

DRAMATIS PERSONAE

REFERENCES

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This automatically generated document shows the complete content of the database game content, for in game reference.

SKILLS

- Academia ☉ ✦ EDU
- Acrobatics ☉ ✦ BOD
- Acting ☉ ✦ PER
- Alchemy ☉ ✦ SPI
- Arts ☉ ✦ PER
 - Arts (Holovid) ☉ ✦ EDU
 - Arts (Litterature) ☉ ✦ EDU
 - Arts (Music) ☉ ✦ EDU
 - Arts (Painting) ☉ ✦ EDU
 - Arts (Poetry) ☉ ✦ EDU
 - Arts (Rhetoric) ☉ ✦ SOC
 - Arts (Sculpture) ☉ ✦ EDU
 - Arts (undefined) ☉ ✦ EDU
- Athletics ☉ ✦ BOD
- Beastcraft ☉ ✦ CON
- Bribery ☉ ✦ UND
- Bureaucracy ☉ ✦ EDU
- Celestial Sailing ✦ CON
- Cryptography ✦ SPI
- Cybernetics ✦ TIN
- Demolition ☉ ✦ TIN
- Disguise ☉ ✦ PER
- Dodge ☉ ✦ FIG
- Dogma ☉ ✦ SPI
 - Dogma (Church of the Celestial Sun) ☉ ✦ EDU
 - Dogma (Kurgan El-Diin) ☉ ✦ EDU
 - Dogma (Manja) ☉ ✦ EDU
 - Dogma (Obun Bintaru) ☉ ✦ EDU
 - Dogma (Obun Voavenlohjun) ☉ ✦ EDU
 - Dogma (Omega Gospels) ☉ ✦ EDU
 - Dogma (Sathraism) ☉ ✦ EDU
 - Dogma (Stellar Apocryphon) ☉ ✦ EDU
 - Dogma (Symbiot Lifeweb) ☉ ✦ EDU
 - Dogma (Ukar Banjak) ☉ ✦ EDU
 - Dogma (Vuldrok Erdgheist) ☉ ✦ EDU
 - Dogma (undefined) ☉ ✦ EDU
- Driving ☉ ✦ CON
 - Driving (Armored Vehicle) ☉ ✦ CON
 - Driving (Battle Mech) ☉ ✦ CON
 - Driving (Construction Mech) ☉ ✦ CON
 - Driving (Heavy Transport Vehicle) ☉ ✦ CON
 - Driving (Hovertank) ☉ ✦ CON
 - Driving (Landcraft) ☉ ✦ CON
 - Driving (Railway) ☉ ✦ CON
 - Driving (Skimmer bike) ☉ ✦ CON
 - Driving (Watercraft) ☉ ✦ CON
 - Driving (undefined) ☉ ✦ CON
- Empathy ☉ ✦ AWA
- Etiquette ☉ ✦ SOC
- Fight ☉ ✦ FIG
- Focus ☉ ✦ BOD
- Forbidden Lore ✦ TIN
- Forgery ☉ ✦ PER
- Gambling ☉ ✦ UND

- Gunnery ✦ FIG
- Heavy Weapons ✦ FIG
- Impress ☉ ✦ UND
- Inquiry ☉ ✦ AWA
- Interrogation ☉ ✦ SOC
- Knavery ☉ ✦ UND
- Leadership ☉ ✦ SOC
- Linguistics ☉ ✦ SOC
 - Linguistics (Ba'amon carvings) ☉ ✦ EDU
 - Linguistics (Franken) ☉ ✦ EDU
 - Linguistics (Graceful Tongue) ☉ ✦ EDU
 - Linguistics (Imperial Battle Slang) ☉ ✦ EDU
 - Linguistics (Kurgan) ☉ ✦ EDU
 - Linguistics (Latin) ☉ ✦ EDU
 - Linguistics (Obuni) ☉ ✦ EDU
 - Linguistics (Scravers' Cant) ☉ ✦ EDU
 - Linguistics (Ukari) ☉ ✦ EDU
 - Linguistics (Urthish) ☉ ✦ EDU
 - Linguistics (Urthtech) ☉ ✦ EDU
 - Linguistics (Vorox) ☉ ✦ EDU
 - Linguistics (Vuldrok) ☉ ✦ EDU
 - Linguistics (undefined) ☉ ✦ EDU
- Local Expert ☉ ✦ AWA
 - Local Expert (Acadia Province) ☉ ✦ EDU
 - Local Expert (Cybernetics Black Market) ☉ ✦ EDU
 - Local Expert (Famous Authors) ☉ ✦ EDU
 - Local Expert (Hargard) ✦ DIP
 - Local Expert (Imperial Dominion) ☉ ✦ EDU
 - Local Expert (Miret guilds) ☉ ✦ EDU
 - Local Expert (Miret) ☉ ✦ EDU
 - Local Expert (Outreach Spiritual Legacy) ☉ ✦ EDU
 - Local Expert (Rampart Church) ☉ ✦ EDU
 - Local Expert (Rampart Li Halan) ☉ ✦ EDU
 - Local Expert (Rampart Nobility) ☉ ✦ EDU
 - Local Expert (Rampart Underworld) ☉ ✦ EDU
 - Local Expert (Rampart folk) ☉ ✦ EDU
 - Local Expert (Sargasso Military Operations) ☉ ✦ EDU
 - Local Expert (Sargasso Orbital Stations) ☉ ✦ EDU
 - Local Expert (Sargasso Politics) ☉ ✦ EDU
 - Local Expert (Stigmata) ✦ EDU
 - Local Expert (Veneto Province) ☉ ✦ EDU
 - Local Expert (undefined) ☉ ✦ EDU
- Lore ☉ ✦ EDU
 - Lore (Heresy) ☉ ✦ EDU
 - Lore (Jakovian Agency) ☉ ✦ EDU
 - Lore (Jumpweb) ☉ ✦ EDU
 - Lore (Kordeth Clans) ✦ EDU
 - Lore (Kraxi Kadanqar) ✦ EDU
 - Lore (Order of the Mantis) ☉ ✦ EDU
 - Lore (Pre Regency Artefacts) ✦ UND
 - Lore (Spacesuit) ✦ EDU
 - Lore (Symbiots) ☉ ✦ EDU
 - Lore (Vorox Commandos) ☉ ✦ EDU
 - Lore (undefined) ☉ ✦ EDU
- Magna Carta ☉ ✦ EDU
- Mech Redemption ✦ TIN
- Melee ☉ ✦ FIG
- Navigation ☉ ✦ AWA
- Observe ☉ ✦ AWA
- Occult Arts ✦ EDU
- Oratory ☉ ✦ PER
- Performance ☉ ✦ PER
 - Performance (Clown) ☉ ✦ PER
 - Performance (Comedia) ☉ ✦ PER
 - Performance (Dancing) ☉ ✦ PER
 - Performance (Juggling) ☉ ✦ PER

- Performance (Music)* ☹️ × PER
- Performance (Tragedy)* ☹️ × PER
- Performance (undefined)* ☹️ × PER
- Persuasion ☹️ × SOC
- Politics ☹️ × EDU
- Remedy ☹️ × TIN
- Riding ☹️ × CON
- Science** ☹️ × TIN
 - Science (Archaeology)* ☹️ × TIN
 - Science (Astronomy)* ☹️ × TIN
 - Science (Biology)* ☹️ × TIN
 - Science (Chemistry)* ☹️ × TIN
 - Science (Cybernetics)* ☹️ × TIN
 - Science (Engineering)* ☹️ × TIN
 - Science (Genetics)* ☹️ × TIN
 - Science (Geology)* ☹️ × TIN
 - Science (Physics)* ☹️ × TIN
 - Science (Terraforming)* ☹️ × TIN
 - Science (primary speciality)* × EDU
 - Science (secondary speciality)* × EDU
 - Science (undefined)* ☹️ × TIN

- Search ☹️ × AWA
- Security ☹️ × EDU
- Seduction ☹️ × SOC
- Sensors × TIN
- Shadowing ☹️ × PER
- Shoot ☹️ × FIG
- Skycraft Piloting × CON
- Sneak ☹️ × PER
- Spycraft ☹️ × EDU
- Stealth ☹️ × BOD
- Stoic Body × BOD
- Stoic Mind × BOD
- Streetwise ☹️ × UND
- Surgery ☹️ × TIN
- Surveillance ☹️ × AWA
- Survival ☹️ × EDU
- Teaching ☹️ × SOC
- Think Machine × CON
- Tinkering ☹️ × TIN
- Trading ☹️ × UND
- Volt Redemption × TIN
- Warfare × FIG

- Xenology** ☹️ × EDU
 - Xenology (Hiranem)* ☹️ × EDU
 - Xenology (Kurgan)* ☹️ × EDU
 - Xenology (Obun)* ☹️ × EDU
 - Xenology (Ukar)* ☹️ × EDU
 - Xenology (Urthish)* ☹️ × EDU
 - Xenology (Vorox)* ☹️ × EDU
 - Xenology (undefined)* ☹️ × EDU

WEAPONS

MELEE WEAPONS

- Cold Forged Imperial Blade**
MELEE × WA:+1 × CO:L × AV:R × DC:3D6 × STR:3 × REL:VR
Cost: £300
- Decados Crescent Dirk**
MELEE × WA:+1 × CO:J × AV:P × DC:2D6+3 × STR:2 × REL:ST
Cost: £10
- A really sharp blade easily conceailable.
- Bachelor Rapier**
MELEE × WA:+0 × CO:N × AV:E × DC:3D6 × STR:3 × REL:ST
Cost: £10

- Battle Axe**
MELEE × WA:+0 × CO:N × AV:C × DC:5D6 × STR:4 × REL:ST
Cost: £5
- Dirk**
MELEE × WA:+0 × CO:J × AV:E × DC:2D6+1 × STR:2 × REL:ST
Cost: £4
- Knife**
MELEE × WA:+0 × CO:P × AV:E × DC:1D6+1 × STR:1 × REL:ST
Cost: £2
- Scimitar**
MELEE × WA:+0 × CO:N × AV:P × DC:4D6+1 × STR:3 × REL:ST
Cost: £20
- Staff**
MELEE × WA:+1 × CO:N × AV:E × DC:2D6+1 × STR:3 × REL:ST
Cost: £4
- Two-Handed Sword**
MELEE × WA:+1 × CO:N × AV:R × DC:6D6 × STR:6 × REL:ST
Cost: £30
- Rapier**
MELEE × WA:+0 × CO:L × AV:C × DC:3D6 × STR:3 × REL:UR
Cost: £8
- De Aragonese Rapier**
MELEE × WA:+1 × CO:L × AV:P × DC:3D6+3 × STR:3 × REL:VR
Cost: £50
- The high quality Rolas rapier. Forged on demand, with exclusive decoration designed for the customer.
- Westham Blade**
MELEE × WA:+1 × CO:L × AV:P × DC:3D6+1 × STR:3 × REL:VR
Cost: £150
- House Hawkwood signature rapier
- Ukari Krax**
MELEE × WA:-2 × CO:J × AV:R × DC:3D6+2 × STR:3 × REL:VR
Cost: £5000
- WA is ignored for an ukari intiate to the Kraxi Quadanqar (The Kraxi Dance). Price given is Black Market price. Do not deal or buy ukari gear on black market.
- Avaneir Rapier**
MELEE × WA:+0 × CO:L × AV:C × DC:3D6 × STR:3 × REL:ST
Cost: £12

RANGED WEAPONS

- Segments of Andrealphus**
EX × WA:+3 × CO:J × AV:R × DC:4D6 × CAL: × ROF:0 × CL:0 × RNG:3 × REL:VR
Cost: £100
- This weird seven parts nunchaku is the signature weapon of the Aeon Chapter. Each rod is magnetically linked to the other, and one needs to atone with the full set to be able to use it. If not, it's only a rod of seven parts. The black market value is low due to the lack of people able to use it as a weapon.
- Decados "Maiden Escort" Palm Blaster**
P × WA:+2 × CO:P × AV:R × DC:2D6+3 × CAL:FSC:25x75 × ROF:1 × CL:5 × RNG:20 × REL:VR
Cost: £1000
- A very small blaster pistol, true wonder of miniaturization. Developped by House Decados for its under cover agents.
- House Decados "Stanislas" SMG**
SMG × WA:+0 × CO:J × AV:P × DC:4D6+1 × CAL:0.47 × ROF:20 × CL:60 × RNG:150 × REL:VR
Cost: £400
- Builder: House Decados. Price: 400£.
- Blaster Rifle**
RIF × WA:+0 × CO:N × AV:P × DC:8D6 × CAL:FSC:64x384 × ROF:1 × CL:8 × RNG:30 × REL:ST
Cost: £1000
- Derringer**
P × WA:-1 × CO:P × AV:E × DC:1D6 × CAL:0.2 × ROF:2 × CL:4 × RNG:50 × REL:ST
Cost: £50
- Imperial Rifle**
RIF × WA:+0 × CO:N × AV:E × DC:6D6+2 × CAL:7.62 × ROF:20 × CL:21 × RNG:400 × REL:VR
Cost: £200
- About 200£
- Maüer "Hankerschief" C-13**
P × WA:+1 × CO:P × AV:R × DC:1D6 × CAL:5mm × ROF:2 × CL:8 × RNG:50 × REL:ST
Cost: £150
- Metier Patrol Ordinance**
P × WA:+0 × CO:J × AV:C × DC:2D6+3 × CAL:.40 × ROF:0 × CL:0 × RNG:0 × REL:ST
Cost: £190

House Hawkwood 1638 UltraHeavy SMG

HVY × WA:-2 × CO:N × AV:P × DC:8D6 × CAL:16mm × ROF:30 × CL:240 × RNG:150 × REL:VR
Cost: £850

Banshee SMG

SMG × WA:-1 × CO:L × AV:P × DC:3D6 × CAL:40 × ROF:3 × CL:20 × RNG:150 × REL:ST
Cost: £350

Dreksel Laser Pistol

P × WA:+1 × CO:P × AV:P × DC:3D6 × CAL:FSC:3x18x15 × ROF:2 × CL:15 × RNG:80 × REL:ST
Cost: £300

Mitchau "Conquest" Assault Rifle

RIF × WA:+1 × CO:N × AV:P × DC:6D6+2 × CAL:7.62mm × ROF:20 × CL:41 × RNG:400 × REL:VR
Cost: £600

Mitchau "Penumbra" Shotgun

SHG × WA:-1 × CO:L × AV:P × DC:5D6 × CAL: × ROF:1 × CL:6 × RNG:15 × REL:ST
Cost: £250

House al-Malik "Diplomat" Palm Laser

P × WA:+0 × CO:P × AV:P × DC:2D6 × CAL:FSC:14x84 × ROF:2 × CL:7 × RNG:100 × REL:ST
Cost: £200

Laser pistol built by House al-Malik. A weapon designed mainly for self-defense.

al-Malik "Ambassador" Laser

P × WA:-1 × CO:J × AV:R × DC:3D6 × CAL: × ROF:0 × CL:0 × RNG:0 × REL:ST
Cost: £0

Avaneir "Guardian Angel" Light Revolver

P × WA:+0 × CO:P × AV:C × DC:1D6+2 × CAL:0.32 × ROF:3 × CL:6 × RNG:50 × REL:ST
Cost: £90

Avaneir B209 "Dragonbreath"

SMG × WA:+0 × CO:J × AV:E × DC:2D6+3 × CAL:10mm × ROF:20 × CL:40 × RNG:150 × REL:VR
Cost: £350

Builder: Royale House Li Halan. Price: 350£

Avaneir Blaster Pistol

P × WA:+0 × CO:J × AV:P × DC:5D6 × CAL:FSC:50x300 × ROF:1 × CL:10 × RNG:30 × REL:VR
Cost: £700

Ammoes: 10/cell

Avaneir Blaster Shotgun

SHG × WA:+2 × CO:L × AV:R × DC:8D6 × CAL:FSC:64x384 × ROF:1 × CL:8 × RNG:20 × REL:VR
Cost: £1200

Avaneir Medium Blaster

P × WA:+0 × CO:J × AV:P × DC:6D6 × CAL:FSC:6x36x6 × ROF:0 × CL:6 × RNG:0 × REL:
Cost: £400

Blue Moon Rifle (Seishen Rifle)

RIF × WA:+0 × CO:N × AV:C × DC:4D6+1 × CAL:12mm × ROF:2 × CL:10 × RNG:400 × REL:UR
Cost: £175

The typical rifle used by regular Blue Moon disciples.

Li Halan RK38

RIF × WA:-1 × CO:N × AV:E × DC:2D6+3 × CAL:10mm × ROF:1 × CL:4 × RNG:400 × REL:UR
Cost: £80

Builder: Royale House Li Halan. Price: 80£.

"Firecracker" Heavy Pistol

P × WA:-1 × CO:L × AV:C × DC:4D6+1 × CAL:47 × ROF:6 × CL:16 × RNG:60 × REL:VR
Cost: £350

Must be handed two handed if less than 4 BOD

Harmonic Assault Rifle Mark IV

EX × WA:-1 × CO:L × AV:R × DC:10D6 × CAL:FSC:8x30 × ROF:1 × CL:12 × RNG:20 × REL:VR
Cost: £10000

Special Weapon

Scravers Light Revolver

P × WA:+0 × CO:J × AV:C × DC:1D6+2 × CAL:32 × ROF:3 × CL:6 × RNG:50 × REL:ST
Cost: £110

Scravers Medium Revolver

P × WA:+0 × CO:L × AV:C × DC:2D6+3 × CAL:40 × ROF:3 × CL:6 × RNG:50 × REL:VR
Cost: £230

Zaalen Stinger (Obun Stunner)

EX × WA:+2 × CO:J × AV:R × DC:3D6 × CAL:FSC × ROF:1 × CL:15 × RNG:20 × REL:ST
Cost: £3000

Stun damage only

LIFEPATHS

RACIAL

Urthish

Source: FICS, Attributes Points: 36, Options Points: 16 Value: +124.

Attributes — STR+3 CON+3 BOD+3 MOV+3 INT+3 PRE+3 TEM+3 WIL+3 REF+3 TEC+3 AGI+3 AWA+3
Skills — Academia +2, Athletics +2, Fight +2, Focus +2, Observe +2, Persuasion +2, Teaching +2, Linguistics (Urthish) +1, Local Expert (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — *none*.

Ur Ukar

Source: FICS, Attributes Points: 39, Options Points: 14 Value: +131.

Attributes — STR+3 CON+3 BOD+3 MOV+3 INT+3 PRE+3 TEM+3 WIL+3 REF+3 TEC+4 AGI+4 AWA+4
Skills — Athletics +2, Empathy +2, Fight +2, Focus +2, Observe +2, Stealth +2, Teaching +2, Linguistics (Ba'amon carvings) +1, Linguistics (Ukari) +1. *Benefices/Afflictions* — Ostracism (Mild) -2. *Blessings/Curses* — Bitter -2, Sensitive Touch +2.

Ur Obun

Source: FICS, Attributes Points: 40, Options Points: 16 Value: +136.

Attributes — STR+2 CON+3 BOD+2 MOV+3 INT+4 PRE+4 TEM+4 WIL+4 REF+4 TEC+3 AGI+3 AWA+3
Skills — Academia +2, Fight +2, Focus +2, Observe +2, Persuasion +2, Teaching +2, Arts (undefined) +2, Dogma (Obun Bintaru) +1, Linguistics (Obuni) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Condescending -2, Just +2.

Vorox

Source: FICS, Attributes Points: 45, Options Points: 25 Value: +160.

Attributes — STR+5 CON+6 BOD+7 MOV+5 INT+2 PRE+3 TEM+4 WIL+3 REF+3 TEC+1 AGI+3 AWA+3
Skills — Acrobatics +3, Alchemy +2, Athletics +2, Fight +3, Impress +3, Surveillance +2, Survival +3, Linguistics (Vorox) +1. *Benefices/Afflictions* — Bite +2, Extra Limbs +4, No Occult -2. *Blessings/Curses* — Giant +2, Predatory +0, Sensistive Smell +2, Uncouth -2.

Urthish Balance

Source: FICS, Attributes Points: 3, Options Points: 7 Value: +16.

Attributes — *Skills* — *none*. *Benefices/Afflictions* — Urthish Free Balance +0. *Blessings/Curses* — *none*.

Ur Ukar Balance

Source: FICS, Attributes Points: 1, Options Points: 6 Value: +9.

Attributes — *Skills* — *none*. *Benefices/Afflictions* — Ur Ukar Free Balance +0. *Blessings/Curses* — *none*.

Vorox Balance

Source: FICS, Attributes Points: 0, Options Points: 0 Value: +0.

Attributes — *none*. *Skills* — *none*. *Benefices/Afflictions* — Vorox Free Balance +0. *Blessings/Curses* — *none*.

Ur Obun Balance

Source: FICS, Attributes Points: 0, Options Points: 4 Value: +4.

Attributes — *none*. *Skills* — *none*. *Benefices/Afflictions* — *none*. *Blessings/Curses* — *none*.

NOBILITY

Upbringing

High Court Hawkwood

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: +20.

Attributes — STR+1 INT+1 PRE+2 REF+1 *Skills* — Etiquette +1, Leadership +1, Melee +1, Linguistics (Urthish) +1, Lore (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Prideful -2, Unyielding +2.

High Court Decados

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: +20.

Attributes — TEM+2 AGI+1 AWA+2 *Skills* — Etiquette +1, Inquiry +1, Knavery +1, Linguistics (Urthish) +1, Lore (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Suspicious +2, Vain -2.

Rural Estate Hawkwood

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: +20.

Attributes — STR+2 INT+1 PRE+1 REF+1 *Skills* — Athletics +1, Etiquette +1, Riding +1, Linguistics (Urthish) +1, Lore (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Prideful -2, Unyielding +2.

Rural Estate Decados

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: +20.

Attributes — TEM+1 REF+1 AGI+1 AWA+2 *Skills* — Etiquette +1, Knavery +2, Linguistics (Urthish) +1, Lore (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Suspicious +2, Vain -2.

Landless Decados

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: +20.

Attributes — WIL+1 REF+2 AWA+2 *Skills* — Knavery +1, Melee +1, Observe +1, Sneak +1, Stealth +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Suspicious +2, Vain -2.

Landless Hawkwood

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: +20.

Attributes — STR+1 INT+1 PRE+1 REF+1 AGI+1 *Skills* — Athletics +1, Impress +1, Melee +2, Riding +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Prideful -2, Unyielding +2.

High Court Hazat

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: +20.

Attributes — BOD+1 TEM+2 AWA+2 *Skills* — Etiquette +1, Impress +1, Melee +1, Warfare +1, Linguistics (Urthish) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Disciplined +2, Vengeful -2.

High Court Li Halan

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — INT+1 PRE+1 TEM+2 WIL+1 *Skills* — Etiquette +1, Focus +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Guilty -2, Pious +2.

High Court al-Malik

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — INT+1 PRE+1 WIL+2 REF+1 *Skills* — Etiquette +1, Think Machine +1, Linguistics (Graceful Tongue) +2, Linguistics (Urthish) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Gracious +2, Impetuous -2.

Rural Estate Hazat

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — BOD+1 MOV+1 WIL+1 AWA+2 *Skills* — Etiquette +1, Impress +1, Melee +2, Linguistics (Urthish) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Disciplined +2, Vengeful -2.

Rural Estate Li Halan

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — INT+1 PRE+1 TEM+2 WIL+1 *Skills* — Etiquette +1, Focus +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Guilty -2, Pious +2.

Rural Estate al-Malik

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — INT+1 PRE+1 WIL+1 REF+1 AGI+1 *Skills* — Etiquette +1, Trading +1, Linguistics (Graceful Tongue) +2, Linguistics (Urthish) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Gracious +2, Impetuous -2.

Landless Hazat

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — CON+1 BOD+1 WIL+1 AWA+2 *Skills* — Athletics +1, Impress +1, Melee +1, Remedy +1, Shoot +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Disciplined +2, Vengeful -2.

Landless Li Halan

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — INT+1 PRE+1 TEM+2 WIL+1 *Skills* — Focus +1, Melee +1, Observe +1, Remedy +1, Dogma (Church of the Celestial Sun) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Guilty -2, Pious +2.

Landless al-Malik

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — INT+1 PRE+1 WIL+1 REF+2 *Skills* — Inquiry +1, Melee +1, Trading +1, Linguistics (Graceful Tongue) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Gracious +2, Impetuous -2.

Rural Estate Justinian

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**.

Attributes — CON+1 MOV+1 PRE+1 TEM+1 *Skills* — Academia +1, Empathy +1, Etiquette +2, Leadership +1, Observe +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Urthish) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Disciplined +2, Righteous -2.

Acadia D'Rouge-Glace

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**.

Attributes — PRE+1 TEM+1 WIL+1 REF+1 *Skills* — Academia +1, Dodge +1, Etiquette +1, Melee +1, Occult Arts +1, Arts (Poetry) +1, Local Expert (Rampart Nobility) +1, Science (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Roaming Van Gelder

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**.

Attributes — STR+1 BOD+1 REF+1 AGI+1 *Skills* — Athletics +1, Disguise +1, Dodge +2, Melee +3, Stoic Mind +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Loyal +2, Secretive -2.

Apprenticeship

Military Soldier

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+1 CON+1 BOD+1 REF+2 *Skills* — Athletics +1, Fight +1, Leadership +3, Remedy +1, Shoot +2, Survival +1, Warfare +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Diplomacy Intrigue

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+2 PRE+1 WIL+1 AWA+1 *Skills* — Etiquette +2, Inquiry +1, Knavery +1, Observe +1, Oratory +1, Seduction +2, Stealth +1, Arts (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Leisure Duelist

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+1 CON+1 TEM+1 REF+1 AGI+1 *Skills* — Athletics +1, Dodge +2, Empathy +1, Impress +1, Melee +3, Remedy +1, Sneak +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Leisure Dandy

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+2 TEM+1 REF+1 AWA+1 *Skills* — Academia +1, Empathy +1, Etiquette +1, Gambling +1, Observe +1, Riding +1, Seduction +1, Shoot +1, Arts (undefined) +1, Driving (undefined) +1.

Benefices/Afflictions — none. *Blessings/Curses* — none.

Study

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+2 PRE+2 TEM+1 *Skills* — Academia +2, Focus +3, Inquiry +1, Linguistics (Urthish) +1, Lore (undefined) +3. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Military Starman

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+2 PRE+1 REF+1 AWA+1 *Skills* — Gunnery +1, Impress +1, Leadership +2, Melee +1, Remedy +1, Shoot +2, Think Machine +1, Science (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Early Career

Military Command Starman

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — CON+1 BOD+1 INT+2 PRE+1 TEM+2 REF+2 AWA+1 *Skills* — Celestial Sailing +2, Gunnery +1, Impress +1, Leadership +2, Melee +1, Remedy +1, Shoot +2, Think Machine +1, Warfare +1, Linguistics (Urthish) +1, Science (undefined) +2. *Benefices/Afflictions* — Nobility +3. *Blessings/Curses* — none.

Military Command Soldier

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — STR+1 CON+1 BOD+1 MOV+1 INT+1 PRE+1 TEM+1 REF+1 AGI+1 AWA+1 *Skills* — Athletics +1, Dodge +1, Fight +1, Impress +1, Leadership +4, Melee +1, Observe +1, Remedy +1, Shoot +2, Survival +1, Warfare +1. *Benefices/Afflictions* — Nobility +3. *Blessings/Curses* — none.

Court Duelist

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — STR+1 CON+1 MOV+1 INT+1 TEM+1 WIL+2 REF+1 AGI+1 AWA+1 *Skills* — Dodge +1, Etiquette +1, Melee +2, Remedy +1. *Benefices/Afflictions* — Fencing Actions (Base) +10, Nobility +3. *Blessings/Curses* — none.

Court Ambassador

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — INT+2 PRE+2 TEM+1 WIL+2 REF+1 AWA+2 *Skills* — Etiquette +2, Knavery +2, Observe +1, Oratory +3, Persuasion +1, Seduction +2, Stealth +1, Arts (undefined) +1, Linguistics (Urthish) +1, Lore (undefined) +1. *Benefices/Afflictions* — Nobility +3. *Blessings/Curses* — none.

Questing

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — CON+2 BOD+1 INT+1 PRE+2 TEM+1 WIL+2 TEC+1 *Skills* — Athletics +1, Dodge +1, Etiquette +1, Fight +1, Impress +1, Melee +1, Observe +1, Seduction +1, Shoot +1, Stealth +1, Linguistics (undefined) +2, Lore (Jumpweb) +1, Lore (undefined) +1. *Benefices/Afflictions* — Imperial Charter +4. *Blessings/Curses* — none.

Defrocked Noble

Source: FICS, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — CON+2 BOD+1 MOV+1 INT+1 WIL+2 AGI+1 AWA+2 *Skills* — Disguise +1, Etiquette +2, Focus +1, Forgery +2, Gambling +2, Impress +1, Mech Redemption +1, Oratory +1, Streetwise +2, Lore (undefined) +2, Performance (undefined) +2. *Benefices/Afflictions* — Householder +1. *Blessings/Curses* — none.

CHURCH

Upbringing

Brother Battle Rookie

Source: FS2CRB, Attributes Points: 4, Options Points: 8 Value: **+20**.

Attributes — STR+1 BOD+1 TEM+1 AGI+1 *Skills* — Athletics +1, Dodge +1, Fight +1, Focus +1, Melee +1, Remedy +1, Shoot +1, Stoic Body +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Clueless -2, Disciplined +2.

Apprenticeship

Orthodox Cathedral

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+1 TEM+2 WIL+1 *Skills* — Academia +1, Etiquette +1, Focus +1, Oratory +2, Seduction +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +1, Linguistics (Urthish) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Austere -2, Pious +2.

Eskatonic Order Cathedral

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+2 TEM+2 *Skills* — Academia +1, Alchemy +1, Focus +3, Observe +1, Occult Arts +1, Stoic Mind +1, Linguistics (Latin) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Curious +2, Subtle -2.

Temple Avesti Cathedral

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — CON+1 TEM+2 AWA+2 *Skills* — Impress +1, Inquiry +1, Interrogation +2, Melee +1, Observe +1, Search +1, Shoot +1, Streetwise +1, Dogma (Church of the Celestial Sun) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Pious +2, Righteous -2.

Sanctuary Aeon Cathedral

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — TEM+1 WIL+1 REF+2 TEC+1 *Skills* — Empathy +1, Remedy +2, Seduction +1, Stoic Mind +1, Surgery +3, Arts (Music) +1, Dogma (Church of the Celestial Sun) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Compassionate +2, Gullible -2.

Orthodox Parish

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+1 TEM+2 WIL+1 *Skills* — Empathy +1, Focus +1, Oratory +1, Remedy +1, Seduction +1, Surgery +1, Teaching +1, Dogma (Church of the Celestial Sun) +2, Local Expert (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Austere -2, Pious +2.

Eskatonic Order Parish

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+2 TEM+2 *Skills* — Alchemy +1, Empathy +1, Focus +3, Observe +1, Occult Arts +1, Remedy +1, Stoic Mind +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Curious +2, Subtle -2.

Sanctuary Aeon Parish

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — TEM+2 WIL+1 REF+2 *Skills* — Empathy +1, Remedy +2, Seduction +1, Stoic Mind +1, Surgery +3, Arts (Music) +1, Local Expert (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Compassionate +2, Gullible -2.

Orthodox Monastery

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+1 TEM+2 WIL+1 *Skills* — Academia +2, Focus +1, Stoic Mind +1, Surgery +1, Dogma (Church of the Celestial Sun) +2, Linguistics (Latin) +2, Linguistics (Urthish) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Austere -2, Pious +2.

Eskatonic Order Monastery

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+2 TEM+2 *Skills* — Academia +1, Alchemy +2, Focus +2, Occult Arts +1, Stoic Mind +1, Linguistics (Latin) +2, Linguistics (Urthish) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Curious +2, Subtle -2.

Sanctuary Aeon Monastery

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — PRE+1 TEM+2 WIL+1 REF+1 *Skills* — Alchemy +1, Empathy +1, Remedy +2, Stoic Mind +1, Surgery +3, Dogma (Church of the Celestial Sun) +1, Linguistics (Urthish) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Compassionate +2, Gullible -2.

Brother Battle Trainee

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+1 CON+1 TEM+1 REF+1 AGI+1 *Skills* — Fight +1, Remedy +1, Shoot +1, Stoic Body +1. *Benefices/Afflictions* — Basic Mantok +6. *Blessings/Curses* — none.

Temple Avesti Parish

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — CON+1 TEM+2 AWA+2 *Skills* — Impress +2, Inquiry +2, Interrogation +1, Observe +1, Search +1, Shoot +2, Dogma (Church of the Celestial Sun) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Temple Avesti Monastery

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — CON+1 TEM+2 AWA+2 *Skills* — Beastcraft +1, Impress +1, Inquiry +1, Interrogation +1, Melee +1, Observe +1, Riding +1, Shadowing +2, Survival +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Pious +2, Righteous -2.

Early Career

Preacher

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — INT+2 PRE+3 TEM+2 WIL+2 AWA+1 *Skills* — Empathy +2, Focus +1, Impress +2, Inquiry +1, Observe +1, Oratory +3, Seduction +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2. *Benefices/Afflictions* — Ordained +3. *Blessings/Curses* — none.

Monk

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — BOD+1 INT+2 PRE+2 TEM+2 WIL+2 AWA+1 *Skills* — Academia +1, Empathy +1, Focus +3, Inquiry +1, Observe +1, Remedy +1, Stoic Body +1, Stoic Mind +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2, Lore (undefined) +1. *Benefices/Afflictions* — Ordained +3. *Blessings/Curses* — none.

Missionary

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — CON+1 BOD+1 INT+1 PRE+2 TEM+1 WIL+2 AWA+2 *Skills* — Beastcraft +1, Empathy +1, Focus +1, Inquiry +1, Observe +1, Oratory +2, Remedy +1, Riding +1, Seduction +3, Streetwise +1, Surgery +1, Dogma (Church of the Celestial Sun) +1. *Benefices/Afflictions* — Ordained +3. *Blessings/Curses* — none.

Healer

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — CON+1 INT+1 PRE+2 TEM+2 WIL+1 REF+2 TEC+1 *Skills* — Empathy +2, Focus +1, Observe +1, Oratory +1, Remedy +3, Seduction +2, Surgery +3, Tinkering +1, Local Expert (undefined) +1. *Benefices/Afflictions* — Ordained +3. *Blessings/Curses* — none.

Inquisitor

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — STR+2 CON+1 MOV+1 TEM+1 WIL+2 REF+1 AWA+2 *Skills* — Athletics +1, Impress +2, Inquiry +1, Interrogation +1, Observe +2, Search +1, Shadowing +1, Shoot +2, Stealth +1, Stoic Body +1, Streetwise +1, Lore (Heresy) +1. *Benefices/Afflictions* — Ordained +3. *Blessings/Curses* — none.

Brother Battle Monk

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — STR+2 CON+1 BOD+2 MOV+1 PRE+1 TEM+1 WIL+1 REF+1 *Skills* — Dodge +1, Fight +2, Melee +1, Shoot +2, Stoic Body +2, Surgery +1, Survival +1, Warfare +1. *Benefices/Afflictions* — Ordained +3, Superior Mantok Technique +4. *Blessings/Curses* — none.

GUILD

Upbringing

Apprenticeship

Academy Charioteers

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+2 REF+2 *Skills* — Impress +1, Remedy +1, Tinkering +1, Driving (Heavy Transport Vehicle) +2, Driving (Landcraft) +3, Lore (Spacesuit) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Curious +2, Nosy -2.

Academy Engineers

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 REF+1 TEC+3 *Skills* — Inquiry +1, Mech Redemption +2, Think Machine +1, Volt Redemption +1, Linguistics (Urthtech) +1, Science (primary speciality) +3, Science (secondary speciality) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Innovative +2, Unnerving -2.

Academy Scravers

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+2 TEM+1 AWA+2 *Skills* — Fight +1, Gambling +1, Impress +1, Inquiry +1, Knavery +1, Sneak +1, Streetwise +2, Linguistics (Scravers' Cant) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Possessive -2, The Man +2.

Academy Muster

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+1 REF+2 TEC+2 *Skills* — Fight +1, Impress +1, Mech Redemption +1, Remedy +1, Shoot +2, Streetwise +1, Driving (undefined) +2, Lore (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Bold +2, Callous -2.

Academy Reeves

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+2 TEM+1 AWA+2 *Skills* — Academia +1, Bureaucracy +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Oratory +2, Arts (Rhetoric) +1, Linguistics (Latin) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Mammon -2, Shrewd +2.

Guildhall Engineer

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 REF+1 TEC+3 *Skills* — Inquiry +1, Mech Redemption +1, Shoot +1, Think Machine +1, Volt Redemption +2, Linguistics (Urthtech) +1, Science (primary speciality) +2, Science (secondary speciality) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Innovative +2, Unnerving -2.

Guildhall Scraver

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+2 TEM+1 AWA+2 *Skills* — Dodge +1, Gambling +1, Impress +1, Inquiry +1, Knavery +1, Shoot +1, Sneak +1, Streetwise +1, Linguistics (Scravers' Cant) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Lucky at cards +2, Possessive -2.

Guildhall Muster

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+1 REF+1 TEC+2 AGI+1 *Skills* — Fight +1, Impress +1, Mech Redemption +1, Remedy +1, Search +1, Shoot +1, Streetwise +2, Driving (undefined) +1, Lore (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Bold +2, Callous -2.

Guildhall Reeves

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+2 PRE+1 AWA+2 *Skills* — Academia +1, Bureaucracy +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Observe +1, Oratory +1, Linguistics (Latin) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Mammon -2, Shrewd +2.

Street Engineer

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 REF+2 TEC+2 *Skills* — Inquiry +1, Mech Redemption +2, Shoot +1, Streetwise +1, Think Machine +1, Linguistics (Urthtech) +2, Science (primary speciality) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Innovative +2, Unnerving -2.

Street Scravers

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+1 MOV+1 AGI+1 AWA+2 *Skills* — Dodge +1, Gambling +1, Knavery +1, Shoot +2, Stealth +1, Streetwise +2, Linguistics (Scravers' Cant) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Lucky at cards +2, Possessive -2.

Street Muster

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+1 CON+1 REF+1 TEC+1 AGI+1 *Skills* — Impress +1, Knavery +1, Melee +1, Remedy +1, Search +1, Shadowing +1, Shoot +1, Streetwise +2, Driving (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Bold +2, Callous -2.

Street Reeves

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+2 AGI+1 AWA+2 *Skills* — Academia +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Observe +1, Oratory +1, Shoot +1, Stealth +1, Streetwise +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Mammon -2, Shrewd +2.

Streets Charioteers

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+2 REF+2 *Skills* — Impress +1, Knavery +1, Remedy +1, Streetwise +2, Tinkering +1, Trading +1, Driving (Landcraft) +1, Linguistics (undefined) +1, Lore (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Curious +2, Nosy -2.

Guildhall Charioteers

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+2 REF+2 *Skills* — Empathy +1, Impress +1, Remedy +1, Tinkering +2, Driving (Heavy Transport Vehicle) +2, Driving (Railway) +1, Linguistics (undefined) +1, Lore (undefined) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — Curious +2, Nosy -2.

Early Career

Market Merchant

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — CON+1 INT+2 PRE+2 WIL+2 REF+1 AWA+2 *Skills* — Fight +1, Gambling +1, Inquiry +2, Knavery +1, Observe +1, Seduction +2, Sneak +1, Streetwise +2, Trading +2, Linguistics (undefined) +1, Lore (undefined) +1. *Benefices/Afflictions* — Commission +3. *Blessings/Curses* — none.

Market Money Lender

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — STR+1 BOD+1 MOV+1 PRE+1 WIL+3 REF+1 AGI+1 AWA+1 *Skills* — Academia +1, Etiquette +2, Forgery +2, Gambling +1, Interrogation +1, Knavery +1, Magna Carta +2, Persuasion +1. *Benefices/Afflictions* — Cash +1, Commission +3, Contact +1, Gossip Network +2. *Blessings/Curses* — none.

Starship Pilot

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — BOD+1 INT+2 PRE+1 WIL+2 REF+2 TEC+1 AWA+1 *Skills* — Celestial Sailing +4, Gunnery +1, Magna Carta +1, Melee +1, Navigation +1, Observe +1, Remedy +1, Sensors +1, Shoot +1, Skycraft Piloting +1, Think Machine +1, Lore (Jumpweb) +1. *Benefices/Afflictions* — Commission +3. *Blessings/Curses* — none.

Starship Engineer

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — BOD+1 MOV+1 INT+2 WIL+2 TEC+3 AWA+1 *Skills* — Academia +1, Celestial Sailing +1, Cybernetics +1, Focus +2, Forbidden Lore +2, Mech Redemption +1, Melee +1, Observe +2, Sensors +1, Think Machine +1, Volt Redemption +1, Science (Engineering) +1. *Benefices/Afflictions* — Commission +3. *Blessings/Curses* — none.

Starship Gunner

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — BOD+1 MOV+1 TEM+1 WIL+2 REF+2 TEC+1 AWA+2 *Skills* — Acrobatics +2, Athletics +1, Dodge +1, Gunnery +3, Melee +1, Remedy +1, Security +1, Sensors +1, Shoot +2, Think Machine +1, Lore (Jumpweb) +1. *Benefices/Afflictions* — Commission +3. *Blessings/Curses* — none.

Mercenary Soldier

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Mercenary Combat Engineer

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Scholar

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Scientist

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Thief

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.

Attributes — CON+1 BOD+2 MOV+1 WIL+2 REF+1 AGI+1 AWA+2 *Skills* — Acrobatics +1, Athletics +1, Bureaucracy +1, Dodge +1, Forgery +1, Gambling +1, Impress +1, Inquiry +1, Observe +1, Security +1, Shoot +1, Sneak +1, Stealth +2, Tinkering +1. *Benefices/Afflictions* — Commission +3. *Blessings/Curses* — none.

Spy

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

ALIEN

Upbringing

Velisamil Ur Obun

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Kordeth Spawn

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — CON+1 WIL+1 REF+1 TEC+1 AWA+1 *Skills* — Fight +1, Knavery +1, Stealth +1, Survival +1, Lore (Kordeth Clans) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Vorox Li Halan Cub

Source: FS2CRB, Attributes Points: 4, Options Points: 8 Value: **+20**.

Attributes — STR+1 CON+1 REF+1 AGI+1 *Skills* — Acrobatics +1, Dodge +1, Fight +1, Shadowing +2, Shoot +1, Warfare +2. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Aglon Spawn

Source: FICS, Attributes Points: 5, Options Points: 5 Value: **+20**.

Attributes — CON+1 REF+1 TEC+2 AWA+1 *Skills* — Disguise +1, Etiquette +1, Politics +1, Streetwise +1, Trading +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Apprenticeship

Umo'rin Counselor

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Voavenlohjun Priest

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Vhem Saahen Learner

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Umo'rin Advisor

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Voavenlohjun Abbot

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: **+0**.

Attributes — none. *Skills* — none. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Clan Chieftain

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — INT+1 PRE+1 WIL+1 REF+1 AWA+1 *Skills* — Alchemy +1, Dodge +1, Impress +1, Knavery +1, Leadership +1, Melee +1, Shoot +1, Stoic Mind +1, Survival +1, Linguistics (Ba'amon carvings) +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Clan Warrior

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.

Attributes — STR+1 CON+1 WIL+1 REF+1 AGI+1 *Skills* — Alchemy +1, Dodge +2, Fight +2, Impress +1, Melee +2, Observe +1, Shoot +1. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Bava! Recruit

Source: FS2CRB, Attributes Points: 6, Options Points: 7 Value: **+25**.

Attributes — BOD+1 MOV+1 WIL+1 REF+1 TEC+1 AGI+1 *Skills* — Cryptography +2, Demolition +2, Disguise +2, Dodge +1, Politics +2. *Benefices/Afflictions* — Dark Secret -1, Outlaw -1. *Blessings/Curses* — none.

Vorox Trooper

Source: FICS, Attributes Points: 5, Options Points: 33 Value: **+48**.

Attributes — STR+1 MOV+1 WIL+1 REF+1 AWA+1 *Skills* — Acrobatics +2, Athletics +2, Dodge +2, Empathy +1, Focus +2, Melee +2, Observe +2, Shoot +2, Lore (Symbiots) +2. *Benefices/Afflictions* — Graa

Fighting +6, Vorox Gun Manoeuvres +10. Blessings/Curses — none.

Early Career

Vhem Saahen Herald

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: +0.
Attributes — none. Skills — none. Benefices/Afflictions — none. Blessings/Curses — none.

Clan Chieftain

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: +0.
Attributes — none. Skills — none. Benefices/Afflictions — none. Blessings/Curses — none.

Clan Warrior

Source: FS2CRB, Attributes Points: 0, Options Points: 0 Value: +0.
Attributes — none. Skills — none. Benefices/Afflictions — none. Blessings/Curses — none.

Bava! Agent

Source: FICS, Attributes Points: 10, Options Points: 18 Value: +48.
Attributes — CON+1 MOV+1 INT+1 PRE+1 TEM+1 WIL+2 TEC+2 AGI+1 Skills — Athletics +1, Bribery +1, Cryptography +0, Demolition +1, Disguise +1, Empathy +1, Forgery +1, Impress +1, Observe +1, Oratory +1, Security +2, Sensors +1, Shadowing +2, Streetwise +1, Surveillance +1, Think Machine +1, Dogma (Ukar Banjak) +1. Benefices/Afflictions — none. Blessings/Curses — none.

Vorox Commando

Source: FICS, Attributes Points: 6, Options Points: 7 Value: +25.
Attributes — STR+1 CON+1 BOD+2 MOV+1 TEC+1 Skills — Alchemy +1, Dodge +1, Gunnery +1, Heavy Weapons +2, Xenology (Urthish) +2. Benefices/Afflictions — none. Blessings/Curses — none.

WORLDLY BENEFITS

Promotion and Rewards

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: +7.
Attributes — none. Skills — none. Benefices/Afflictions — Assets +5, Raise Rank by one +2. Blessings/Curses — none.

High Promotion

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: +7.
Attributes — none. Skills — none. Benefices/Afflictions — Cash +3, Rise Rank by Two +4. Blessings/Curses — none.

Rich Rewards

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: +7.
Attributes — none. Skills — none. Benefices/Afflictions — Assets +7. Blessings/Curses — none.

Friends

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: +7.
Attributes — none. Skills — none. Benefices/Afflictions — Ally +1, Cash +1, Contact +1, Gossip Network +2, Passage Contract +2. Blessings/Curses — none.

Promotion and Friends

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: +7.
Attributes — none. Skills — none. Benefices/Afflictions — Ally +4, Cash +1, Raise Rank by one +2. Blessings/Curses — none.

TOUR OF DUTY

Questing Knight

Source: FS2CRB, Attributes Points: 9, Options Points: 13 Value: +40.
Attributes — STR+1 CON+1 MOV+1 PRE+1 TEM+1 WIL+1 REF+1 AGI+1 AWA+1 Skills — Dodge +1, Etiquette +2, Fight +1, Impress +2, Inquiry +2, Magna Carta +2, Persuasion +1, Search +1, Seduction +1. Benefices/Afflictions — none. Blessings/Curses — none.

Cohort

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: +20.
Attributes — MOV+1 INT+1 Skills — Bureaucracy +1, Disguise +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Search +1, Seduction +1, Sneak +1, Stealth +1, Driving (undefined) +1. Benefices/Afflictions — Cohort Badge +3. Blessings/Curses — none.

Native Psychic

Source: FS2CRB, Attributes Points: 4, Options Points: 8 Value: +20.
Attributes — TEM+1 Skills — Occult Arts +2. Benefices/Afflictions — Base Occult +6. Blessings/Curses — none.

Cybernetics Tweaked

Source: FS2CRB, Attributes Points: 0, Options Points: 20 Value: +20.
Attributes — none. Skills — none. Benefices/Afflictions — Medium Cyber Package +20. Blessings/Curses — none.

Cybernetics Loaded For Bear

Source: FS2CRB, Attributes Points: 0, Options Points: 40 Value: +40.
Attributes — none. Skills — none. Benefices/Afflictions — Big Cyber Package +40. Blessings/Curses — none.

Native Theurge

Source: FS2CRB, Attributes Points: 4, Options Points: 8 Value: +20.
Attributes — TEM+1 Skills — Dogma (Church of the Celestial Sun) +2. Benefices/Afflictions — Base Occult +6. Blessings/Curses — none.

Standard Tour of Duty

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: +20.
Attributes — Skills — none. Benefices/Afflictions — none. Blessings/Curses — none.

Caliphate Wars Veteran (5011)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: +20.
Attributes — MOV+1 WIL+1 Skills — Bribery +2, Cybernetics +1, Demolition +1, Dodge +1, Gambling +1, Mech Redemption +1, Remedy +1, Shoot +1, Stealth +1, Stoic Body +1, Linguistics (Kurgan) +2. Benefices/Afflictions — Well-Traveled +3. Blessings/Curses — War Trauma -2.

Stigmata Veteran (5013)

Source: FICS, Attributes Points: 3, Options Points: 11 Value: +20.
Attributes — WIL+1 AGI+1 AWA+1 Skills — Heavy Weapons +1, Leadership +1, Remedy +1, Stealth +1, Stoic Mind +1, Warfare +1, Linguistics (Imperial Battle Slang) +2, Local Expert (Stigmata) +2, Lore (Symbiots) +1. Benefices/Afflictions — none. Blessings/Curses — none.

Star Nations Veteran (5007)

Source: FICS, Attributes Points: 3, Options Points: 11 Value: +20.
Attributes — INT+1 WIL+1 AWA+1 Skills — Navigation +1, Observe +1, Sensors +1, Think Machine +1, Dogma (Vuldrok Erdgheist) +1, Linguistics (Vuldrok) +1, Local Expert (Hargard) +2. Benefices/Afflictions — Well-Traveled +3. Blessings/Curses — none.

Imperial Cadet

Source: FICS, Attributes Points: 6, Options Points: 2 Value: +20.
Attributes — CON+1 BOD+1 PRE+1 TEM+1 REF+1 TEC+1 Skills — Etiquette +2. Benefices/Afflictions — none. Blessings/Curses — none.

Street Cartel Thug

Source: FICS, Attributes Points: 3, Options Points: 11 Value: +20.
Attributes — STR+1 BOD+1 AWA+1 Skills — Alchemy +1, Dodge +1, Fight +2, Impress +2, Interrogation +1, Knavery +1, Shadowing +1, Streetwise +2. Benefices/Afflictions — none. Blessings/Curses — none.

Kraxi Kadanqari

Source: FICS, Attributes Points: 4, Options Points: 8 Value: +20.
Attributes — STR+1 BOD+1 REF+1 AGI+1 Skills — Lore (Kraxi Kadanqar) +2. Benefices/Afflictions — Fencing Actions (Base) +10, Outlaw -4. Blessings/Curses — none.

Banjaka Sadaroun

Source: FICS, Attributes Points: 4, Options Points: 8 Value: +20.
Attributes — PRE+1 WIL+1 Skills — Occult Arts +2, Oratory +2, Stoic Mind +1, Dogma (Ukar Banjak) +2, Linguistics (Ba'amon carvings) +1. Benefices/Afflictions — none. Blessings/Curses — none.

Anikrunta Taudwyan

Source: FICS, Attributes Points: 3, Options Points: 11 Value: +20.
Attributes — INT+1 TEM+1 WIL+1 Skills — Etiquette +1, Focus +1, Impress +1, Interrogation +1, Leadership +1, Occult Arts +2, Oratory +1, Politics +1, Dogma (Ukar Banjak) +1, Xenology (Ukar) +1. Benefices/Afflictions — none. Blessings/Curses — none.

Mini Tour of Duty

Source: FICS, Attributes Points: 1, Options Points: 7 Value: +10.
Attributes — Skills — none. Benefices/Afflictions — none. Blessings/Curses — none.

Entrepreneur

Source: FICS, Attributes Points: 2, Options Points: 14 Value: +20.
Attributes — INT+1 PRE+1 Skills — Bureaucracy +2, Knavery +1, Leadership +1, Magna Carta +2, Persuasion +2, Politics +2, Trading +2. Benefices/Afflictions — Freelancer Investment +2. Blessings/Curses — none.

Pilgrim Escort

Source: FICS, Attributes Points: 2, Options Points: 14 Value: +20.
Attributes — BOD+1 MOV+1 Skills — Athletics +1, Bribery +1, Bureaucracy +1, Dodge +1, Empathy +2, Etiquette +1, Melee +2, Observe +1, Oratory +1, Teaching +1, Dogma (Church of the Celestial Sun) +1, Dogma (undefined) +1. Benefices/Afflictions — none. Blessings/Curses — none.

Fief Holder

Source: FICS, Attributes Points: 2, Options Points: 14 Value: +20.
Attributes — PRE+2 Skills — Empathy +1, Etiquette +1, Gambling +1, Impress +1, Leadership +3, Security +1, Seduction +1, Local Expert (undefined) +1, Lore (undefined) +1. Benefices/Afflictions — Retinue +3. Blessings/Curses — none.

Errant Knight

Source: FICS, Attributes Points: 2, Options Points: 14 Value: +20.

Attributes — MOV+1 WIL+1 *Skills* — Academia +1, Athletics +2, Athletics +1, Dodge +2, Etiquette +2, Melee +2, Observe +1, Riding +1, Search +2. *Benefices/Afflictions* — none. *Blessings/Curses* — none.

Chapter Monk

Source: FICS, Attributes Points: 6, Options Points: 12 Value: +30.

Attributes — CON+1 TEM+2 WIL+1 *Skills* — Dodge +2, Empathy +2, Focus +1, Melee +2, Persuasion +1, Stoic Mind +1, Dogma (Stellar Apocryphon) +1. *Benefices/Afflictions* — Chapter Atonement +3, Vow of Celibacy -1. *Blessings/Curses* — none.