

Scholar Skills

- Carousing (endurance)
- Chemist (wit)
- Espionage (wit)
- Etiquette (charm)
- Fine Manipulation (dexterity)
- HERALDRY (wit)
- HISTORY (wit)
- LANGUAGES (wit)
- Strategy (wit)
- Theology (wit)
- Tracking (wit)
- **ARCHAIC RIDER** (familiarity with archaic forms of all skills; unnecessary for personal combat, i.e., swords, firearms)
- **Engineering** (wit)
- **Physic** (wit) I.e., surgery, anatomy, diagnosis, cures, etc.
- **NATURAL PHILOSOPHY** (wit) I.e., physics, astronomy, real chemistry, biology, botany.
- **Signals** (charm) I.e., radio and subspace communications

Bold items are new skills, and are not limited to futuristic characters. All-caps skills are, as in the rules, 1-point skills for the Scholar.

New Advantages and Secrets

Most of the new advantages and secrets in *l'Entreprenante l'Entreprenante* are specific to the character, but these might be useful for *Flashing Blades* characters in general.

SECRET: Drunkard: A character who is a Drunkard has an addiction to some form of drug, such as alcohol, heroin, or, in milieus where it is illegal, nicotine; or a fictional variation on one of these substances. The character will lie; steal; and shirk their duty in order to acquire this substance and to hide their dependence on it.

Additional Guild: Starfleet Academy

Starfleet Academy replaces section 2.4.2 Choosing Martial Skills.

Civilian (Scholar, Gentleman, Noble) Martial Training

- Requirements: WIT 10+; STR/DEX 8+; END/CHA 7+
- Choose any two of Gunnery, Bargaining, Bureaucratics, Captaincy, Dueling, Engineering, Espionage, Firearms, Magistracy, Physic, Pilot, Signals
- May take Seamanship for 1 point.
- Literacy.

Military (Marine, Soldier, Sailor) Martial Training

- Dueling: Imperial Style (Cutlasses; Parrying with Dagger or Baton; +1 to hit if using no parrying weapon)
- Firearms
- One other Martial Skill, or +1 in an existing Martial Skill.
- One of Artillery, Grenadier, Gunnery, Bargaining, Bureaucratics, Captaincy, Engineering, Espionage, Magistracy, Physic, Pilot, Signals, Strategy
- May spend one point for Seamanship. (Note: Sailors get Seamanship free.)
- May spend two points for Archaic Rider.
- Literacy.

Star Fleet Equipment

Weapon strength for Star Fleet-era weapons are +1 their Flashing Blades counterpart.

- Agonizer (Marine, Soldier, Sailor, Officer)
- Dagger (Marine, Soldier, Sailor)
- Phaser (Marine, Soldier, Officer) (Damage: 12/kill, 6/beam, or stun; Close: +5; Short: +4; Medium: +2; Long: -1; Far: -4; base expertise 8 as firearms; greater accuracy reflected in range adjustments; beam provides for adjacent targets within two meters and +2 to hit each.)

- Communicator (Signals, Officers)
- Tricorder (Physic, Natural Philosophy, Chemist, Signals, Engineering)
- Xenylon Uniform (3 points armor to chest, flank, arms, and legs, adjustable environmental protection and common translator; weight 2). When it blocks damage, it always rips, but this might not damage the equipment: roll d20. If it is less than or equal to the damage blocked, the translator (1-2), environmental protection (3-4), or both (5-6) will malfunction. The Captain and First Officer's uniforms include a log recorder that will synchronize with the ship's log on rebarkation. The log recorder will only fail on a roll of 6 (which also includes everything else failing, too).
- Grenades (Grenadier): Grenades do 12 points damage, and otherwise follow the rules for grenades (p. 15, 18). Stun grenades also exist if the player prefers.

Personal Equipment almost always includes

- Dagger (+1 weapon strength)
- Cutlass (+1 weapon strength)

Experience

- Especially experienced characters at a convention game will have Mastery in one non-Martial skill.
- If the character has gone through Star Fleet Military Academy or other military Background, the list of skills they can choose from includes Artillery, Grenadier, or Gunnery, or may simply take +2 expertise in any Martial Skill.
- In lieu of mastery, the character might instead have two extra non-martial skills, or even martial if they have a military Background.
- All 1705 naval characters who are experienced will have seamanship. If they are a Sailmaster, First Mate, or Captain, they have mastery in Seamanship.
- All 1705 naval characters have an extra year's worth of pay for their position aboard ship.