat, Mighty Shot

With your selected type of Ranged weapon (bow, sling, javelin, etc.), you can add your full Strength to damage caused on a hit (L).

Combat, Mounted

You get a bonus die when riding or fighting from a horse (H; originally "Horse").

Combat, Sea Fighter

You get a bonus die when fighting aboard a ship (H).

Combat, Tactician

You get a bonus die when predicting an enemy's moves. You also get a bonus die on the Battle Table (H).

Combat, Tandem Fighter

You get a bonus die when fighting alongside a companion (C).

Combat, War Cry

Strikes fear into your opponents that can hear the war cry. They take a Flaw (roll a bonus die, take the two least favorable results) on all their rolls for the first round following the War cry (L).

Companions, Familiar

You share a mystic bond with a spirit creature (demon, elemental, etc.) that takes the form of a size Tiny to Small animal. Treat as a Tough. The Familiar has the power of human speech and can be sent on errands like conveying a message, spying, or even filching an object. For the cost of 1 Power Point per hour, you can perceive whatever your Familiar is currently perceiving.

Intelligence

Familiars are sentient creatures, approximating the intellect of a bright 10 year old.

Loyalty

They are utterly loyal to the Spellcaster they serve.

Speech

The Spellcaster decides which language they speak when they select this Boon. Akkian is common, but there are other options, including constructed languages only the two know.

Engagement with Allies

He / She / They will humor people you like, but will not engage deeply.

Combat

They are poor combatants. They will fight if you instruct them to, especially to defend you, or anyone you designate.

Healing

Familiars can heal instantly by sucking the blood of their master, restoring 1 point for every lifeblood drained. You take a temporary -1 penalty to your Agility, Appeal, Mind & Strength if your Familiar is slain. However, they return in a new corporeal form between adventures.

Stats

Type	Size	Priority	Damage	Lifeblood	Strength	Move
Familiar	Medium	Tough	d6	10	1	25 ft

Companions, Guardian Spirit

A friendly spirit protects you with a penalty or bonus die; can also Defy Death on your behalf (although this means they are unavailable for some time until they reform) (C).

Companions, Henchfolk

You have attracted a group of loyal followers. At the beginning of an adventure roll d6H; this is how many Henchfolk are available for this adventure. Rather than follow you around, they can show up when needed, provided you can offer a logical explanation as to how (originally "Band") (C).

Companions, Intermediary Spirit

You have a magical companion that can reduce the cost of casting spells; they get cranky when over-taxed (C).

Companions, Sidekick

You have 1 Tough level friend who accompanies you on adventures. This can be a trained animal, a sidekick, or even a love interest. As a player, you can control your Companion's actions (within reason) and have them act independently, though in general they tend to stick close (originally "Companion") (C).

Companions, Totem Animal

You must first take "Friend of Animals" before you can take this Boon. Choose a specific animal species (so "crow" not "birds"); these animals will not attack you (C).

Danger Sense

You can sense imminent danger. You never take a penalty to Initiative checks when someone is attacking by surprise. Also, the GM can ask you to make a Mind check when approaching some unknown hazard (like walking into a trap); on a success, you get an intuitive warning before this occurs (originally "Wary; C).

Deft Hands

You get a bonus die when picking pockets, making things, juggling, card-sharping, etc (L).

Eidetic Memory

You get a bonus die when trying to recall something. This can be helpful in various situations: when you are solving a mystery, describing something you've seen, determining what part of the sea you are in by the position of the stars, etc. (O).

Equipment, Aesthetic Armor

Your Appeal score offsets armor Social penalties on a 1:1 basis (C).

Equipment, Heirloom Weapon

You have a quality weapon (made especially for you or that you inherited) that you have practiced with since a child. You get a bonus die when using this weapon. Also, it is difficult to break; if the Splintered Shield, Shattered Sword option is invoked, it goes flying from your hand instead of shattering (C & L; originally "Trademark Weapon")

Equipment, Relic

You have a minor magical item, such as a good luck talisman or a Mati (amulet against the evil eye). This object is charged with a single Faith/Fate point that recharges every adventure session (C; originally "Relic").

Escape Artist

You get a bonus die when you try to escape from bondage (L).

Etiquette

Your get a bonus die when you need to be formally correct in your actions / words (H).

Extra Spells

You begin with two extra spells of the 1st Circle. With Spellcaster 3 or greater, you can choose to instead begin with one spell of the 2nd Circle (O).

Favored by the Gods

You get a bonus die after praying to regain Hero Points (H).

Fearless

Your character knows no fear; even magically induced fear has no effect on them (L).

Fearsome Looks

You get a bonus die whenever you are trying to force somebody to give you information or do something they don't want to do (L).

Friend of Beasts

You get a bonus die when dealing with animals. If you are a Beastmaster, you will also have 2 or 3 small or one medium animal cohort (L; originally "Beast Friend").

Animal Cohort

Intelligence

Animals have 3 kinds of intelligence: Adaptive, Instinctive & Working/Obedience. All cohorts taken from "Friend of Beasts" have very high levels of all 3

Adaptive Intelligence

Problem-solving ability; how well it learns from its environment and experiences independently of human instruction

- Figuring out puzzle toys
- Opening doors, cabinets, and gates
- Finding hidden treats through deductive reasoning
- Learning group routines by observation

Instinctive Intelligence

What they were bred for (this varies by species; these are for sphinxes):

- Performance: loves to do tricks & show off for you
- Retrieval: will fetch things for you

Working Intelligence

- Rapid command acquisition & strong retention over time
- High motivation to comply with human direction

Speech

He / She / They are about as intelligent as a 5 year old child and it does speak "Akkian" (the language the rest of you speak). But, because you have a bond with the animal, you can get much more out of them than "normies"

Engagement with Allies

He / She / They will humor people you like, but will not engage deeply.

Combat

They will fight to defend you, or anyone you tell them to, but they will not charge into battle for you.

Death

You take a temporary -1 penalty to your Agility, Appeal, Mind & Strength if your cohort is slain. However, between adventures you can obtain a new cohort.

Stats

Type	Size	Priority	Damage	Lifeblood	Strength	Move
Cohort	Small	Tough	d6L	5	0	25 ft

Friends in High Places

You have contacts within the upper echelons of society. While they usually do not stick their necks out for you, they will give you aid, expecting a favor in return when it suits their own interests. Things like introducing you to another important person, sharing information with you, using their pull with the local nobility, etc (L).

Friends in Low Places

You have friends in various hives of scum and villainy around the land. While they usually do not stick their necks out for you, they will give you aid, expecting a favor in return when it suits their own interests. Things like putting you in contact with a fence, getting you a hiding place, etc (L).

Gifted Actor

You get a bonus die while entertaining or imitating (H).

Gifted Musician

You are gifted with the instrument of your choice and can inspire others; this gives a bonus die for one round after the call to all your companions' non-combat rolls (if they can hear you) (H).

Great Wealth

You get a bonus die on any attempt to obtain any goods, services or other items you need while in your home city (L).

Hard to Fool

You get a bonus die to detect when people lie to you. You won't automatically know the truth, but you'll know they're lying (L; originally "Detect Deception").

Hard to Kill

You are tough as nails; add +2 lifeblood to your total (L).

Healing Touch

Gain a bonus die whenever rolling to help someone recover from injury, poison, etc. (L).

Heroic Bond

You are bound by fate to another person. This boon only functions if the other person also has Heroic Bond. You can freely share Hero Points between each other, even if separated by vast distances (C).

Improved Agility

Add +1 to your Agility attribute. Your maximum Agility is 6 rather than 5 and your maximum starting Agility is 4 rather than 3 (L).

Improved Appeal

Add +1 to your Appeal attribute. Your maximum Appeal is 6 rather than 5 and your maximum starting Appeal is 4 rather than 3 (L; originally “Noble Bearing”).

Improved Mind

Add +1 to your Mind attribute. Your maximum Mind is 6 rather than 5 and your maximum starting Mind is 4 rather than 3 (L; originally “Savant”).

Improved Strength

Add +1 to your Strength attribute. Your maximum Strength is 6 rather than 5 and your maximum starting Strength is 4 rather than 3 (L; originally “Giant Strength”).

Iron Grip

You get a bonus die when using your grip to perform an action (climbing, resisting disarm, etc.) (C).

Learned

You get a bonus die when recalling a fact from your area of specialty (L).

Literate

You know how to read & write. **You cannot choose the Scribe career unless you have this Boon** (homebrew).

Magic of the Ancients

You get a bonus die when casting spells, although you must also take an extra Flaw (L).

Magical Affinity

You get a bonus die when casting specific 'theme' or 'college' of spells (C).

Marked by the Gods

You have an extra Hero Point and your maximum Hero Points is now 6 instead of 5 (L).

Master Crafter

You must have at least 1 rank in the Smith Career to take this Boon. You gain Craft Points as Alchemist, but only for making common and uncommon weapons, armors and tools. You may also assist (that is, add your Craft Points) to devices and creations (**not** potions) made by an Alchemist (L).

Master of Disguise

You get a bonus die whenever you are trying to conceal your true identity. Additionally, whenever you want to suddenly appear in a scene where your character wasn't already, you can spend a Hero Point to emerge as one of the random guards, townsfolk, etc., in the background. You were there the whole time, merely incognito! (L)

Master of Poisons

You get a bonus die when working with poisons (C).

Power of the Void

You gazed upon the darkness of the Void and were granted two extra points of Arcane Power. However, you also have to take an extra Flaw (L).

Quick Recovery

When recovering after a combat, you regain +1 lifeblood, on top of the half you normally recover. In addition, you recover 1 lifeblood each day regardless of the type of activity you carry out after being injured (L).

Reputation

You are well known for some Skill or Trait; you get a bonus die when doing the thing your Reputation is built on (C).

Resistant to Cold

You get a bonus die whenever you are resisting the effects of cold conditions (H; originally “Hot/Cold Immunity”),

Resistant to Disease

You get a bonus die whenever you are resisting the effects of diseases, even magical ones (L; originally “Disease Immunity”).

Resistant to Heat

You get a bonus die whenever you are resisting the effects of hot conditions (H; originally “Hot/Cold Immunity”).

Resistant to Poison

You get a bonus die whenever you are resisting the effects of drugs, venoms, toxins and even alcohol (L; originally “Poison Resistance”).

Resistant to Sorcery

If a spell is cast at you, roll a d6. On a roll of 6, it simply does not work on you (L).

Senses, Keen [Sense]

You get a bonus die whenever you make a Mind Task Roll to perceive something using your chosen sense. Choose one of the following: Hearing, Sight, Smell, Taste or Touch. Replace [Sense] with the sense you choose when recording this Boon on your character sheet (L; originally “Keen Hearing”).

Senses, Night Sight

You get a bonus die when darkness causes negative modifiers to see things (L; originally “Night Sight”)

Senses, Nose for Magic

You get a bonus die when trying to spot or track a wizard or a magical effect or artifact (L; originally “Nose for Magic”)

Senses, Second Sight

You can sense familiars, ghosts, spirits (including intermediary ones), etc. (C).

Silver Tongue

You are very persuasive and can make any lie sound plausible. Roll a bonus die whenever trying to lie, con, fast-talk or otherwise deceive someone (L).

Sneaky

You are lithe, nimble and quiet. Roll a bonus die where stealth is important (L).

Spell Mastery

You have mastered two spells of the 1st Circle that you know (O).

Strength of a Bull

You get a bonus die when breaking, lifting, pulling or pushing things (Hellas; originally "Bull Strength")

Thick Skin

You get +1 to your protection from damage, even when not wearing armor (L).

Tools of the Trade

You get a bonus die when attempting any actions for which using your tools would be beneficial (L).

Tracker (Environment)

You get a bonus die when tracking, trapping or hunting creatures in your chosen environment. Pick one of the following: Choose one of the following: Desert, Forest, Jungle, Mountains, Plains, Swamp or Tundra. This bonus does **not** include fighting (Hellas; originally "Mountain Tracker")

Trustafarian

You must have at least 1 Rank in the Noble Career in order to take this Boon. You are close in line for inheriting substantial holdings to go along with your title (from a barony on up to a kingdom). This can be very helpful, but also dangerous: influential people may want you out of the way (originally "Born to the Purple") (C).

Way Finder

You get a Bonus Die to any roll to avoid becoming lost or to find the best route to reach a destination (O).

Traits: Flaws

Absent Minded

While you are not necessarily stupid – indeed, you may be brilliant – you have difficulty keeping track of appointments, people’s names, items on lists and various other memory-based tasks. This means that sometimes the Referee will spring things on you that your character forgot (L).

All Thumbs

You take a penalty die when picking locks, firing a bow or crossbow or when doing fine work (L).

Amorous

You take a penalty die when dealing with people you are attracted to (L; originally "Lustful").

Arrogant

You take a penalty die when dealing with provincials or foreigners, where your arrogance might annoy or offend them. This Flaw is especially common amongst the nobility (L).

Blood Guilt

You have killed someone close to you. You take a penalty die when doing things that remind you of your crime. Example: you killed your cousin with a knife, so now you take a penalty die whenever you use a knife (H).

Braggart

You have a very high opinion of yourself. You often take credit for things that you never did and make those accomplishments you did achieve seem so much grander with each retelling (L).

Brash

Boldness can be a good thing, but you push it too far. Take a penalty die when attempting to resist a challenge, or some danger that good common sense would otherwise discourage (C).

Can't Lie

You take a penalty die when you try to deceive, tell half-truths or conceal something that you know when you are asked about it directly (L).

Challenged

You're famous for some martial feat; to the point where people want to beat you to build their own reputation. You will get challenged to a fight when someone recognizes you (H).

City Dweller

You take a penalty die when in situations having to do with wilderness survival (L).

Clumsy

You take a penalty die when balance is important (L; originally "Lumbering").

Code

You have a set of professional standards you won't violate. The consequences of violating a Code are severe: lose all your Hero Points until you can atone (C).

Combat Paralysis

When swords are drawn, you tend to freeze up. For the 1st round of combat, you can ONLY take defensive actions (L).

Country Bumpkin

You take a penalty die when in situations having to do with urban survival (L).

Coward

You take a penalty die when rolling to resist the effects of fear or intimidation. In addition, you try to avoid any form of conflict, if at all possible (L).

Cravings

You are addicted to something and require it every day to function fully. Whenever you go more than a day without it, you take a penalty die on all rolls (L).

Cursed

You begin with -1 Hero Point, and nothing ever goes your way. The town guard mistakes you for a wanted man, the wench you picked up in the tavern turns out to be a runaway princess, you step on a twig just as you nearly snuck away, etc. (L).

Defiant

You take a penalty die when dealing with anyone who tells you what to do (homebrew).

Delicate

Deduct 2 from your lifeblood total (L).

Dissipated

You have grown accustomed to over-indulgence in sensual pleasures. This compels you to seek out feasts, festivals, revels, orgies, etc., wherever you go, and then spend inordinate amounts of time partying. Recovering from these fetes requires at least a day, or you take a penalty die on all actions (C).

Distinctive Appearance

You have some superficial characteristic that causes you to stand out. You gain a penalty die whenever you try to disguise yourself or maintain a low profile. If you are also Hunted (see below), bounty Hunters and spies are twice as likely to spot you on entering and leaving a city (L).

Distracted

You take a penalty die for all Initiative rolls (L; originally "Unprepared").

Distrust of [Gender]

You take a penalty die when dealing with people of the gender you distrust. Options include: Femme Presenting, Masc Presenting & Other. If you choose "Other" please record the gender you distrust when recording this Flaw on your character sheet (H; originally "Distrust of Men").

Distrust of Priests

You take a penalty die when dealing with Priests (Homebrew).

Distrust of Sorcery

You take a penalty die when dealing with arcane Spellcasters and Alchemists (L).

Distrust of Strangers

You take a penalty die when dealing with people you don't know (L).

Drunkard

Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are drunk and suffer a d3 penalty to all actions until you sober up (L).

Elderly

You take a penalty die when taking physical actions (L).

Exiled

You take a penalty die when dealing with people from your home polis (city) (H)

Fated

You have been prophesized to meet your doom in a certain situation, such as fighting in defense of your homeland, or at the hands of a loved one. The Fate can't be so specific that it would never likely come about. When in this situation, you can't spend any Hero Points, which doesn't mean you will die, but does make it more probable (C). **Note: this Flaw does not make you invulnerable to other forms of death.**

Glorious Death

You cannot defend or retreat; it is your fate to die gloriously in battle. (H).

Greed

You take a penalty die when tempted by the possibility of making money (L).

Gullible

You take a penalty die when someone is trying to persuade you (L).

Hexed

You are cursed. Usually, this works as a standard flaw, incurring a penalty die in certain situations. The specific nature of the hex can be anything, but is not meant to be totally damning. Examples include bad luck (a penalty die once per adventure, at an inopportune time), frequent illness (penalty die to overcome diseases), horrific nightmares (fatigue during the day, incurring a penalty die when trying to concentrate), etc. Because the hex is magical in nature,

spells can temporarily alleviate the harmful effects. The only way to permanently get rid of Hexed is to buy it off, however (C)

Hot Headed

You take a penalty die when trying to suppress your anger and act rationally. Your anger can also get you into duels or worse (L).

Hunted

You constantly have to evade agents intent on capturing or even killing you. Roll a d6 whenever you enter a new city. On a 1 you are recognized these agents, who will make life difficult for you (L).

Infamous

You are well known for some wicked deed in your past. Regardless of the truth of the allegations, your reputation precedes you wherever you go. You take a penalty die when making first impressions and continue to receive the penalty until you earn a person's trust (L).

Jaded

You've seen it all (at least you think so) and have been everywhere, twice. Nothing surprises you, but consequently, nothing seems particularly appealing. Take a penalty die when interacting with optimistic types (C; formerly "World Weary").

Landlubber

You take a penalty die on activities whilst at sea (L).

Liar

You take a penalty die whenever you try to tell the truth (homebrew).

Literal Minded

You have difficulty with abstract thought. You take a penalty die when you must interpret symbolism, innuendo, or subtle social cues, or do some imaginative activity, like storytelling (O)..

Loyal to the Poleis

You are fiercely loyal to your city-state. If someone utters a curse about it you must defend the city's honor (H).

Madness

You suffer from some form of mental illness, often perceived by others as a supernatural curse. Common examples might be phobias, which incur a penalty die when faced with specific situations, or bouts of melancholia, which cause problems during an adventure if a '1' is rolled on a d6. Note that this doesn't have to accurately portray mental illness in the real world (C).

Marred Soul

You were exposed to dark magic and it marked you. This mark is noticeable by animals, supernatural creatures, and those with Second Sight. Said beings will feel uneasy in your presence as per the Unsettling flaw.

Missing Ear, Eye or Limb

You take a penalty die when the Referee feels it is appropriate to the situation (L).

Mute

You take a penalty die when in social situations to make yourself understood (L).

Noncombatant

You are not a Warrior; your skills lie elsewhere. You have only 2 points to spend on Combat Abilities, but you may spend 5 additional points on Attributes or Careers. Additionally, you may not take the Champion or Warrior Careers during character creation. Finally, increasing Combat Abilities requires 2x the normal Advancement Points (L).

Obsession (topic)

You take a penalty die when doing anything while in the presence of the subject of your obsession (L).

Phobia (topic)

You take a penalty die when in the presence of the thing you fear. Some possible fears include: fear of fire, reptiles, spiders, heights, crowds, death, the dark, closed spaces, flying, etc (L; originally "Fear of").

Poor Eyesight

You take a penalty die when trying to observe or spot something (L).

Poor Hearing

You take a penalty die when trying to perceive something using your hearing (L).

Poor Horseman

You take a penalty die when trying to ride a horse (H).

Poor Recovery

You have a poor constitution. You require medical attention to restore lost lifeblood and recover nothing from normal rest (L).

Professional Rivalry

You generally don't like other people who follow your same profession (i.e., career), if for no other reason than petty pride. Take a penalty die when interacting with them socially (C).

Sickly

You have some type of chronic illness. It might eventually be the death of you, but for now you manage most of the time. The Referee rolls a d6 at the beginning of an adventure: on a '1' result the illness will be a factor. It might cause a penalty die on certain rolls, inflict weakness (-1 Strength), or just cause you to cough at an inopportune moment (C; originally "Sick").

Stigma

Something about you (culture, religion, nationality, etc.) is viewed with thinly veiled hostility by the current, prevailing majority. When relevant, this can impose a penalty die on social interactions, or make you a likely scapegoat for blame (C).

Susceptible to Cold

You take a penalty die when operating in a cold environment (Lemuria; originally "Feels the Cold").

Susceptible to Heat

You take a penalty die when operating in a hot / desert environment (Lemuria; originally "Feels the Heat")

Taciturn

You take a penalty die in social situations (L).

Ugly & Brutish

Take a penalty die in situations where your looks are important (L).

Unsettling

You take a penalty die in social situations or when dealing with animals (L).

Untrustworthy

You take a penalty die when the situation calls for someone to believe or trust you (L).

Vow

Your character has taken a formal oath, like chastity for a priest, or swearing fealty to a lord. If you violate the oath, lose all Faith/Fate or Hero Points until you can atone (C).

Witchmark

You have a physical mark that people associate with "dabbling in the supernatural". Usually this is a strangely shaped birthmark, but can be something as overt as cloven hooves. Though concealable, the mark will cause most people to react with fear and revulsion (C).

Skills

The Barbarians of Lemuria system does not have you choose skills for you character the way other games do. Instead, the system is based on the idea of careers. You take various careers (described previously) to reflect your character's past, and they are assumed to have any & all skills relevant to their career(s).

Thus, if your character is a Thief, you should be able to sneak around, break into buildings and pick locks on chests. If your character is a pirate, you should be able to handle a ship or small boat, climb up and swing on the rigging, know something about navigating by the stars, and so on.

In my opinion, this is an elegant approach. However, it can be hard sometimes to think of the skills your character might use if the spotlight is on you. To address this, I have copied a list of skills (and their categories) from another game to give us a starting point for thinking about skills. There are two lists; one sorted by skill name and another sorted by the skill category first, followed by the skills. Both are in alphabetical order.

Note: if you think of a skill that is not on these lists, please let me know so I can update them.

Skill List 1: Skill (Category)

Acrobatics (Gymnastic)	Athletic Games (Gymnastic)
Acting (Performance)	Attunement (Magic)
Administration (Vocation)	Begging (Vocation)
Alchemy (Academic)	Boxing (Unarmed Combat)
Alertness (Perception)	Bribery (Influence)
Animal (Lore)	Build / Repair Armor (Mechanical)
Anthropology (Academic)	Build / Repair Weapon (Mechanical)
Artifact (Lore)	Build / Set Trap (Mechanical)
Athletic Games (Brawn)	Build Device (Mechanical)
Athletic Games (Endurance)	Camouflage (Subterfuge)

Carousing (Influence)	Evaluate Stone (Vocation)
Caving (Outdoor)	Evaluate Weapon (Vocation)
Climbing (Endurance)	Faerie (Lore)
Contacting (Urban)	First Aid (Medical)
Contortions (Gymnastic)	Flying (Gymnastic)
Cooking (Crafts)	Foraging (Outdoor)
Dancing (Performance)	Forecast Weather (Outdoor)
Demon (Lore)	Gambling (Vocation)
Devil (Lore)	Ghosts (Lore)
Diagnostics (Medical)	Gliding (Gymnastic)
Diplomacy (Influence)	Grappling (Unarmed Combat)
Direction (Sense)	Handling (Animal)
Disarm Trap (Mechanical)	Hearing (Sense)
Disguise (Subterfuge)	Heraldry (Lore)
Diving (Gymnastic)	Herb (Lore)
Dragon (Lore)	Hiding (Subterfuge)
Driving (Animal)	History (Lore)
Duping (Influence)	Hunting (Outdoor)
Engineering (Vocation)	Husbandry (Animal)
Etiquette (Influence)	Interrogation (Influence)
Evaluate Armor (Vocation)	Intimidation (Influence)
Evaluate Metal (Vocation)	Juggling (Gymnastic)
Evaluate Other (Vocation)	Jumping (Brawn)

Leadership (Influence)	Philosophy (Lore)
Leather (Crafts)	Pick Lock (Mechanical)
Lie (Detect)	Pick Pocket (Mechanical)
Lip Reading (Detect)	Plant (Lore)
Locate Hidden (Detect)	Play Instrument (Performance)
Lock (Lore)	Poetic Improvisation (Performance)
Mapping (Vocation)	Poetry (Creative Arts)
Math, Advanced (Academic)	Poison (Detection)
Math, Basic (Academic)	Poison (Lore)
Meditation (Self Control)	Power Awareness (Magic)
Metal (Crafts)	Prepare / Use / Remove Poison (Mechanical)
Metal (Lore)	Public Speaking (Influence)
Mimery (Performance)	Quickdraw (Combat Maneuvers)
Mimicry (Performance)	Race (Lore)
Mingling (Urban)	Region (Lore)
Mining (Mechanical)	Religion (Lore)
Mounted Combat (Combat Maneuvers)	Research (Academic)
Music (Creative Arts)	Riding (Animal)
Navigation (Vocation)	Rope (Crafts)
Observation (Detect)	Rowing (Endurance)
Operating Equipment (Mechanical)	Running (Endurance)
Orienteering (Vocation)	Sailing (Vocation)
Painting (Creative Arts)	Scrounging (Urban)

Sculpting (Creative Arts)	Swimming (Endurance)
Seduction (Influence)	Tackling (Unarmed Combat)
Sight (Sense)	Tactical Games (Vocation)
Signaling (Vocation)	Tactics (Vocation)
Singing (Performance)	Tale Telling (Performance)
Sleight of Hand (Subterfuge)	Taste (Sense)
Smell (Sense)	Time (Sense)
Sneaking (Subterfuge)	Touch (Sense)
Spell (Lore)	Tracking / Read Track (Detect)
Spirits (Lore)	Trading (Influence)
Spoken (Languages)	Trading (Lore)
Stage Magic (Performance)	Training (Animal)
Star-gazing (Outdoor)	Trap (Detect)
Stone (Crafts)	Trickery (Subterfuge)
Stone (Lore)	Tumbling (Gymnastic)
Streetwise (Urban)	Use Herbs (Medical)
Surgery (Medical)	Ventriloquism (Performance)
Surveillance (Detect)	Weight-lifting (Brawn)
Survival (Outdoor)	Wood (Crafts)
Swashbuckling (Combat Maneuvers)	Written (Languages)

Skill List 2: Category: Skill

Academic: Alchemy

Academic: Anthropology

Academic: Math (Advanced)

Academic: Math (Basic)

Academic: Research

Animal: Driving

Animal: Handling

Animal: Husbandry

Animal: Riding

Animal: Training

Athletic Games (Brawn)

Athletic Games (Endurance)

Athletic Games (Gymnastics)

Brawn: Jumping

Brawn: Weight-lifting

Combat Maneuvers: Mounted Combat

Combat Maneuvers: Quickdraw

Combat Maneuvers: Swashbuckling

Crafts: Cooking

Crafts: Leather

Crafts: Metal

Crafts: Rope

Crafts: Stone

Crafts: Wood

Creative Arts: Music

Creative Arts: Painting

Creative Arts: Poetry

Creative Arts: Sculpting

Detect: Lie

Detect: Lip Reading

Detect: Locate Hidden

Detect: Observation

Detect: Surveillance

Detect: Tracking / Read Track

Detect: Trap

Detection: Poison

Endurance: Climbing

Endurance: Rowing

Endurance: Running

Endurance: Swimming

Gymnastic: Acrobatics

Gymnastic: Contortions

Gymnastic: Diving

Gymnastic: Flying

Gymnastic: Gliding	Lore: Heraldry
Gymnastic: Juggling	Lore: Herb
Gymnastic: Tumbling	Lore: History
Influence: Bribery	Lore: Lock
Influence: Carousing	Lore: Metal
Influence: Diplomacy	Lore: Philosophy
Influence: Duping	Lore: Plant
Influence: Etiquette	Lore: Poison
Influence: Interrogation	Lore: Race
Influence: Intimidation	Lore: Region
Influence: Leadership	Lore: Religion
Influence: Public Speaking	Lore: Spell
Influence: Seduction	Lore: Spirits
Influence: Trading	Lore: Stone
Languages: Spoken	Lore: Trading
Languages: Written	Magic: Attunement
Lore: Animal	Magic: Power Awareness
Lore: Artifact	Mechanical: Build / Repair Armor
Lore: Demon	Mechanical: Build / Repair Weapon
Lore: Devil	Mechanical: Build / Set Trap
Lore: Dragon	Mechanical: Build Device
Lore: Faerie	Mechanical: Disarm Trap
Lore: Ghosts	Mechanical: Mining

Mechanical: Operating Equipment	Performance: Tale Telling
Mechanical: Pick Lock	Performance: Ventriloquism
Mechanical: Pick Pocket	Self Control: Meditation
Mechanical: Prepare / Use / Remove Poison	Sense: Direction
Medical: Diagnostics	Sense: Hearing
Medical: First Aid	Sense: Sight
Medical: Surgery	Sense: Smell
Medical: Use Herbs	Sense: Taste
Outdoor: Caving	Sense: Time
Outdoor: Foraging	Sense: Touch
Outdoor: Forecast Weather	Subterfuge: Camouflage
Outdoor: Hunting	Subterfuge: Disguise
Outdoor: Star-gazing	Subterfuge: Hiding
Outdoor: Survival	Subterfuge: Sleight of Hand
Perception: Alertness	Subterfuge: Sneaking
Performance: Acting	Subterfuge: Trickery
Performance: Dancing	Unarmed Combat: Boxing
Performance: Mimery	Unarmed Combat: Grappling
Performance: Mimicry	Unarmed Combat: Tackling
Performance: Play Instrument	Urban: Contacting
Performance: Poetic Improvisation	Urban: Mingling
Performance: Singing	Urban: Scrounging
Performance: Stage Magic	Urban: Streetwise

Vocation: Tactics

Vocation: Evaluate Weapon

Vocation: Administration

Vocation: Gambling

Vocation: Begging

Vocation: Mapping

Vocation: Engineering

Vocation: Navigation

Vocation: Evaluate Armor

Vocation: Orienteering

Vocation: Evaluate Metal

Vocation: Sailing

Vocation: Evaluate Other

Vocation: Signaling

Vocation: Evaluate Stone

Vocation: Tactical Games

Appendix: Options Not Currently Available

These are options that exist in the rules, but I am not making them available to players at this time.

Career, Sky-Pilot

Sky-pilots are the elite of the Combat people of Satarla & are trained to fly the sky-boats of the Satarlan Sky-Navy. They are held in awe by those shackled by gravity. Along with their knowledge of piloting & general sky-boat maintenance, sky-pilots are also skilled navigators & highly observant, so they are much sought after as scouts, couriers & explorers. They are usually ex-soldiers & most are Nobles too.

Adventuring

- A sky-pilot is naturally a daring soul, so anyone coming from this career will still have a yearning for a life of adventure.

Fighting

- Sky-pilots in combat will always have the advantage over any fighter unused to combat taking place in the skies.

Other Names

- N/A

Source

- Lemuria

Boon, Ant Armor

Aegina Alchemists developed a black steel alloy that is light and strong. You get a Defense (1) higher, for the armor that you choose, but not the penalty with your black Myrmidon armor (H).

Boon, Battle Cry

Opponents suffer a penalty die on Attack Rolls, or free resolve attack (C)

Boon, Battle Harness

This Boon allows your character to wear a chainmail bikini or a loincloth and battle harness (light armor at best) and treat it as if it were medium armor for damage protection purposes, with no armor penalties at all (L)

Boon, Combat, Cultural Weapon

Take a bonus die when using a 'signature' cultural weapon (C)

Boon, Combat, Phalanx

You get a bonus die when fighting alongside two or more friendly Warriors (H). **All Warriors in the Phalanx must have this Boon in order for this Boon to apply.**

Boon, Combat, Trademark Weapon

You have a quality weapon (made especially for you or that you inherited) that you have practiced with since a child. When using this weapon (or, if lost, stolen or broken, a replacement made to duplicate its qualities exactly, possibly at great expense), you get a bonus die (L; originally "Trademark Weapon")

Boon, Excellent Library

You have a first-rate library for conducting your research. You get a bonus die on any rolls to find out anything while you are in it. The library does need to be restocked from time to time, leading you to occasional adventures while you seek the means to do this (L).

Boon, Excellent Workshop

You have a first-rate workshop for conducting your experiments. You get a bonus die on any rolls to make alchemical preparations or mechanical devices while you are in it. The

workshop does need to be restocked from time to time, leading you to occasional adventures while you seek the means to do this (L).

Boon, Friend of Centaurs

You get a bonus die when dealing with centaurs (H).

Boon, Friend of Giants

You get a bonus die when dealing with giant humanoids (L; originally “Giant Friend”).

Boon, Leech

Renaming of Field Medic or Healing Touch (C)

Boon, Long-Lived

No extra Flaw when playing an older character, other possible benefits (C)

Boon, Master Mariner

Renaming of Ace Boon, bonus die when handling watercraft (C)

Boon, No Need for Gods

You have never depended on Gods and have learned to live without them. You start with five Hero Points, but cannot pray for more. You will gain them back at the end of the adventure (H).

Boon, One-Third Divine

Extra Hero Point + Hard to Kill, other potential advantages (C)

Boon, Pact

Lower difficulty when casting spells, acts as a casting requirement (C)

Boon, Scorns the Heat/Cold

Inured to hot or cold climes; 1 pt. environmental protection (C)

Boon, Tainted

Supernatural bloodline with variable benefits (C)

Boon, Voice

Bonus die from attractive voice or mimicry (C)

Boons from the Tome of Intriguing Options

There are 89 Boons in this book, but I don't have time right now to vet all of them. If you see one you think you might like, let me know and I will make a decision on a case by case basis.

360 Vision, Air-Walking, Amphibious, Aquatic, Arcane Academy, Athletic Leaper, Aura of Flames, Body Weaponry, Born Behind the Wheel, Born in the Cockpit, Born in the Deep, Born Spacefarer, Breath Weapon, Claws and Bite, Clinging, Cold Resistance, Crystal Spikes, Darkvision, Eagle Eyes, Echolocation, Electrical Resistance, Electroreception, Enchanted Equipment, Energy Resistance, Excellent Laboratory, Exoskeleton, Extreme Poison Resistance, Extreme Resilience, Faerie Resilience, Fast Runner, Fire Resistance, Foe Killer, Gang-Up, Giant Killer, Good Weather Jack, Grand Master, Hard Shell, Headbu , Heat Resistance, Heavenly Voice, Hell's Hide, Hooves, Horns, Human Appearance, Incredible Nose, Invisibility, Irritating, Jaws, Liquid Form, Longevity, Magic Resistance, Magnificent Technology, Master Engineer, Master Hacker, Master of the Desert, Master of the Forest, Master of the Jungle, Master of the Marsh, Master of the Sea, Master of the Waters, Merfolk Killer, Mimic Form, Mist Form, Nasty Bite, Natural Telepath, Pincers, Pixie Wings, Plant Body, Prehensile Feet, Psionic Resistance, Quadridexterity, Robotic Immunities, Sea Monster Killer, Shapeshift, Shark Killer, Special Equipment Training, Spellcaster, Tail, Thorns, Tough Hide, Toughness, Transformation, Truth Detection, Tusk-Thrust, Underestimated, Vampiric Bite, Vampiric Resilience, Venomous & Wings

Flaw, Bereft

I am not interested in stories about PC poverty (C).

Flaw, Cowardice

Duplicative of Coward (C).

Flaw, Dark Secret

I don't like the way these things play out (C).

Flaw, Enemy of Centaurs

I don't know what I am doing with Centaurs yet (H)

Flaw, Forfeit Soul

This is a Christian idea I don't feel like dealing with (C).

Flaw, Honor Bound

I don't like the way these things play out (C).

Flaw, Morgazzon's Curse

Replaced with Madness (L)

Flaw, Primitive

We are not using the culture rules from the Sword & Sorcery Codex (C).

Flaws from the Book of Intriguing Options

There are 25 of these in this book, but I don't have time right now to vet all of them. If you see one you think you might like, let me know and I will make a decision on a case by case basis.

Aquatic Arrogance, Atypical Body, Binding Susceptibility, Day-Blindness, Dependency, Electrical Susceptibility, Groundling, Halfling Comforts, Inhuman Voice, Iron Susceptibility, Limited Programming, Long Sleeper, Notorious Duelist, Obsession with Eating, Primeval, Silver Susceptibility, Slow Running, Special Susceptibility, Star-Born, Tiny Body, Trifling Appearance, True Form, Vulnerable to Dryness, Wanderlust & Water Susceptibility

Appendix: Sources

Elements of this book have been taken from different source materials. In each case, an identifying tag is placed at the end of the description of the item. The codes are as follows:

- (C) is the [Sword & Sorcery Codex](#)
- (H) is [Heroes of Hellas](#)
- (L) is [Barbarians of Lemuria](#)
- (O) is the [Tome of Intriguing Options](#)

Careers, Boons, Flaws & Skills

Hellenistika / Barbarians of Lemuria

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Gullinkambi Games

This Book Is NOT For Sale