

Allegiance Templates

House Atreides

Attributes	Physique 2, Coordination 2, Intellect (perception) 2(+1), Charisma (presence) 2(+1), Prescience 0
Skills	Culture (Atreides) 1(1), History (Atreides) 1(1), Secret Language (Atreides Battle) 1(1), World Knowledge (Caladan) 1(1)
Add'l Skills	Choose 2 – Athletics (any) 1(1), Charm (any) 1(1), Dodge (any) 1(1), Security (any) 1(1), Transport (piloting) 1(1)
Traits	Choose 1 – Enhanced Sense (vision) 1, Ally 1, or Moralizing Creed 1

House Corrino

Attributes	Physique 2, Coordination 2, Intellect 2, Charisma (presence, willpower) 2(+1,+1), Prescience 0
Skills	Culture (Corrino) 1(1), History (Corrino) 1(1), Politics (Corrino) 1(1), World Knowledge (Kaitain) 1(1)
Add'l Skills	Choose 2 – Administration (any) 1(1), Armed Combat (any) 1(1), Dodge (any) 1(1), Observation (any) 1(1), Persuasion (any) 1(1)
Traits	Choose 1 – Ally 1, Information Network 1 or Plasteel Will 1

House Harkonnen

Attributes	Physique (strength) 2(+1), Coordination 2, Intellect 2, Charisma (willpower) 2(+1), Prescience 0
Skills	Culture (Harkonnen) 1(1), History (Harkonnen) 1(1), Politics (Harkonnen) 1(1), World Knowledge (Giedi Prime) 1(1)
Add'l Skills	Choose 2 – Athletics 1(1), Dodge 1(1), Economics 1(1), Persuasion 1(1), Subterfuge 1(1)
Traits	Choose 1 – Commendation 1, Information Network 1 or Resilience 1

House Moritani

Attributes	Physique 2, Coordination (reaction) 2(+1), Intellect (perception) 2(+1), Charisma: 2, Prescience: 0
Skills	Culture (Moritani) 1(2), History (Moritani) 1(1), Hunting Language (Bhotani Jib) 1(1), World Knowledge (Grumman) 1(1)
Add'l Skills	Choose 2 – Athletics (any) 1(1), Concealment (any) 1(1), Observation (any) 1(1), Politics (any) 1(1), Subterfuge (any) 1(1)
Traits	Choose 1 – Alertness 1, Direction Sense 1 or Immunity 1

House Tseida

Attributes	Physique 2, Coordination (dexterity) 2(+1), Intellect (logic) 2(+1), Charisma 2, Prescience: 0
Skills	Culture (Tseida) 1(2), History (Tseida) 1(1), Law (any) 1(1), World Knowledge (Sikun) 1(1)
Add'l Skills	Choose 2 – Charm (any) 1(1), Economics (any) 1(1), Politics (any) 1(1), Language (any) 1(1), Theology (any) 1(1)
Traits	Choose 1 – Contraband 1, Information Network 1 or Metabolic Clock 1

House Wallach

Attributes	Physique (constitution) 2(+1), Coordination 2, Intellect 2, Charisma (willpower) 2(+1), Prescience: 0
Skills	Culture (Wallach) 1(1), History (Wallach) 1(1), Politics (Wallach) 1(1), World Knowledge (Wallach VII) 1(1)
Add'l Skills	Choose 2 – Administration (any) 1(1), Armed Combat (any) 1(1), Dodge (any) 1(1), First Aid (any) 1(1), Survival (any) 1(1)
Traits	Choose 1 – Ally 1, Moralizing Creed 1 or Resilience 1