

# Dramatis Personae References

Release Date: *Feb. 23, 2021, 3:30 a.m.*

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

## Skills

### Academia

Common Skill  
Group: EDU  
UUID: 3cbf7ebe-ad74-3fed-ba01-bboee8f46aeb

### Acrobatics

Common Skill  
Group: BOD  
UUID: f6efc1f5-a3df-3188-b771-f58e220e53c8

### Acting

Common Skill  
Group: PER  
UUID: 3fia6bd7-a2d2-3c7e-912d-5be00a4e5c30

### Alchemy

Common Skill  
Group: SPI  
UUID: 71f61da3-66dc-3029-b154-28bc4fcc7cdd

### Arts \*

Common Skill  
Group: PER  
UUID: 931aa7d9-8ab3-3669-8973-f9bf55c5a94f

### Arts (Cooking)

Common Skill  
UUID: 3609cb62-af80-3fca-b8bd-fedcb4ee7b96

### Arts (Holooid)

Common Skill  
UUID: 9d941add-e2f5-356a-9708-fc8f3419fee4

### Arts (Litterature)

Common Skill  
UUID: 5d3d8bca-dfb4-3d6b-8d61-od9of3d2449f

### Arts (Music)

Common Skill  
UUID: b360d95e-c653-34de-95d1-ad453db7b8f4

### Arts (Painting)

Common Skill  
UUID: bf35a35d-2434-37d0-a427-4f394e6c434a

### Arts (Poetry)

Common Skill  
UUID: 93a3888e-70f7-3d60-8c1e-6c6c2f50ae29

### Arts (Rhetoric)

Common Skill  
UUID: dca2e6fe-9fa8-3f03-b778-f26b56d91d99

### Arts (Sculpture)

Common Skill  
UUID: 310d448f-643d-3c70-9ed6-2c85ea5ea81e

### Athletics

Common Skill  
Group: BOD  
UUID: 62527e38-9347-3a29-b1ef-09f970d05981

### Beastcraft

Common Skill  
Group: CON  
UUID: 6ab3cba2-0ca6-3719-9a03-488dod91dba9

### Bribery

Common Skill  
Group: UND  
UUID: 02f508a9-bc90-31c4-ae89-48eb947ddecc

### Bureaucracy

Common Skill  
Group: EDU  
UUID: 224f399e-27f4-30fb-89f3-96b9d6bo88d6

### Cryptography

Group: SPI  
UUID: 3b2dfc46-8a7f-3998-9d34-864c471a4ood

### Cybernetics

Group: TIN  
UUID: 4d7ff8f3-55c4-322b-b303-of01e80b9fd5

### Demolition

Common Skill  
Group: TIN  
UUID: 2f3doe01-e713-348c-9a9b-56a84a73d7ea

### Disguise

Common Skill  
Group: PER  
UUID: fidf933a-1137-3e2c-9210-1c99a55b60bf

### Dodge

Common Skill  
Group: FIG  
UUID: 059a44fb-cc35-3c5a-a73c-503e23f44748

### Dogma \*

Common Skill  
Group: SPI  
UUID: a26797f2-df36-3703-a6fo-dado4a53ff71

### Dogma (Church of the Celestial Sun)

Common Skill  
UUID: d3146219-fbb7-35f3-ado6-4cde51abe439

### Dogma (Kurgan El-Diin)

Common Skill  
UUID: 8758519a-8594-3a04-84f9-371d33b33549

### Dogma (Manja)

Common Skill  
UUID: bed98fie-0996-35e2-boea-d5b3cdeab7d1

### Dogma (Obun Bintaru)

Common Skill  
UUID: 6c80b872-0876-36a2-ad85-780a3d368of7

### Dogma (Obun Voavenlohjun)

Common Skill  
UUID: eedddd8d-43ab-3254-8320-531bd2a691c1

**Dogma (Omega Gospels)**

Common Skill  
UUID: f8bo4921-cc44-3110-962c-c260c6551c46

**Dogma (Sathraism)**

Common Skill  
UUID: 72365fib-d175-3ca6-b1c0-11e46e6db355

**Dogma (Stellar Apocryphon)**

Common Skill  
UUID: coac643e-91c8-3odo-b53o-e8c5eb47e62c

**Dogma (Symbiot Lifeweb)**

Common Skill  
UUID: 3c83bf96-3d8b-3b5e-b144-4b21cfc09c06

**Dogma (Ukar Banjak)**

Common Skill  
UUID: 1a5ba658-ff5o-37do-9b9e-obdodfa89f63

**Dogma (Vuldrok Erdgheist)**

Common Skill  
UUID: d2d69co3-6325-3f66-9eaf-c86ab65e5ocf

**Driving \***

Common Skill  
Group: CON  
UUID: a10c8c72-a709-3265-8d66-fce32d90e484

**Driving (Armored Vehicle)**

Common Skill  
UUID: 32f4ab72-629o-353c-b8ba-433of878fa72

**Driving (Battle Mech)**

Common Skill  
UUID: d18caa1-2b69-3a83-ad5e-o62e2798a247

**Driving (Celestial Sailing)**

UUID: 3fff2bdd-7ba8-33do-a6o9-12f4ea53ee4e

**Driving (Construction Mech)**

Common Skill  
UUID: 7fe1boo6-d7d3-33a1-bd89-7cf8cdb4a2c8

**Driving (Heavy Transport Vehicle)**

Common Skill  
UUID: a313e6f1-51cb-33e5-b92f-fo09c6ec863d

**Driving (Hovertank)**

Common Skill  
UUID: f89fbe3b-a57c-3ad2-a5d3-fe25887eadof

**Driving (Landcraft)**

Common Skill  
UUID: 9oo52f9o-264c-3db4-a7o9-7acfdb1d46f7

**Driving (Railway)**

Common Skill  
UUID: 9ob2d3b2-co55-34a3-bfob-aodc89a8o5od

**Driving (Skimmer bike)**

Common Skill  
UUID: 84a5a193-ec32-354o-a881-95adffd5e6d6

**Driving (Skycraft Piloting)**

UUID: 3o1acef3-bfb6-34e6-bbb7-1e76667869dc

**Driving (Watercraft)**

Common Skill  
UUID: 1e46f791-7768-3118-8475-c4def43f15f4

**Empathy**

Common Skill  
Group: AWA  
UUID: ocdfc7bo-35a9-3173-8312-ado21dd18o69

**Etiquette**

Common Skill  
Group: SOC  
UUID: f296cobb-6o8c-3239-88d1-9882ee3b5c92

**Fight**

Common Skill  
Group: FIG  
UUID: 447a9b71-9e7o-38dd-a481-731e51o1c14d

**Focus**

Common Skill  
Group: BOD  
UUID: 36431246-8fi1-39ce-b2o4-689o3d3d4344

**Forgery**

Common Skill  
Group: PER  
UUID: 66d191b7-bcb3-3cc5-8354-d238obebf722

**Gambling**

Common Skill  
Group: UND  
UUID: 896d25of-do45-3d8o-8fad-bd6e1545db25

**Gunnery**

Group: FIG  
UUID: 365a2a95-8958-3845-9doa-6195oa945oddd

**Heavy Weapons**

Group: FIG  
UUID: eofa5eod-7f47-3b85-9fif-2af45341fe89

**Impress**

Common Skill  
Group: UND  
UUID: c54b4dec-aocd-33e4-8e31-cb7oab1c1863

**Inquiry**

Common Skill  
Group: AWA  
UUID: d8d73fb4-a986-37be-a626-f91do53feo69

**Interrogation**

Common Skill  
Group: SOC  
UUID: b283c8fi-c75e-35a3-ab16-66334b7d16b7

**Knavery**

Common Skill  
Group: UND  
UUID: o46fb5o3-74aa-331e-b75o-a536c2ce9621

**Leadership**

Common Skill  
Group: SOC  
UUID: ccee44O4-184c-33ef-8ac3-756b7739317e

Linguistics \*

Common Skill  
Attributes: PRE, INT  
Group: SOC  
UUID: 7d9c1fcd-dae8-30b9-8c5d-de1514059e77

The knowledge of a vernacular, racial or foreign language.

- Rank 1: a basic understanding of the language in its oral form.
- Rank 2: the ability to read and basically write the language.
- Rank 3: the ability to use the language with correct syntax and semantic.
- Rank 4: the ability to read and write with most of the subtility provided by the language.
- Rank 5: the ability to produce and appreciate the richest idioms of the language.
- Rank 6 and higher: for language enthusiasts and diletantes.

The root value stacks with each speciality value when a roll is needed.  
Only the speciality value counts for levels considerations.

Linguistics (Ba'amon carvings)

Common Skill  
UUID: 81526654-220b-38bd-ae19-ac49bfe44d37

Linguistics (Franken)

Common Skill  
UUID: ffb23662-4679-3e61-97c2-974ce09cbd5f

Linguistics (Graceful Tongue)

Common Skill  
UUID: 5cb8c867-9161-3a2d-9bbf-490cc13c3a93

Linguistics (Imperial Battle Slang)

Common Skill  
UUID: b22b3612-3264-3ff7-9128-dd6001abb487

Linguistics (Kurgan)

Common Skill  
UUID: 27dbaa52-2a09-3575-b77a-3d257511f925

Linguistics (Latin)

Common Skill  
UUID: 37c0c4be-fodb-31cb-a015-40b2a3b7b094

Linguistics (Obuni)

Common Skill  
UUID: 75cf858e-da46-35fa-9328-d253fe7a9117

Linguistics (Rital)

Common Skill  
UUID: 6bbcdf7b-458c-3dec-b6b1-adda46895b36

Ancient language of House Masseri. Almost completely extinct in the Empire.  
Official language on the Verona System.

Linguistics (Scravers' Cant)

Common Skill  
UUID: dab76a67-f072-393b-b4e3-f7799f49ea8f

Linguistics (Signs Language)

UUID: c577a80f-211e-3001-a744-1889oadd5170

Linguistics (Ukari)

Common Skill  
UUID: 8fe8b135-d94f-3b09-ab5b-9991d79a6511

Linguistics (Urthish)

Common Skill  
UUID: 7fe44e91-2334-3d1b-8f29-70bb9579a6c6

Linguistics (Urthtech)

Common Skill  
UUID: a2232709-44a3-39d5-954d-2d05caa91b78

Linguistics (Vorox)

Common Skill  
UUID: 07e72882-eaf3-3fda-bb6f-d4bde4307c36

Linguistics (Vuldrok)

Common Skill  
UUID: 721f2927-3cac-3bc9-8001-4f56dfbc6973

Local Expert \*

Common Skill  
Attributes: INT  
Group: AWA  
UUID: 4c208559-a5c3-3f77-ab2d-81246173bac6

A knowledge limited to a place or to a custom on a specific system. It can apply for a example to a given City or Region on a planet, or to a generic Custom of the planet.  
A knowledge through Local Expert always supercedes one gained through Lore (consider that same lore 4 ranks higher if needed to figure out who knows more.  
Example: Local Expert (Rampart Cybernetic Black Market) 2 would be considered Lore (Cybernetics) 6 in the streets of Avaneir.

Local Expert (Acadia Province)

Common Skill  
UUID: oe1edo8d-c6d8-3ede-93bc-4280310d2f24

Local Expert (Avaneir)

Common Skill  
UUID: 16c322fe-769f-351e-b4b6-eea45d85c32b

Local Expert (Avaneir Recipes)

UUID: d486d889-6271-304f-a036-706259cdf7b9

Local Expert (Avaneir Underground)

UUID: 51ee10c7-0bc1-328a-8575-5f3f1ba16e14

Local Expert (Curpertino)

Common Skill  
UUID: 78e79197-041d-328d-8334-5178c212ccf8

Local Expert (Cybernetics Black Market)

Common Skill  
UUID: bf280bf7-369d-307d-b8c9-65f654f4fe91

Local Expert (Famous Authors)

Common Skill  
UUID: 14b5c620-d118-3796-b262-027d41bd8ed1

Local Expert (Grail Pilgrims)

Common Skill  
UUID: 5a4c97e0-d450-38bo-a3ba-f9cd7954845d

Local Expert (Hargard)

UUID: 1b18ada1-36ba-3ef6-a638-b86b4045ofb4

Local Expert (Imperial Dominion)

Common Skill  
UUID: e75b7977-ebe4-375e-b552-10b950ededeo

Local Expert (Miret)

Common Skill  
UUID: 4334aa3f-7ee7-3b64-b62a-49543b2b80bd

Local Expert (Miret guilds)

Common Skill  
UUID: a334a89e-9be4-321d-ba7e-5558484775e7

Local Expert (New Odessa)

Common Skill  
UUID: cd9e8071-f874-36c5-a08d-4db89191c6e8

**Local Expert (Outreach Spiritual Legacy)**

Common Skill  
UUID: e170be13-8a0b-356b-ae5-5574289aa204

**Local Expert (Rampart Church)**

Common Skill  
UUID: 862d8dbf-5462-3f99-84bf-7foco935a390

**Local Expert (Rampart Customs)**

Common Skill  
UUID: 76345b49-db97-300f-a9c9-6788d2e8a7b6

**Local Expert (Rampart folk)**

Common Skill  
UUID: fi8cobe3-7446-3c6a-8e78-818f63c99153

**Local Expert (Rampart History)**

Common Skill  
UUID: a53ebf55-ec40-3dfc-982c-175cd6f3efec

**Local Expert (Rampart Li Halan)**

Common Skill  
UUID: 51f21b7a-1a49-3075-b722-2bc5ec5c2a32

**Local Expert (Rampart Market)**

Common Skill  
UUID: 5b954b00-c09e-3474-8dcd-17a4a913f4cd

**Local Expert (Rampart Nobility)**

Common Skill  
UUID: 22d6a9ea-518c-3e24-a95c-33b969509538

**Local Expert (Rampart System)**

UUID: b92a1e66-ce61-36e2-8262-395332ff8850

**Local Expert (Rampart Underworld)**

Common Skill  
UUID: 5951fadf-d179-3be9-ad99-2b5d7b31b736

**Local Expert (Sangreal)**

Common Skill  
UUID: ec9760b6-c1c7-35cb-9801-71c748744b43

**Local Expert (Sargasso Military Operations)**

Common Skill  
UUID: 9e4afe55-c4cd-332e-9c91-839c9b04d6c2

**Local Expert (Sargasso Orbital Stations)**

Common Skill  
UUID: 864952fc-1cd6-3910-a8b1-78e3b49f1613

**Local Expert (Sargasso Politics)**

Common Skill  
UUID: 4a077107-6104-3d38-bfd1-b99b3ee11225

**Local Expert (Stigmata)**

UUID: bca2deco-40fe-3790-bac1-94a7e89aafc5

**Local Expert (Veneto Province)**

Common Skill  
UUID: cf818f04-e99b-38da-abof-bc9c06379627

**Local Expert (Verona Province)**

Common Skill  
UUID: co1e6774-3ce1-3603-b878-a35aof3cde9e

**Lore \***

Common Skill  
Attributes: INT  
Group: EDU  
UUID: e2a2eacf-b200-32cd-9541-9d34657f5ec4

A wide knowledge relative to the a group of fiefs or the Empire. Is generally something generic, like a faction, a System, an activity, a race. In specific situations where it would conflict with Local Expert, local expert is considered 4 ranks higher. Example: Lore (House Decados), Lore (Imperial Navy), Lore (Entertainment), Lore (Trade Routes), Lore (Symbiots), Lore (Grail)

**Lore (Absolution System)**

Type: System  
UUID: 8594b535-6ed6-36fc-bde4-dae17e632dd2

**Lore (Al Fashir System)**

Type: System  
UUID: fe1b8bb3-bea6-3053-9108-09469bcdaa93

**Lore (Amena System)**

Type: System  
UUID: fe67f605-b4co-3fef-894a-18f4cf8a3dd1

**Lore (Anti-Alexius Hawkwoods)**

UUID: a437915e-e2cd-3c52-a905-e549d07fdcf

**Lore (Antinomy)**

UUID: 033b1836-baae-3odd-afa2-4305d23c7eae

**Lore (Antioch System)**

Type: System  
UUID: 2c51277e-fa4e-3d2f-b4e6-add2604bf602

**Lore (Anti-Republicans)**

UUID: f89aaf90-ddb7-3f62-a63f-od4591ba81ba

**Lore (Apshai System)**

Type: System  
UUID: e54ab5f4-6ed2-3foc-9efe-9c2de90fie38

**Lore (Aragon System)**

Common Skill  
Type: System  
UUID: 5b478690-ab74-3cdd-a4c4-be3a6f78c1c6

**Lore (Archons)**

UUID: 38ba28e4-3733-3b2d-b4f5-3401d99cc6b4

**Lore (Artemis System)**

Common Skill  
Type: System  
UUID: 141c8e3c-2162-3532-8de7-21f2bfd4460c

**Lore (Aspiration System)**

Type: System  
UUID: 63365f5d-cafc-3cba-b95f-a95308903119

**Lore (Auditors)**

UUID: ao92c9fd-fa7c-3c47-9bb2-e58861b63c70

**Lore (Aylon System)**

Common Skill  
Type: System  
UUID: a4d80a1a-378e-30ee-b1fc-oe56fo7308of

**Lore (Bannockburn System)**

Common Skill  
Type: System  
UUID: eee8d29b-154e-3c74-9b02-795c23dbf906

**Lore (Baval & UFM)**

UUID: 956diaea-caef-3bc8-9c55-37958be989d4

**Lore (Beliah System)**

Type: System  
UUID: c32c18e6-af77-37e6-b324-791addbcd831

**Lore (Brüselig System)**  
Type: System  
UUID: e5053925-519e-31a8-b856-2be0b784038f

**Lore (Byzantium Secundus System)**  
Type: System  
UUID: 48a9b7d2-725e-33df-af8a-bb70296b1afe

**Lore (Cadavus System)**  
Common Skill  
Type: System  
UUID: 908d9740-706f-3e06-b52c-b4a0b511f444

**Lore (Cadiz System)**  
Common Skill  
Type: System  
UUID: b461b821-3669-373e-92ae-cb999e58de64

**Lore (Charioteers Guild)**  
Common Skill  
Type: Guild  
UUID: c7a253c8-9a5c-3c09-99de-ac9b421f8306

**Lore (Chernobog System)**  
Type: System  
UUID: 9cb25278-70fo-35ff-a7b2-094d4820a582

**Lore (Collier's Landing (Sargasso) System)**  
Type: System  
UUID: 3ed677d1-94d9-3cf6-9d3d-3o5db92d6ed2

**Lore (Criticorum System)**  
Type: System  
UUID: oa095b49-31c1-3d7e-a320-df717879ecf5

**Lore (CyberEvolutionaries)**  
UUID: 1d541c56-4a2a-36ef-83c7-db28949ffffie

**Lore (Daishan System)**  
Type: System  
UUID: 41e506ef-3b82-3247-a82e-5216316e5bbc

**Lore (Delphi System)**  
Common Skill  
Type: System  
UUID: 48973e5f-2934-3027-8599-5d44bd905d28

**Lore (De Moley System)**  
Common Skill  
Type: System  
UUID: 5d65f279-65c5-3ffo-b8dd-oe104deo89eb

**Lore (Dervishes Coven)**  
UUID: d1a1c8ae-0161-3f52-859d-b5ae8d1ee038

**Lore (Egg System)**  
Type: System  
UUID: f7f9030c-f660-3c7a-8063-1d738d53adao

**Lore (Einzig System)**  
Type: System  
UUID: 95a41ecd-9ed6-30ae-8ccd-92bbf261af25

**Lore (Engineers Guild)**  
Common Skill  
Type: Guild  
UUID: 4ae1c13d-86c6-3573-9bcb-accee9a393fb

**Lore (Epiphany System)**  
Type: System  
UUID: 04bc967e-e2e1-388b-a799-7659f5e8430d

**Lore (Eridol System)**  
Type: System  
UUID: 3884846b-0319-3718-8b3c-e013oaff788d

**Lore (Eskatonic Worldshapers)**  
UUID: 61bddffd-8aod-3522-b67c-o4eac3cf3726

**Lore (FAR)**  
UUID: 45d22a56-cdae-3e39-9644-10247b45215f

**Lore (Favyana Coven)**  
UUID: 837a6dde-f5c4-3a7b-a73f-fi46d44b84f8

**Lore (Finance)**  
Common Skill  
UUID: 4cc8637f-c47d-3c3a-bbb1-7df61f5f335f

**Lore (Fingisvold System)**  
Type: System  
UUID: ao2787af-9obbb-35fd-ae6o-baocd303c805

**Lore (Frost System)**  
Type: System  
UUID: 56d38bad-9661-345d-ae87-8e652d1o6d58

**Lore (Gargoyles)**  
UUID: a8bb201a-1b51-3df2-b8bb-3723598o8069

**Lore (Gizeh System)**  
Type: System  
UUID: bfb62378-o685-3b38-b3bb-a827a3bd273b

**Lore (Grail System)**  
Common Skill  
Type: System  
UUID: 54718659-3fcb-34f7-88cc-84cac2e86b1c

**Lore (Gwynneth System)**  
Common Skill  
Type: System  
UUID: 27fo69cb-o7f6-3344-962a-88d7241d8aeb

**Lore (Harbingers)**  
UUID: 63def6df-a64e-38ae-b34a-e3c604070345

**Lore (Hargard System)**  
Type: System  
UUID: 9d522a4d-76f2-395c-b58o-71ba4ofe74c3

**Lore (Hawkwod Rooks)**  
Common Skill  
UUID: 7213f3d7-4a09-3o6f-b3b8-f4f4b4827b28

**Lore (Heaven's Ridge System)**  
Type: System  
UUID: o3d85a8o-9284-38o6-9ff6-7115ec441499

**Lore (Heresy)**  
Common Skill  
UUID: 6o482dce-a34c-36b9-9e55-7763oe85c5a5

**Lore (Hidden Martyrs)**  
Common Skill  
UUID: 53215oc5-2478-3ee5-9ee3-62a6d3363257

**Lore (Hira System)**  
Type: System  
UUID: cbcf9bc8-3f8d-36b3-8ebd-f7e6b346d77e

**Lore (Holy Terra System)**

Common Skill  
Type: System  
UUID: 9184184f-387d-324b-9d55-d8afo151cdc2

**Lore (House al-Malik)**

Common Skill  
Type: House  
UUID: 36f3o4bc-f291-36d8-aff3-4f653d359o43

**Lore (House Decados)**

Common Skill  
Type: House  
UUID: co17f984-oo26-3596-8fd2-8211d1b5a5ea

**Lore (House D'Rouge-Glace)**

Common Skill  
Type: House  
UUID: ea72de9c-ba9a-3f93-9d7e-da57o1a447e1

**Lore (House Hawkwood)**

Common Skill  
Type: House  
UUID: ob3a7bo1-bf66-3bob-b1be-95c88oa3547o

**Lore (House Hazat)**

Common Skill  
Type: House  
UUID: e7ff791d-1oo7-3711-9bd2-8217eco26d7c

**Lore (House Juandaastas)**

Type: House  
UUID: c4c26e59-e3b6-367o-917f-54d7b558f47o

**Lore (House Justinian)**

Type: House  
UUID: aoe76od1-fe4c-3cd4-acd2-7f237e76b56a

**Lore (House Keddah)**

Type: House  
UUID: e48e51ac-758d-3o44-b8o1-82ad5b5555ac

**Lore (House Li Halan)**

Common Skill  
Type: House  
UUID: c24o8bo3-1ob4-3615-8954-8596936f1o1c

**Lore (House Masseri)**

Type: House  
UUID: eb654bod-6cb3-3e7c-9af4-628fe4676136

**Lore (House Van Gelder)**

Type: House  
UUID: 41d91fid-372f-3aec-85fe-53fo737864e3

**Lore (Icon System)**

Common Skill  
Type: System  
UUID: d188f2a1-47f7-3ab1-a1o4-789o3f5d2od1

**Lore (Imperial Eye)**

UUID: 53o14cb7-95ae-3cff-977o-o38234fe56a5

**Lore (Imperial Politics)**

Common Skill  
UUID: f61ce4ae-bocc-3f5o-94ec-4e5de79abbca

**Lore (Invisible Path Coven)**

UUID: 5fa894eo-5c9e-3ea1-ad24-51bdd262ae8c

**Lore (Irem System)**

Type: System  
UUID: c2c92b4c-15a1-3dea-a7f8-bbd14f4o8be7

**Lore (Istakhr System)**

Common Skill  
Type: System  
UUID: 1896d33e-63o7-3do3-8185-8bo2d12fbe21

**Lore (Iver System)**

Type: System  
UUID: 93b36272-3f62-3d51-a5f6-ca34eadd8742

**Lore (Jakovian Agency)**

Common Skill  
UUID: 2929e3df-abba-32eb-9eb9-79da91d34b9a

**Lore (Jumpweb)**

Common Skill  
UUID: da6886f3-48ce-364f-bafa-58a66e173776

**Lore (Kalinthi)**

UUID: ea58bf71-a7c9-3foo-9abc-bb2bo3a1fdfa

**Lore (Khayyam System)**

Type: System  
UUID: 7ef5b1e9-o72e-333o-9198-9a63fdo761b4

**Lore (Khotan System)**

Type: System  
UUID: 4ef3co7f-ad17-3cd9-a136-7ed4fa51595f

**Lore (Killroys)**

UUID: a5f5c5bo-6ef9-3522-acb8-4fc614a59f32

**Lore (Kish System)**

Common Skill  
Type: System  
UUID: f92o523d-fbd7-3cc1-82ec-ao89bb933235

**Lore (Kordeth System)**

Type: System  
UUID: 6f2foa88-o5o1-3f54-b8d6-e9a1eba1c2f7

**Lore (Kraxi Kadanqar)**

UUID: o679c8c7-8732-3fa8-86b1-fe69efc766cb

**Lore (Kun Lun System)**

Type: System  
UUID: 7165f82c-1f6b-3143-boc7-ofbc63of9o58

**Lore (Kurga Caliphate)**

UUID: 3a6a75fc-5e61-3ea6-9221-67284684c95e

**Lore (Lamorak System)**

Type: System  
UUID: 74bfc8c3-6d61-3do7-955o-9d27bcb73d44

**Lore (Leagueheim System)**

Common Skill  
Type: System  
UUID: 89o8f94f-5838-3fcd-aef8-395745fo92a2

**Lore (Lemminkainen System)**

Type: System  
UUID: 7c67589d-3f21-31b3-b43f-2e6e36fcbo8c

**Lore (Madoc System)**

Common Skill  
Type: System  
UUID: fdo37da8-aode-392d-b842-74d1be2737e9

**Lore (Malignatus System)**  
Common Skill  
Type: System  
UUID: 6c09e619-2cf5-3a9d-bd2e-21d69a1af62b

**Lore (Mammonists)**  
UUID: 8ff32921-e721-3887-be72-e5799f82f194

**Lore (Manitou System)**  
Type: System  
UUID: f8eb48d7-e720-38c4-a988-ddcf4dc527ed

**Lore (Mercurians)**  
UUID: 9aobdf26-33a7-3f4a-bb1d-8937e865a427

**Lore (Midian System)**  
Common Skill  
Type: System  
UUID: 8031b3e5-238c-3947-b447-8f6d948db8a1

**Lore (Musters)**  
Common Skill  
Type: Guild  
UUID: 26coff83-3284-3649-a761-ee533b47ce5d

**Lore (Mutasih)**  
UUID: dd2c31b1-288a-3184-a25b-0058ce6cadaa

**Lore (Novgorod System)**  
Type: System  
UUID: 33f7320a-2344-34fe-ac52-175bb3coe3ee

**Lore (Nowhere System)**  
Common Skill  
Type: System  
UUID: bode2ad1-4974-301c-93ba-e22233f8866d

**Lore (Oenologia)**  
UUID: 794a4a5b-c74f-3157-b880-3e2d6732ode3

**Lore (Oneirokritikos)**  
Common Skill  
UUID: 535ba769-ef43-367c-a013-ba4281d53bb3

**Lore (Order of the Mantis)**  
Common Skill  
UUID: od71a8fo-e4ea-3a35-bb52-74ac7e63db58

**Lore (Pandemonium System)**  
Common Skill  
Type: System  
UUID: b1c4a99b-9ab7-3e8a-b519-a355d43f61f5

**Lore (Pandora System)**  
Type: System  
UUID: 742b1c4e-78dc-3477-963d-0a3e8a9b9c34

**Lore (Paradize System)**  
Type: System  
UUID: eed3f055-8e62-30e7-954e-b76f73f12cee

**Lore (Penitents)**  
UUID: 3930311b-a340-30c8-87a6-a2c49ca3c6a5

**Lore (Pentateuch System)**  
Common Skill  
Type: System  
UUID: 53eef3ff-2965-3fd4-911a-16eb331a6001

**Lore (Poisons & Drugs)**  
UUID: 5d73c049-1dc4-3482-87b8-86ed3f51d0e3

**Lore (Pre Regency Artefacts)**  
UUID: 2b43c2da-cd7b-3141-a04b-b4688911116b

**Lore (Pyre System)**  
Common Skill  
Type: System  
UUID: 43bbe837-1495-3221-9fb8-96f637ea8bd8

**Lore (Rampart Military History)**  
Common Skill  
UUID: 455593f2-ob6e-31ca-9875-b8521c1973ff

**Lore (Rampart System)**  
Common Skill  
Type: System  
UUID: 227f8457-1ebc-385a-bcc4-631faded2dco

**Lore (Ravenna System)**  
Type: System  
UUID: 8affd3fe-977f-30e2-9b5b-ed27abd59920

**Lore (Raven System)**  
Type: System  
UUID: 4b7f7485-863c-3a2e-a4ab-9d5ff9a02ed3

**Lore (Reeves Guild)**  
Common Skill  
Type: Guild  
UUID: 789d2820-2309-304a-b6c9-47825be9c582

**Lore (Rhonda System)**  
Type: System  
UUID: e041b429-41ca-392c-bc4b-f8f8df2feo70

**Lore (Rimpoche System)**  
Common Skill  
Type: System  
UUID: dob2d305-54d1-3b6f-977e-66d912ae2397

**Lore (Robotics)**  
UUID: 518662f4-af85-394e-9aa8-400915b58c95

**Lore (Rukh System)**  
Type: System  
UUID: 497be4ec-006d-351c-841b-698a0e70e25b

**Lore (Sanctuary Aeon)**  
Common Skill  
UUID: d68f21cd-3197-3a13-b2a5-4ef2f67a14a7

**Lore (Sathraists)**  
UUID: 12632079-af7e-37f8-a8ce-965d3fb3cae7

**Lore (Scravers)**  
Common Skill  
Type: Guild  
UUID: d35a897e-4d79-34a3-928b-42f446039bco

**Lore (Second Republic Tech)**  
UUID: e25a5b97-3fcc-366c-8250-0bo410686119

**Lore (Severus System)**  
Common Skill  
Type: System  
UUID: 396f393b-0ea2-3d22-8ba7-5642c259aaa3

**Lore (Shaprut System)**  
Common Skill  
Type: System  
UUID: cb85b61c-9d7e-3c01-b9a1-f8fa59a9d9a3

**Lore (Shards)**  
UUID: 2e4dd7d4-6bf9-37a3-988e-13367267e569

**Lore (Sky Tear System)**  
Type: System  
UUID: b7e90ec9-9fe7-36bc-8dc4-3988b8a9463c

**Lore (Spacesuit)**  
UUID: 9d1994d8-25a5-30ae-a245-3266be1odbbf

**Lore (Space Warfare)**  
UUID: 3a7172dd-cb6d-38bd-8871-47f4ob1de19a

**Lore (Stigmata System)**  
Common Skill  
Type: System  
UUID: a87a31bo-5149-3fcd-927f-547cabf52doe

**Lore (Sunspear System)**  
Type: System  
UUID: 5d1od539-1742-3b61-9651-0a1827ecaa23

**Lore (Sutek System)**  
Common Skill  
Type: System  
UUID: o3285fia-a7ad-3b6o-839f-239469e5cfae

**Lore (Symbiots)**  
Common Skill  
UUID: a8298bd6-2c6o-32b8-9e2e-1eac9958d673

**Lore (Synecullum)**  
UUID: 5b2e4546-1o2f-3ef2-be35-59a3b161oe2d

**Lore (Tarlan-IV System)**  
Type: System  
UUID: 16def6ab-cbd5-31bf-8o51-63c11ob1323d

**Lore (Tempest System)**  
Type: System  
UUID: c91a522c-4b9b-3224-ba6o-24o32eoi543c

**Lore (Tethys System)**  
Common Skill  
Type: System  
UUID: 2ao5f499-eo71-32eb-be55-44752d4cbe5b

**Lore (The Reborn Sun)**  
UUID: dd8c4524-437e-3d6b-94a2-e754do1e25af

**Lore (The Royal Gambit)**  
UUID: 19o8d71e-814o-346d-92o7-61d3f4e8ac3c

**Lore (Third Era Republicans)**  
UUID: baa5df33-54e2-385d-87ed-5438fcc4b48

**Lore (Tsuma System)**  
Type: System  
UUID: 5be7a6fe-84ob-35a7-af6o-f7588e1b71a7

**Lore (Twilight System)**  
Type: System  
UUID: aebd7117-7ef2-3d17-a754-oe2a58o43ab1

**Lore (Underworld)**  
Common Skill  
UUID: 71a3c42c-dfa7-3ob7-87ba-1489455864oa

**Lore (Ungavorox System)**  
Common Skill  
Type: System  
UUID: b464d15a-462f-3db5-87bd-c2cif895a7f7

**Lore (Ur Artefacts)**  
UUID: a58debad-758d-3b93-8686-21eeec5d5b7o

**Lore (Vau System)**  
Type: System  
UUID: 7fe1515e-761o-39a4-be24-ed579d464acd

**Lore (Velisimil System)**  
Common Skill  
Type: System  
UUID: b3f19eco-e2b7-32ad-9oeb-729916bdee33

**Lore (Vera Cruz System)**  
Common Skill  
Type: System  
UUID: eco813ef-e4c3-3af8-8ad1-35cfe4co4fd6

**Lore (Verbannung System)**  
Type: System  
UUID: bd38f21b-o846-3c88-88a9-7641of34ef8a

**Lore (Verona System)**  
Type: System  
UUID: 47fic7d9-dede-3c5f-a2f3-3b9o696bce37

**Lore (Versammlung System)**  
Type: System  
UUID: 5db9f813-f73a-3o1f-b819-43389b942599

**Lore (Vigil)**  
UUID: e1a754bb-faab-3717-8133-fd571cd2db87

**Lore (Vorox Commandos)**  
Common Skill  
UUID: 3d19ee13-oa92-3bf2-95a1-1c85b6771a8c

**Lore (Vril Ya System)**  
Type: System  
UUID: bod99224-c2oe-3943-aea1-o9f3552ob73o

**Lore (Vuldrok Star Nations)**  
UUID: abc9oe35-o8a8-3818-b4dd-8d9b6c74faed

**Lore (Weidergeburt System)**  
Type: System  
UUID: 1b71866c-13c3-3oa4-9eob-7od2a6a98ead

**Lore (Wolf's Lament System)**  
Type: System  
UUID: 1dbf3891-9ddb-3f5d-a246-eb77c7eca296

**Lore (Zadriija System)**  
Type: System  
UUID: a751d129-f2b1-31fd-923b-e5a38b99854e

**Lore (Zanis System)**  
Type: System  
UUID: bcc99d7a-b81b-33c8-a58c-f6b3db59c646

**Lore (Zodiacs)**  
UUID: dc18e15o-d99c-3o9d-bd98-a546faf11e8b

**Magna Carta**  
Common Skill  
Group: EDU  
UUID: a13ca47b-652f-34eb-8oc9-fbbo3b4dddc2

**Melee**  
Common Skill  
Group: FIG  
UUID: 52ddcc36-ae34-3e2d-9995-41855161d7c2



Navigation

Common Skill  
Group: AWA  
UUID: 6a036585-2242-31d2-96a9-3b88bfb9d362

Observe

Common Skill  
Group: AWA  
UUID: fo4of582-6fid-344b-8ac1-d30a2b474118

Occult Arts

Group: EDU  
UUID: 4c4987f6-e6c6-311e-a393-e72b85fofoe6

Oratory

Common Skill  
Group: PER  
UUID: 462bad07-dcfa-3381-b2f2-6fcac87bdff5

Performance \*

Common Skill  
Group: PER  
UUID: f3cod36c-4f65-3789-a4ac-d89effb618b1

Performance (Clown)

Common Skill  
UUID: od1b9fc6-b920-3a15-991d-e44d84163840

Performance (Comedia)

Common Skill  
UUID: e633b74c-d342-3aa8-9a94-bd553f6492d2

Performance (Dancing)

Common Skill  
UUID: ffa8aaaf-6881-3951-b604-3e22fcb8a65

Performance (Juggling)

Common Skill  
UUID: o8ba49b3-6e3f-3375-912f-6fc3bbf31fdd

Performance (Music)

Common Skill  
UUID: 3b6c5af4-e7c8-3a2c-879b-95d507d10ebf

Performance (Tragedy)

Common Skill  
UUID: 09fcec23-6e31-3eeb-886d-db8cf6cbacb1

Persuasion

Common Skill  
Group: SOC  
UUID: 416dc402-4543-3e7f-8dd6-504d8ed848dc

Politics

Common Skill  
Group: EDU  
UUID: 9433435a-e31e-3b09-a08c-b10cab6c7113

Redemption \*

Group: TIN  
UUID: 659991fa-8fd9-3f36-boed-64c8e9e6bd95

Redemption (Forbidden Lore)

UUID: aca5a446-o8f4-3769-bc6c-2fo684c77cf1

Redemption (Mech)

Common Skill  
UUID: 56525918-6162-3f60-84b6-bb472131221f

Redemption (Tinkering)

Common Skill  
UUID: bo33f37f-e7ce-3558-91aa-4c8fba9ce2fo

Redemption (Volt)

Common Skill  
UUID: ee8366d7-be4e-32e0-9bf4-f9ea6cd8277f

Remedy

Common Skill  
Group: TIN  
UUID: of1f28a3-48ee-3b6f-8053-964cb6obbfdb

Riding

Common Skill  
Group: CON  
UUID: 4a64b69a-o4a3-339e-b8f1-4194ba22do39

Science \*

Common Skill  
Group: TIN  
UUID: 786ee93a-af70-3e37-9feb-c6cde2121313

Science (Archaeology)

Common Skill  
UUID: f13d96b5-977a-3e04-bo71-1718ocof2b3e

Science (Architecture)

UUID: 2d939848-fccd-3373-a8b2-bb61536c6e78

Science (Artificial Intelligence)

UUID: 6875c298-850e-3628-bd61-91e58a0e4513

Science (Astronomy)

Common Skill  
UUID: 6e1a03d1-640e-334b-aoc1-4eff4ac34667

Science (Biology)

Common Skill  
UUID: f4a03626-e76a-35b9-b232-b1b51f76b49a

Science (Botany)

UUID: 8051f3f8-89ce-3869-bd07-801e8a3fc91f

Science (Chemistry)

Common Skill  
UUID: f4b3e953-o199-3fi9-85ca-b617f5dd84e9

Science (Cybernetics)

Common Skill  
UUID: ee8e1898-5e99-3cff-a349-88af91876ae3

Science (Engineering)

Common Skill  
UUID: o13d22f9-a15e-328c-8aaf-4db74157cd21

Science (Ethnology)

UUID: bc47b516-5e8a-3619-b81d-58e372od5300

Science (Genetics)

Common Skill  
UUID: of50198c-356e-3ca2-8a90-d2d2c64eaae3

Science (Geology)

Common Skill  
UUID: 3ed7ef01-odfd-3507-a6do-d2o404111936

Science (Mathematics)

Common Skill  
UUID: cofd8b57-5330-3b94-bo16-6abb14od5a88

Science (Oceanography)

Common Skill  
UUID: 4c216f55-9941-3ea3-8025-915b264e5b5c

Science (Physics)

Common Skill  
UUID: 8528d335-odcf-3a71-8ffo-abc3e1o883o8

Science (Quantum Physics)

UUID: 33881o9c-4e97-3b9d-83bb-4eef7a211334

Science (Robotics)

UUID: 3892f6fa-eco9-3d2a-b58c-61f737c04b47

Science (Terraforming)

UUID: f5eec549-oobe-3bbc-86e8-3o6987c755f6

Probably one of the more complex and obscure of the science, the art of worldshaping requires a broad knowledge of many other domains. Thus, this skill value cannot be higher than the lower skill in:

- Science (Geography)
- Science (Botany)
- Science (Oceanography)
- Science (Meteorology)

Science (Zoology)

UUID: eod7446c-e3ee-3be4-9483-c91c79448a29

Search

Common Skill  
Group: AWA  
UUID: 96923191-25ae-3c6b-88do-c2b15d5e92c3

Security

Common Skill  
Group: EDU  
UUID: c376c53a-a47d-3b53-99fa-63ebfo69777o

Seduction

Common Skill  
Group: SOC  
UUID: 3be8781a-1444-3ba3-bbdc-b2bebe9aa3ab

Sensors

Group: TIN  
UUID: 9f4o19e1-36af-33a1-96c5-c8o43746f65d

Shadowing

Common Skill  
Group: PER  
UUID: d56cd648-fe7f-37a5-86ca-5odd3bf61627

Shoot

Common Skill  
Group: FIG  
UUID: 4cb62o85-6a81-3ef1-85c4-e11ee761de16

Sneak

Common Skill  
Group: PER  
UUID: 3b9f1766-of71-331e-b7cb-9332211bd8e5

Spycraft

Common Skill  
Group: EDU  
UUID: 4e72653b-1bbf-3e42-b575-68e45e3d4364

Stealth

Common Skill  
Group: BOD  
UUID: dc974445-fb35-3e89-86o1-cd1a4185954f

Stoic Body

Group: BOD  
UUID: 9ef6dea9-o5d9-34bf-97b4-a84c81aboe4c

Stoic Mind

Group: BOD  
UUID: f7ad26fo-8af7-3b66-bo97-2a98967989cf

Streetwise

Common Skill  
Group: UND  
UUID: 6dcda9c9-8ae8-3d1c-92e9-ea49c9eadb55

Surgery

Common Skill  
Group: TIN  
UUID: dffodo7f-ce3d-3o42-aoo66-288956d5cd11

Surveillance

Common Skill  
Group: AWA  
UUID: 6dd8b12e-d4c3-372a-92a8-2o43eeb2e4e2

Survival

Common Skill  
Group: EDU  
UUID: d666833o-167o-3a11-989o-cdc1ba8bb9a4

Teaching

Common Skill  
Group: SOC  
UUID: b46e81co-2fcd-35b5-a5b6-f6c5o26b1395

Think Machine

Group: CON  
UUID: d6be2636-6beo-3f98-86de-7ad13296fcbe

Trading

Common Skill  
Group: UND  
UUID: ofb8cf8f-oab8-3b15-babe-eee4121efb95

Warfare

Group: FIG  
UUID: o466e9co-af3f-3a23-935b-91eaba1a5f44

Xenology \*

Common Skill  
Group: EDU  
UUID: oao6d92e-o3fc-3fc4-abb8-dbe3957e43ea

Xenology (Hironem)

Common Skill  
UUID: 61a7dc48-edfo-3eeb-85b4-25b5b38e82f9

Xenology (Kurgan)

Common Skill  
UUID: 7f441849-e8ac-3f41-aaoe-29e5dd45b825

Xenology (Obun)

Common Skill  
UUID: c2f6o4bc-47fa-39e1-8e5d-972ee99e5b1c

**Xenology (Ukar)**

Common Skill  
UUID: f623fbbe-3ff3-3bbe-a968-37d4a02c9a11

**Xenology (Urthish)**

Common Skill  
UUID: 14ee7969-5093-3d16-b60c-93f4b6860433

**Xenology (Vorox)**

Common Skill  
UUID: a8f21f3d-dd17-30fb-a12a-43f7c6abe5ca

**Benefices/Afflictions**

*Jumpkey* po 2 FS2CRB [ #1531]

*Commission* st 9 Captain / Crafter / Jonin / Captain / Director FS2CRB [ #1499]

*Commission* st 11 Consul / Engineer / Consul / Major / Consul FS2CRB [ #1500]

*Nobility* st 1 Squire FS2CRB [ #1547]

*Nobility* st 2 Knight (Minor house) FS2CRB [ #1546]

*Nobility* st 3 Knight FS2CRB [ #1545]

*Nobility* st 4 Baronnet FS2CRB [ #1544]

*Nobility* st 6 Baron FS2CRB [ #1542]

*Nobility* st 8 Marquis FS2CRB [ #1540]

*Nobility* st 7 Baron FS2CRB [ #1541]

*Nobility* st 11 Count FS2CRB [ #1537]

*Nobility* st 10 Count FS2CRB [ #1538]

*Nobility* st 12 Duke FS2CRB [ #1536]

*Nobility* st 13 Duke FS2CRB [ #1535]

*Nobility* st 15 Prince FS2CRB [ #1674]

*Ordained* st 11 Bishop / Master / Magister FS2CRB [ #1555]

*Ordained* st 9 Priest / Adept / Philosophus FS2CRB [ #1556]

*Ordained* st 7 Deacon / Acolyte / Illuminatus FS2CRB [ #1557]

*Addiction (Mild)* ba -2 FS2CRB [ #1446]

*Addiction (Severe)* ba -4 FS2CRB [ #1448]

*Alien Upbringing* ba 2 FS2CRB [ #1451]

*Cloistered* ba -1 FS2CRB [ #1496]

*Dark Secret* ba -2 FS2CRB [ #1506]

*Dark Secret* ba -3 FS2CRB [ #1507]

*Heir* ba 3 FS2CRB [ #1521]

*Lost Worlder* ba -1 FS2CRB [ #1532]

*Oath of Fealty (Minor)* ba -1 FS2CRB [ #1548]

*Oath of Fealty (Intermediate)* ba -2 FS2CRB [ #1549]

*Obligation (Minor)* ba -1 FS2CRB [ #1551]

*Obligation (Intermediate)* ba -2 FS2CRB [ #1552]

*Obligation (Major)* ba -3 FS2CRB [ #1553]

*Ally* co 11 FS2CRB [ #1452]

*Ally* co 9 FS2CRB [ #1454]

*Ally* co 8 FS2CRB [ #1455]

*Ally* co 7 FS2CRB [ #1456]

*Ally* co 5 FS2CRB [ #1458]

*Ally* co 4 FS2CRB [ #1459]

*Ally* co 3 FS2CRB [ #1460]

*Ally* co 1 FS2CRB [ #1462]

*Contact* co 1 FS2CRB [ #1504]

*Family Ties* co 3 FS2CRB [ #1515]

*Gossip Network* co 4 The Known Worlds FS2CRB [ #1517]

*Gossip Network* co 2 Planetwide FS2CRB [ #1519]

*Gossip Network* co 1 City or Community FS2CRB [ #1520]

*Adept Robes* po 20 FS2CRB [ #1449]

*Advisor* po 5 FS2CRB [ #1450]

*Article of Faith* po 6 FS2CRB [ #1463]

*Article of Faith* po 5 FS2CRB [ #1464]

*Article of Faith* po 3 FS2CRB [ #1466]

*Article of Faith* po 2 FS2CRB [ #1467]

*Article of Faith* po 1 FS2CRB [ #1468]

*Flux sword* po 11 FS2CRB [ #1516]

*Indebted* po -3 FS2CRB [ #1528]

*Indebted* po -4 FS2CRB [ #1527]

*Indebted* po -5 FS2CRB [ #1526]

*Indebted* po -7 FS2CRB [ #1524]

*Commission* st 7 Commander / Fellow / Boss / Lieutenant / Manager FS2CRB [ #1501]

*Mist sword* po 13 FS2CRB [ #1533]

*Assets* ri 11 20000 FS2CRB [ #1469]

*Assets* ri 10 17500 FS2CRB [ #1470]

*Assets (£15000)* ri 9 15000 FS2CRB [ #1471]

*Assets (£12500)* ri 8 12500 FS2CRB [ #1472]

*Assets (£7500)* ri 6 7500 FS2CRB [ #1474]

*Assets* ri 5 5000 FS2CRB [ #1475]

*Assets* ri 4 4000 FS2CRB [ #1476]

*Assets (£2000)* ri 2 2000 FS2CRB [ #1478]

*Assets* ri 1 1000 FS2CRB [ #1479]

*Cash* ri 11 4000 FS2CRB [ #1485]

*Cash (£3000)* ri 9 3000 FS2CRB [ #1487]

*Cash* ri 8 2500 FS2CRB [ #1488]

*Cash* ri 7 2000 FS2CRB [ #1489]

*Cash* ri 6 1500 FS2CRB [ #1490]

*Cash* ri 4 800 FS2CRB [ #1492]

*Cash* ri 3 600 FS2CRB [ #1493]

*Cash (£300)* ri 2 300 FS2CRB [ #1494]

*Barbarian* st -2 FS2CRB [ #1480]

*Black sheep* st -1 FS2CRB [ #1481]

*Black sheep* st -2 FS2CRB [ #1482]

*Branded* st -1 FS2CRB [ #1484]

*Cohort Badge* st 3 FS2CRB [ #1497]

*Escaped Serf* st -2 FS2CRB [ #1509]

*Escaped Slave* st -3 FS2CRB [ #1510]

*Excommunicated* st -3 FS2CRB [ #1511]

*Fallen from Grace* st -1 FS2CRB [ #1512]

*Fallen from Grace* st -2 FS2CRB [ #1513]

*Fallen from Grace* st -3 FS2CRB [ #1514]

*Householder* st 1 FS2CRB [ #1522]

*Commission* st 5 Lieutenant / Entered / Genin / Sergeant / Chief FS2CRB [ #1503]

*Ordained* st 3 Novitiate / Apprentice / Novitiate FS2CRB [ #1559]

*Ordained* st 5 Canon / Oblate / Provost FS2CRB [ #1558]

*Raise Rank by one* st 2 FS2CRB [ #1621]

*Rise Rank by Two* st 4 FS2CRB [ #1622]

*Orphan* ba -1 FS2CRB [ #1560]

*Secrets (Severe)* ba 4 FS2CRB [ #1593]

*Secrets (Major)* ba 3 FS2CRB [ #1594]

*Secrets (Average)* ba 2 FS2CRB [ #1595]

*Secrets (Minor)* ba 1 FS2CRB [ #1596]

*Stigma* ba -2 FS2CRB [ #1598]

*Stigma* ba -3 FS2CRB [ #1599]

*Stigma* ba -4 FS2CRB [ #1600]

*Vow of Poverty* ba -2 FS2CRB [ #1607]

*Vow of Silence* ba -3 FS2CRB [ #1608]

*Well-Traveled* ba 3 Major house Fief FS2CRB [ #1610]

*Basic Mantok* cm 6 FS2CRB [ #1627]

*Gossip Network* co 3 An entire Royale House's holdings FS2CRB [ #1518]

*Vendetta* co -3 FS2CRB [ #1603]

*Free Benefice* ot 2 FS2CRB [ #1664]

*Free Benefice (3)* ot 3 FS2CRB [ #1665]

*Free Benefice (4)* ot 4 FS2CRB [ #1666]

*Free Benefice (5)* ot 5 FS2CRB [ #1667]

*FRee Benefice (6)* ot 6 FS2CRB [ #1668]

*Ka Ran Warrior* ot 3 Full grown warrior to vorox society. FS2CRB [ #1662]

*Light Cyber Package* ot 10 FS2CRB [ #1672]

*Article of Faith* po 4 FS2CRB [ #1465]

*Indebted* po -2 FS2CRB [ #1529]

*Indebted* po -6 FS2CRB [ #1525]

*Neural Disrupter* po 10 FS2CRB [ #1534]

*Passage Contract* po 10 Ship at your command FS2CRB [ #1565]

*Psi Cloak* po 10 FS2CRB [ #1581]

*Refuge* po 4 Guild Safe House FS2CRB [ #1585]

*Wyrd Tabernacle* po 14 FS2CRB [ #1612]

*Wyrd Tabernacle* po 6 FS2CRB [ #1616]

*Assets* ri 7 10000 FS2CRB [ #1473]

*Assets* ri 3 3000 FS2CRB [ #1477]

*Cash* ri 10 3500 FS2CRB [ #1486]

*Cash* ri 5 1000 FS2CRB [ #1491]

*Cash (£100)* ri 1 100 FS2CRB [ #1495]

*Bastard* st -1 The character is a bastard child of a noble. He can still buy a noble title, but he will receive no inheritance. FS2CRB [ #1619]

*Black sheep* st -3 FS2CRB [ #1483]

*Imperial Charter* st 4 FS2CRB [ #1523]

*Professional Contract* st 7 FS2CRB [ #1573]

*Professional Contract* st 3 FS2CRB [ #1577]

*Superior Mantok Technique* cm 4 FS2CRB [ #1628]

*Protection* co 3 FS2CRB [ #1580]

*Retinue* co 4 FS2CRB [ #1587]

*Retinue* co 3 FS2CRB [ #1588]

*Retinue* co 2 FS2CRB [ #1589]

*Retinue* co 1 FS2CRB [ #1590]

*Vendetta* co -1 FS2CRB [ #1601]

*Vendetta* co -2 FS2CRB [ #1602]

*Vendetta* co -4 FS2CRB [ #1604]

*No Occult* oc -2 FS2CRB [ #1631]

*Big Cyber Package* ot 40 At least 2 major enhancements. FS2CRB [ #1623]

*Medium Cyber Package* ot 20 One notable enhancement. FS2CRB [ #1624]

*Ostracism (Mild)* ot -2 FS2CRB [ #1626]

*Vorox Free Balance* ot 0 Only One Tour of Duty (20 OP) FS2CRB [ #1634]

*Passage Contract* po 8 Luxury Liner FS2CRB [ #1566]

*Passage Contract* po 6 Stateroom FS2CRB [ #1567]

*Passage Contract* po 4 Transport FS2CRB [ #1568]

*Passage Contract* po 2 Tramp Freighter FS2CRB [ #1569]

*Refuge* po 10 Military Base FS2CRB [ #1582]

*Refuge* po 8 Castle FS2CRB [ #1583]

*Refuge* po 6 Monastery FS2CRB [ #1584]

*Refuge* po 2 Small Farm FS2CRB [ #1586]

*Saint's Lore* po 8 FS2CRB [ #1591]

*Vestments* po 1 FS2CRB [ #1605]

*Wireblade* po 12 FS2CRB [ #1611]

*Wyrd Tabernacle* po 12 FS2CRB [ #1613]

*Wyrd Tabernacle* po 10 FS2CRB [ #1614]

*Wyrd Tabernacle* po 8 FS2CRB [ #1615]

*Wyrd Tabernacle* po 4 FS2CRB [ #1617]

*Wyrd Tabernacle* po 2 FS2CRB [ #1618]

*Outlaw* st -1 FS2CRB [ #1561]

*Outlaw* st -2 FS2CRB [ #1562]

*Outlaw* st -3 FS2CRB [ #1563]

*Outlaw* st -4 FS2CRB [ #1564]

*Professional Contract* st 10 FS2CRB [ #1570]

*Professional Contract* st 9 FS2CRB [ #1571]

*Professional Contract* st 8 FS2CRB [ #1572]

*Professional Contract* st 6 FS2CRB [ #1574]

*Professional Contract* st 5 FS2CRB [ #1575]

*Professional Contract* st 4 FS2CRB [ #1576]

*Professional Contract* st 2 FS2CRB [ #1578]

*Professional Contract* st 1 FS2CRB [ #1579]

*Bite* ta 2 FS2CRB [ #1629]

*Extra Limbs* ta 4 FS2CRB [ #1630]

*Commission* st 3 Ensign / Apprentice / Associate / Private / Associate FS2CRB [ #1502]

*Commission* st 13 Dean / Master / Dean / Colonel / Dean FS2CRB [ #1498]

*Nobility* st 5 Baronnet FS2CRB [ #1543]

*Nobility* st 9 Marquis FS2CRB [ #1539]

*Nobility* st 14 Archduke FS2CRB [ #1673]

*Ordained* st 13 Archbishop / Grand Master / Presbuteros FS2CRB [ #1554]

*Addiction (Light)* ba -1 FS2CRB [ #1661]

*Addiction (Strong)* ba -3 FS2CRB [ #1447]

*Dark Secret* ba -1 FS2CRB [ #1505]

*Infamous Family* ba -1 FS2CRB [ #1530]

*Oath of Fealty (Major)* ba -3 FS2CRB [ #1550]

*Secrets (Life Threatening)* ba 5 FS2CRB [ #1592]

*Stigma* ba -1 FS2CRB [ #1597]

*Vow of Celibacy* ba -1 FS2CRB [ #1606]

*Well-Traveled* ba 5 Known Worlds FS2CRB [ #1609]

*Fencing Actions (Bronze sword) (Low)* cm 6 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3 FS2CRB [ #1636]

*Fencing Actions (Crimson sword) (Grand Master)* cm 28 Manoeuvres 1, 2, 3, 4, 5, 6, 7 and 8 Requires Melee Skill at 8 FS2CRB [ #1658]

*Fencing Actions (Lead sword) (Basics)* cm 3 Manoeuvres 1 & 2 Requires Melee Skill at 2 FS2CRB [ #1655]

*Fencing Actions (Platinum sword) (Master)* cm 21 Manoeuvres 1, 2, 3, 4, 5 and 6 Requires Melee Skill at 7 FS2CRB [ #1657]

*Fencing Gold to Platinum* cm 6 FS2CRB [ #1660]

*Fencing Silver To Gold* cm 5 FS2CRB [ #1659]

*Ally* co 10 FS2CRB [ #1453]

*Ally* co 6 FS2CRB [ #1457]

*Ally* co 2 FS2CRB [ #1461]

*Dependent* co -1 FS2CRB [ #1508]

*Fencing Actions (Silver sword) (Intermediate)* cm 10 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4 FICS [ #1620]

*Graa Fighting* cm 6 Vorox martial art FICS [ #1638]

*Fencing Actions (Gold sword) (High)* cm 15 Manoeuvres 1, 2, 3, 4 and 5 Requires Melee Skill at 5 FICS [ #1656]

*Reputation (Soft)* st 1 The name is known. FICS [ #1642]

*Freelancer Investment* ri 2 +2 Assets FICS [ #1635]

*Enemy (Baron)* co -2 FICS [ #1670]

*Enemy (Count)* co -3 FICS [ #1671]

*Vorox Gun Manoeuvres* ta 10 Special shooting actions for vorox (House Li Halan) FICS [ #1637]

*Vorox Staredown Ritual* ta 4 Has earned friendship with the vorox FICS [ #1646]

*Paramours* ot 9 The character has so many lovers and paramours that it can use it as a network for information and help. FICS [ #1640]

*Reputation (Solid)* st 4 The avatar name is known to most, even if it acts mostly undercover. This brings a high degree of respect from his allies and enemies, which are more numerous. Beating the avatar at his/her own game is a sweet dream to most of its would be challengers. FICS [ #1643]

*Chapter Occult Attunement (Chapter Atonement)* oc 3 Atonement Rituals level 1 and 2 (Amalthean list) FICS [ #1639]

*Occult Mastery 1 (Rookie)* oc 6 Main Path: Power Level 1, 2 & 3 FICS [ #1625]

*Occult Mastery 2 (Initiate)* oc 9 Main Path: Power Level 4 & 5 FICS [ #1644]

*Occult Mastery 3 (Advanced)* oc 13 Main Path: Powers Level 6 & 7 FICS [ #1645]

*Occult Mastery 4 (Superior)* oc 8 Main Path: Power Level 8 FICS [ #1653]

*Occult Mastery 5 (Master)* oc 9 Main Path: Power Level 9 FICS [ #1654]

*Reputation (Mild)* st 2 The avatar name is known to most, even if it acts mostly undercover. This brings a certain degree of respect from his allies and enemies, which are more numerous. FICS [ #1641]

*Free Benefice* ot 1 FICS [ #1663]

*Urthish Free Balance* ot 0 12 free OP FICS [ #1632]

*Ur Ukar Free Balance* ot 0 To be freely set: 0 AP / 5 OP FICS [ #1633]

*Enemy (Knight)* co -1 FICS [ #1669]

*Gear (£600)* po 6 £600 gear FICS [ #1652]

*Gear (£500)* po 5 £500 gear FICS [ #1651]

*Gear (£400)* po 4 £400 gear FICS [ #1650]

*Gear (£300)* po 3 300£ gear FICS [ #1649]

*Gear (£200)* po 2 FICS [ #1648]

*Gear (£100)* po 1 FICS [ #1647]

## Blessings/Curses

### Bitter

-2 FS2CRB -2 WIL when dealing with urthish [ #52 ]

### Beautiful

2 FS2CRB [ #2 ]

### Angelic

3 FS2CRB [ #3 ]

### Homely

-1 FS2CRB [ #4 ]

### Ugly

-2 FS2CRB [ #5 ]

### Monstrous

-3 FS2CRB [ #6 ]

### Bold

2 FS2CRB [ #7 ]

### Compassionate

2 FS2CRB [ #8 ]

**Curious**

2 FS2CRB [ #9 ]

**Disciplined**

2 FS2CRB [ #10 ]

**Gracious**

2 FS2CRB [ #11 ]

**Innovative**

2 FS2CRB [ #12 ]

**Just**

2 FS2CRB [ #13 ]

**Loyal**

2 FS2CRB [ #14 ]

**Pious**

2 FS2CRB [ #15 ]

**Shrewd**

2 FS2CRB [ #16 ]

**Suspicious**

2 FS2CRB +2 PER when rivals around [ #17 ]

**Unyielding**

2 FS2CRB [ #18 ]

**Argumentative**

-2 FS2CRB [ #19 ]

**Bluster**

-2 FS2CRB [ #20 ]

**Brainwashed**

-2 FS2CRB [ #21 ]

**Callous**

-2 FS2CRB [ #22 ]

**Clueless**

-2 FS2CRB [ #23 ]

**Condescending**

-2 FS2CRB [ #24 ]

**Delusional**

-2 FS2CRB [ #25 ]

**Disrespectful**

-2 FS2CRB [ #26 ]

**Greedy**

-2 FS2CRB [ #27 ]

**Guilty**

-2 FS2CRB [ #28 ]

**Gullible**

-2 FS2CRB [ #29 ]

**Haughty**

-2 FS2CRB [ #30 ]

**Impetuous**

-2 FS2CRB [ #31 ]

**Righteous**

-2 FS2CRB [ #32 ]

**Mammon**

-2 FS2CRB [ #33 ]

**Nosy**

-2 FS2CRB [ #34 ]

**Phobic**

-2 FS2CRB [ #35 ]

**Possessive**

-2 FS2CRB [ #36 ]

**Prideful**

-2 FS2CRB [ #37 ]

**Secretive**

-2 FS2CRB [ #38 ]

**Subtle**

-2 FS2CRB [ #39 ]

**Surly**

-2 FS2CRB [ #40 ]

**Uncouth**

-2 FS2CRB -2 PRE at society actions [ #41 ]

**Vain**

-2 FS2CRB -2 PER when being flattered [ #42 ]

**Vengeful**

-2 FS2CRB -2 WIL when honor impinged, will never forget a slight [ #43 ]

**Bad Heart**

-2 FS2CRB -2 CON with athletic tasks [ #44 ]

**Bad Liver**

-2 FS2CRB -2 CON against toxins [ #45 ]

**Bad lungs**

-1 FS2CRB -1 CON with athletic tasks [ #46 ]

**Horrible Scar or burn**

-2 FS2CRB -2 PRE when visible [ #47 ]

**Casanova**

2 FS2CRB +2 TEM when seducing others [ #48 ]

**Compass**

2 FS2CRB +2 INT when figuring out direction or location [ #49 ]

**The Man**

2 FS2CRB [ #58 ]

**Lucky at cards**

2 FS2CRB +2 gambling when cheating [ #59 ]

**Mute**

-2 FS2CRB [ #62 ]

**Thrifty**

2 FS2CRB +2 Wits in Money Matters [ #66 ]

**Short**

-3 FS2CRB -1 body, -1 mov, base run 8 metters [ #67 ]

**Perceptive Touch**

1 FS2CRB 1 [ #68 ]

**Sensitive Touch**

2 FS2CRB [ #51 ]

**Handsome**

1 FS2CRB [ #1 ]

**Predatory**

o FS2CRB [ #53 ]

**Giant**

2 FS2CRB [ #54 ]

**Sensistive Smell**

2 FS2CRB [ #55 ]

**Austere**

-2 FS2CRB [ #56 ]

**Unnerving**

-2 FS2CRB [ #57 ]

**War Trauma**

-2 FICS [ #50 ]

**Vorox Staredown Ritual**

4 FICS Avatar has earned frindship with the Voroxes [ #61 ]

**Self-conscious**

-2 FICS When to observed or watched [ #65 ]

**Bad Ass**

2 FICS [ #63 ]

**Overconfident**

-2 FICS [ #64 ]

**Coward**

-2 FICS [ #60 ]

**Weapons**

**Melee Weapons**

**Cold Forged Imperial Blade**

MELEE ✕ WA:+2 ✕ CO:L ✕ AV:R ✕ DC:3D6+2 ✕ STR:3 ✕ REL:VR  
Cost: £90

**Decados Crescent Dirk**

MELEE ✕ WA:+1 ✕ CO:J ✕ AV:P ✕ DC:2D6+3 ✕ STR:2 ✕ REL:ST  
Cost: £10

A really sharp blade easily conceilable.

**Bachelor Rapier**

MELEE ✕ WA:+1 ✕ CO:N ✕ AV:E ✕ DC:3D6 ✕ STR:3 ✕ REL:ST  
Cost: £10

**Battle Axe**

MELEE ✕ WA:+o ✕ CO:N ✕ AV:C ✕ DC:5D6 ✕ STR:4 ✕ REL:ST  
Cost: £5

**Dirk**

MELEE ✕ WA:+o ✕ CO:J ✕ AV:E ✕ DC:2D6+1 ✕ STR:2 ✕ REL:ST  
Cost: £4

**Knife**

MELEE ✕ WA:+o ✕ CO:P ✕ AV:E ✕ DC:1D6+1 ✕ STR:1 ✕ REL:ST  
Cost: £2

**Scimitar**

MELEE ✕ WA:+o ✕ 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:+o ✕ 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.

**Severus Sting**

MELEE ✕ WA:+1 ✕ CO:L ✕ AV:C ✕ DC:3D6+1 ✕ STR:2 ✕ REL:ST  
Cost: £30

House Decados signature rapier

**Westham Blade**

MELEE ✕ WA:+1 ✕ CO:L ✕ AV:P ✕ DC:3D6+2 ✕ STR:3 ✕ REL:VR  
Cost: £100

House Hawkwood signature rapier

**Paradize Rapier**

MELEE ✕ WA:+1 ✕ CO:L ✕ AV:R ✕ DC:3D6+2 ✕ STR:o ✕ REL:ST  
Cost: £60

**Katana**

MELEE ✕ WA:+1 ✕ CO:N ✕ AV:P ✕ DC:5D6 ✕ STR:4 ✕ REL:UR  
Cost: £50

Van Gelder Cutlass

MELEE ✕ WA:+2 ✕ CO:L ✕ AV:R ✕ DC:3D6+1 ✕ STR:3 ✕ REL:VR  
Cost: £80

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:-1 ✕ CO:L ✕ AV:C ✕ DC:3D6 ✕ STR:3 ✕ REL:ST  
Cost: £9

Tetrabladed Cutlass

MELEE ✕ WA:+1 ✕ CO:N ✕ AV:R ✕ DC:3D6 ✕ STR:4 ✕ REL:VR  
Cost: £250

4 parts weapon

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:5^5x15 ✕ 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:8^8x48 ✕ 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:15^3x18 ✕ ROF:2 ✕ CL:15 ✕ RNG:80 ✕ REL:ST  
Cost: £300

Escoral medium pistol

P ✕ WA:+1 ✕ CO:J ✕ AV:R ✕ DC:2D6+4 ✕ CAL:.40 ✕ ROF:0 ✕ CL:9 ✕ RNG:25 ✕ REL:VR  
Cost: £400

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

al-Malik "Ambassador" Laser

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

House al-Malik "Diplomat" Palm Laser

P ✕ WA:+0 ✕ CO:P ✕ AV:P ✕ DC:2D6 ✕ CAL:FSC:7^2x12 ✕ ROF:2 ✕ CL:7 ✕ RNG:100 ✕ REL:ST  
Cost: £200

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

Mitchau Medium Revolver

P ✕ WA:+1 ✕ CO:L ✕ AV:P ✕ DC:2D6+3 ✕ CAL:.40 ✕ ROF:3 ✕ CL:6 ✕ RNG:50 ✕ REL:ST  
Cost: £210

Ceramique 136

P ✕ WA:+1 ✕ CO:J ✕ AV:C ✕ DC:1D6+3 ✕ CAL: ✕ ROF:2 ✕ CL:10 ✕ RNG:50 ✕ REL:VR  
Cost: £80

The light revolver from Rampart Ceramique mountains region.

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:10^5x30 ✕ 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:8^8x48 ✕ ROF:1 ✕ CL:8 ✕ RNG:20 ✕ REL:VR  
Cost: £1200

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 Medium Blaster

P ✕ WA:+0 ✕ CO:J ✕ AV:P ✕ DC:6D6 ✕ CAL:FSC:6^6x36 ✕ 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

Jahnisak .454 UHP

P ✕ WA:+4 ✕ CO:L ✕ AV:C ✕ DC:4D6+2 ✕ CAL:.454 ✕ ROF:3 ✕ CL:15 ✕ RNG:50 ✕ REL:VR  
Cost: £1000

Only available with full options: LAA (Laser Assisted Aiming) or WA -1, ABCS (Anti Backfire Counterweight System) (or Str Min goes to 5)

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

Howling

SP ✕ WA:+4 ✕ CO: ✕ AV: ✕ DC:5D6 ✕ CAL: ✕ ROF:1 ✕ CL:0 ✕ RNG:50 ✕ REL:VR  
Cost: £0

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 Lifepath

Supernatural Creature (0#148)

Source: FICS, Attributes Points: 60, Options Points: 120 Value: +300.

Attributes —

Skills — none.

Benefices/Afflictions — none.

Blessings/Curses — none.

Kurgan (0#159) [Caliphate]

Source: FICS, Attributes Points: 36, Options Points: 12 Value: +120.

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, Beastcraft +2, Empathy +2, Fight +2, Leadership +1, Think Machine +1, Dogma (Kurgan El-Diin) +1, Linguistics (Kurgan) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Sitra Ahra Spawn (0#151) [Kelipot]

Source: FICS, Attributes Points: 74, Options Points: 18 Value: +240.

Attributes — STR+8 CON+8 BOD+8 MOV+8 INT+2 PRE+5 TEM+8 WIL+8 REF+5 AGI+3 AWA+8

Skills — Acrobatics +5, Dodge +5, Fight +5, Focus +3.

Benefices/Afflictions — none.

Blessings/Curses — none.

Empirean Sefirot (0#150)

Source: FICS, Attributes Points: 80, Options Points: 150 Value: +390.

Attributes —

Skills — none.

Benefices/Afflictions — none.

Blessings/Curses — none.

Vuldrok (0#160) [Barbarian]

Source: FICS, Attributes Points: 36, Options Points: 10 Value: +118.

Attributes — STR+3 CON+3 BOD+4 MOV+2 INT+3 PRE+3 TEM+2 WIL+3 REF+3 TEC+4 AGI+3 AWA+3

Skills — Acrobatics +1, Athletics +1, Dodge +2, Fight +2, Dogma (Vuldrok Erdgheist) +1, Linguistics (Vuldrok) +1, Redemption (Tinkering) +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Grimson (0#152) [Changed]

Source: FICS, Attributes Points: 47, Options Points: 19 Value: +160.

Attributes — STR+5 CON+6 BOD+6 MOV+5 INT+2 PRE+3 TEM+3 WIL+3 REF+4 TEC+3 AGI+5 AWA+2

Skills — Acrobatics +4, Athletics +4, Dodge +5, Fight +5, Melee +5.

Benefices/Afflictions — Stigma -4.

Blessings/Curses — Giant +2, Unnerving -2.

**Ur Obun (0#46) [obuni]**

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, Dogma (Obun Bintaru) +1, Linguistics (Obuni) +1, Arts (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — Condescending -2, Just +2.

**Ur Ukar (0#45) [ukari]**

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.

**Urthish (0#41) [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*.

**Vorox (0#118) [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.

**Nobility Lifepath**

**Upbringing**

**Verona City Masseri (10#198) [Verona]**

Uncomplete Lifepath

**Rural Estate Hazat (10#32) [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.

**Landless Decados (10#6) [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.

**High Court Hawkwood (10#1) [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 — Proudful -2, Unyielding +2.

**High Court Hazat (10#29) [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 (10#30) [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 Li Halan (10#33) [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.

**Landless Li Halan (10#36) [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.

**Rural Estate al-Malik (10#34) [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.

**High Court Decados (10#2) [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.

**High Court al-Malik (10#31) [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 Decados (10#4) [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 Hawkwood (10#28) [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 — Proudful -2, Unyielding +2.

**Rural Estate Hawkwood (10#3) [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 — Proudful -2, Unyielding +2.

**Landless Hazat (10#35) [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 al-Malik (10#37) [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.

**Vengeful Masseri (10#156) [Minor House]**

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

Attributes — TEM+1 WIL+1 TEC+1 AWA+1

Skills — Disguise +1, Empathy +1, Etiquette +1, Knavery +1, Persuasion +1, Dogma (Sathraism) +1, Driving (Celestial Sailing) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Acadia D'Rouge-Glace (10#38) [Minor House]**

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 (10#39) [Minor House]**

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.

**Exiled Alecto (10#154) [Minor House]**

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

Attributes — STR+1 BOD+1 INT+1 TEM+1

Skills — Academia +1, Dodge +1, Etiquette +1, Leadership +2, Magna Carta +1, Oratory +1, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Northerner D'Rouge-Glace (10#155) [Minor House]**

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

Attributes — CON+1 PRE+1 REF+1 TEC+1

Skills — Academia +1, Alchemy +1, Etiquette +1, Gambling +1, Inquiry +1, Interrogation +1, Knavery +1, Spycraft +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Outerbelt Juandaastas (10#153) [Minor House]**

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

Attributes — INT+1 WIL+1 TEC+1 AWA+1

Skills — Empathy +1, Etiquette +2, Arts (undefined) +1, Linguistics (undefined) +2, Lore (undefined) +1, Xenology (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Xanthippe Sisterhood Adept (10#158) [Minor House]**

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

Attributes — BOD+1 INT+1 PRE+2

Skills — Acrobatics +1, Dodge +1, Empathy +1, Etiquette +1, Melee +1, Oratory +1, Arts (Sculpture) +1, Performance (Dancing) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Verona Country Masseri (10#196) [Verona]

Uncomplete Lifepath

Grail Masseri (10#200) [Minor House]

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

Attributes — STR+1 WIL+2 TEC+1

Skills — Dodge +2, Etiquette +1, Streetwise +2, Teaching +1, Driving (undefined) +2.

Benefices/Afflictions — none.

Blessings/Curses — Bold +2, Impetuous -2.

Keddah of Grail (10#157) [Minor House]

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

Attributes — INT+1 TEM+1 WIL+1 TEC+1

Skills — Bureaucracy +1, Forgery +1, Forgery +1, Knavery +1, Trading +2, Linguistics (undefined) +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Rural Estate Justinian (10#5) [Minor House]

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.

Apprenticeship

Study (20#12) [Nobility]

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.

Leisure Duelist (20#10) [Nobility]

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.

Military Soldier (20#7) [Nobility]

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 +1, Remedy +1, Shoot +2, Stoic Body +1, Stoic Mind +1, Survival +1, Warfare +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Diplomacy Intrigue (20#9) [Nobility]

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.

Military Starman (20#14) [Nobility]

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.

Leisure Dandy (20#11) [Nobility]

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.

Defrocked Noble (20#139) [Minor House]

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

Attributes — CON+1 BOD+1 MOV+1 WIL+1 AWA+1

Skills — Beastcraft +1, Bribery +1, Bureaucracy +1, Dodge +1, Empathy +1, Etiquette +1, Forgery +1, Gambling +1, Knavery +1, Seduction +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Early Career

Court Duelist (30#15) [Nobility]

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 (Silver sword) +10, Nobility +3.

Blessings/Curses — none.

Military Command Soldier (30#13) [Nobility]

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 +2, Leadership +2, Melee +1, Observe +1, Remedy +1, Shoot +2, Survival +1, Warfare +2.

Benefices/Afflictions — Nobility +3.

Blessings/Curses — none.

Questing (30#17) [Nobility]

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, Lore (Jumpweb) +1, Linguistics (undefined) +2, Lore (undefined) +1.

Benefices/Afflictions — Imperial Charter +4.

Blessings/Curses — *none*.

**Court Ambassador (30#16) [Nobility]**

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, Linguistics (Urthish) +1, Arts (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — Nobility +3.

Blessings/Curses — *none*.

**Military Command Starman (30#8) [Nobility]**

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 — Gunnery +1, Impress +1, Leadership +2, Melee +1, Remedy +1, Shoot +2, Think Machine +1, Warfare +1, Driving (Celestial Sailing) +2, Linguistics (Urthish) +1, Science (undefined) +2.

Benefices/Afflictions — Nobility +3.

Blessings/Curses — *none*.

**Defrocked Noble (30#140) [Minor House]**

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, Oratory +1, Streetwise +2, Redemption (Mech) +1, Lore (undefined) +2, Performance (undefined) +2.

Benefices/Afflictions — Householder +1.

Blessings/Curses — *none*.

**Freefolk Lifepath**

**Upbringing**

**Town (10#50) [Church or Guild]**

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**.

Attributes — INT+1 PRE+2 AWA+1

Skills — Athletics +1, Inquiry +1, Seduction +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**City (10#49) [Church or Guild]**

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**.

Attributes — INT+2 AWA+2

Skills — Inquiry +1, Observe +1, Streetwise +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Country (10#51) [Church or Guild]**

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**.

Attributes — STR+1 CON+1 MOV+1 TEM+1

Skills — Athletics +1, Beastcraft +1, Local Expert (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Average Class (10#53) [Church or Guild]**

Source: FS2CRB, Attributes Points: 1, Options Points: 2 Value: **+5**.

Attributes — PRE+1

Skills — Seduction +1, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Wealthy Class (10#52) [Church or Guild]**

Source: FS2CRB, Attributes Points: 1, Options Points: 2 Value: **+5**.

Attributes — PRE+1

Skills — Linguistics (Latin) +1, Linguistics (Urthish) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Poor Class (10#54) [Church or Guild]**

Source: FS2CRB, Attributes Points: 1, Options Points: 2 Value: **+5**.

Attributes — TEM+1

Skills — Knavery +1, Streetwise +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Serfdom (10#123) [Church or Guild]**

Source: FICS, Attributes Points: 5, Options Points: 0 Value: **+15**.

Attributes — STR+1 CON+1 BOD+1 MOV+1 AWA+1

Skills — Beastcraft +1, Remedy +1, Local Expert (undefined) +1.

Benefices/Afflictions — Escaped Serf -2, Obligation -1.

Blessings/Curses — *none*.

**Apprenticeship**

**Early Career**

**Church Lifepath**

**Upbringing**

**Brother Battle Rookie (10#55) [Brother Battle]**

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**

**Sanctuary Aeon Monastery (20#67) [Amalthean]**

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.

**Temple Avesti Cathedral (20#58) [Avestite]**

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.

**Eskatonic Order Cathedral (20#57) [Eskatonic]**

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.

**Eskatonic Order Parish (20#61) [Eskatonic]**

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.

**Orthodox Cathedral (20#56) [Orthodox]**

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.

**Orthodox Parish (20#60) [Orthodox]**

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.

**Temple Avesti Monastery (20#125) [Avestite]**

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.

**Sanctuary Aeon Cathedral (20#59) [Amalthean]**

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.

**Sanctuary Aeon Parish (20#63) [Amalthean]**

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.

**Temple Avesti Parish (20#124) [Avestite]**

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*.

**Brother Battle Trainee (20#68) [Brother Battle]**

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*.

**Eskatonic Order Monastery (20#65) [Eskatonic]**

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.

**Orthodox Monastery (20#64) [Orthodox]**

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.

**Early Career**

**Healer (30#72) [Church]**

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, Redemption (Tinkering) +1, Local Expert (undefined) +1.

**Benefices/Afflictions** — Ordained +3.

**Blessings/Curses** — *none*.

**Missionary (30#71) [Church]**

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*.

**Preacher (30#69) [Church]**

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*.

**Brother Battle Monk (30#74) [Brother Battle]**

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*.

**Inquisitor (30#73) [Church]**

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*.

**Monk (30#70) [Church]**

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*.

**Guild Lifepath**

**Upbringing**

**Apprenticeship**

**Academy Charioteers (20#75) [Charioteer]**

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

Attributes — INT+1 PRE+2 REF+2

Skills — Impress +1, Remedy +1, Driving (Heavy Transport Vehicle) +2, Driving (Landcraft) +3, Lore (Spacesuit) +2, Redemption (Tinkering) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Curious +2, Nosy -2.

**Guildhall Engineer (20#81) [Engineer]**

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

Attributes — INT+1 REF+1 TEC+3

Skills — Inquiry +1, Shoot +1, Think Machine +1, Linguistics (Urthtech) +1, Redemption (Mech) +1, Redemption (Volt) +2, Science (primary speciality) +2, Science (secondary speciality) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Innovative +2, Unnerving -2.

**Guildhall Muster (20#83) [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, Remedy +1, Search +1, Shoot +1, Streetwise +2, Redemption (Mech) +1, Driving (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Bold +2, Callous -2.

**Guildhall Reeves (20#84) [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.

**Academy Scravers (20#77) [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.

**Street Scravers (20#87) [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.

**Guildhall Charioteers (20#129) [Charioteer]**

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

Attributes — INT+1 PRE+2 REF+2

Skills — Empathy +1, Impress +1, Remedy +1, Driving (Heavy Transport Vehicle) +2, Driving (Railway) +1, Redemption (Tinkering) +2, Linguistics (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Curious +2, Nosy -2.

**Streets Charioteers (20#128) [Charioteer]**

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, Trading +1, Driving (Landcraft) +1, Redemption (Tinkering) +1, Linguistics (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Curious +2, Nosy -2.

**Academy Engineers (20#76) [Engineer]**

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

Attributes — INT+1 REF+1 TEC+3

Skills — Inquiry +1, Think Machine +1, Linguistics (Urthtech) +1, Redemption (Mech) +2, Redemption (Volt) +1, Science (primary speciality) +3, Science (secondary speciality) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Innovative +2, Unnerving -2.

**Street Engineer (20#86) [Engineer]**

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

Attributes — INT+1 REF+2 TEC+2

Skills — Inquiry +1, Shoot +1, Streetwise +1, Think Machine +1, Linguistics (Urthtech) +2, Redemption (Mech) +2, Science (primary speciality) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — Innovative +2, Unnerving -2.

**Academy Muster (20#78) [Muster]**

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

Attributes — STR+1 REF+2 TEC+2

Skills — Fight +1, Impress +1, Remedy +1, Shoot +2, Streetwise +1, Redemption (Mech) +1, Driving (undefined) +2, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Bold +2, Callous -2.

**Street Muster (20#88) [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.

**Academy Reeves (20#79) [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.

**Street Reeves (20#89) [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.

**Guildhall Scraver (20#82) [Scravers]**

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.

**Early Career**

**Starship Pilot (30#92) [Guild]**

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 — Gunnery +1, Magna Carta +1, Melee +1, Navigation +1, Observe +1, Remedy +1, Sensors +1, Shoot +1, Think Machine +1, Driving (Celestial Sailing) +4, Driving (Skycraft Piloting) +1, Lore (Jumpweb) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

**Mercenary Soldier (30#95) [Guild]**

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

Attributes — STR+1 CON+1 BOD+2 WIL+2 REF+2 TEC+1 AGI+1

Skills — Athletics +1, Dodge +1, Fight +2, Impress +1, Melee +2, Remedy +1, Shadowing +1, Shoot +3, Survival +1, Redemption (Mech) +1, Driving (undefined) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

**Scientist (30#98) [Guild]**

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

Attributes — INT+2 PRE+2 TEM+1 WIL+1 TEC+2 AWA+2

Skills — Academia +1, Focus +1, Inquiry +1, Think Machine +1, Linguistics (Urthtech) +2, Redemption (Forbidden Lore) +1, Redemption (Mech) +1, Redemption (Volt) +2, Science (primary speciality) +3, Science (secondary speciality) +2.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

**Starship Gunner (30#94) [Guild]**

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*.

**Thief (30#99) [Guild]**

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, Redemption (Tinkering) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

**Market Money Lender (30#91) [Guild]**

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*.

**Market Merchant (30#90) [Guild]**

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*.

**Mercenary Combat Engineer (30#96) [Guild]**

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

Attributes — CON+1 BOD+1 MOV+1 INT+1 WIL+1 REF+1 TEC+2 AGI+1 AWA+1

Skills — Demolition +1, Fight +1, Heavy Weapons +1, Observe +1, Remedy +1, Shoot +2, Redemption (Mech) +3, Redemption (Volt) +2, Science (Engineering) +1, Driving (undefined) +2.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

**Scholar (30#97) [Guild]**

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

Attributes — INT+2 PRE+2 TEM+2 WIL+1 TEC+1 AWA+2

Skills — Academia +1, Cybernetics +1, Etiquette +1, Focus +1, Inquiry +1, Observe +1, Oratory +1, Seduction +1, Think Machine +1, Linguistics (Urthish) +1, Lore (undefined) +2, Science (undefined) +3.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

**Spy (30#100) [Guild]**

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

Attributes — STR+1 CON+1 BOD+1 MOV+1 TEM+1 WIL+1 REF+1 AGI+1 AWA+2

Skills — Cryptography +2, Disguise +1, Dodge +1, Forgery +1, Inquiry +2, Melee +1, Spycraft +3, Streetwise +1, Think Machine +2, Lore (undefined) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

**Starship Engineer (30#93) [Guild]**

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, Cybernetics +1, Focus +2, Melee +1, Observe +2, Sensors +1, Think Machine +1, Driving (Celestial Sailing) +1, Redemption (Forbidden Lore) +2, Redemption (Mech) +1, Redemption (Volt) +1, Science (Engineering) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

**Royale House Soldier (30#144)**

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

Attributes — STR+1 CON+1 BOD+1 MOV+1 WIL+2 REF+1 TEC+1 AGI+1 AWA+1

Skills — Academia +1, Bureaucracy +1, Dodge +2, Empathy +1, Etiquette +2, Security +1, Sensors +1, Shoot +2, Surveillance +1, Driving (undefined) +1, Lore (undefined) +2.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

**Alien Lifepath**

**Upbringing**

**Ordo Bagatur (Soldier) (10#179) [Caliphate Usun]**

Source: FS2CRB, Attributes Points: 2, Options Points: 3 Value: **+9**.

Attributes — STR+1 REF+1

Skills — Dodge +1, Melee +1, Shoot +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Disciplined +2, Vengeful -2.

**Kordeth Spawn (10#108) [ukari]**

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 System) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Hira Kurgan (10#165) [Caliphate Planetary Origin]**

Uncomplete Lifepath

**Al Fashir Kurgan (10#163) [Caliphate Planetary Origin]**

Uncomplete Lifepath

**Mujahidin (10#176) [Caliphate Environment]**

Source: FS2CRB, Attributes Points: 2, Options Points: 2 Value: **+8**.

Attributes — TEM+1 WIL+1

Skills — Linguistics (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Irem Kurgan (10#166) [Caliphate Planetary Origin]**

Uncomplete Lifepath

**Khayyam Kurgan (10#167) [Caliphate Planetary Origin]**

Uncomplete Lifepath

**Hajjburat (10#175) [Caliphate Environment]**

Uncomplete Lifepath

**Tengri Igren (Space nomad) (10#174) [Caliphate Environment]**

Uncomplete Lifepath

**Tsuma Kurgan (10#168) [Caliphate Planetary Origin]**

Uncomplete Lifepath

**Khaizak (Nomad) (10#173) [Caliphate Environment]**

Uncomplete Lifepath

**Khan (10#177) [Caliphate Environment]**

Uncomplete Lifepath

**Ordu Bachinghai (Crafter) (10#182) [Caliphate Usun]**

Uncomplete Lifepath

**Ordu Fellahin (Laborer) (10#183) [Caliphate Usun]**

Uncomplete Lifepath

**Ordu Kankali (Entertainer) (10#181) [Caliphate Usun]**

Uncomplete Lifepath

**Khirgiz (Rural) (10#172) [Caliphate Environment]**

Uncomplete Lifepath

**Slave (10#178) [Caliphate]**

Uncomplete Lifepath

**Ordo Kibituk (Merchant) (10#180) [Caliphate Usun]**

Uncomplete Lifepath

**Tengri Igren Kurgan (10#170) [Caliphate Planetary Origin]**

Uncomplete Lifepath

**Rukh Kurgan (10#169) [Caliphate Planetary Origin]**

Uncomplete Lifepath

**Ordu Hekelezai (Touched) (10#185) [Caliphate Usun]**

Uncomplete Lifepath

**Ordu Kafiri (Unbeliever) (10#186) [Caliphate Usun]**

Uncomplete Lifepath

**Ordu Sechenim Ikhwan-i-GHamizi (Mystic) (10#191) [Caliphate Usun Sechenim]**

Uncomplete Lifepath

**Ordu Sechenim Ikhwan-i-Hakimum (Healer) (10#187) [Caliphate Usun Sechenim]**

Uncomplete Lifepath

**Ordu Sechenim Ikhwan-i-Qadiyun (Judge) (10#189) [Caliphate Usun Sechenim]**

Uncomplete Lifepath

**Ordu Sechenim Ikhwan-i-Sihr (Spy) (10#192) [Caliphate Usun Sechenim]**

Uncomplete Lifepath

**Ordu Sechenim Ikhwan-i-Takhiyum (Technician) (10#190) [Caliphate Usun Sechenim]**

Uncomplete Lifepath

**Ordu Sechenim Ikhwan-i-Waziri (Advisor) (10#188) [Caliphate Usun Sechenim]**

Uncomplete Lifepath

**Beliah Kurgan (10#164) [Caliphate Planetary Origin]**

Source: FS2CRB, Attributes Points: 1, Options Points: 0 Value: **+3**.

Attributes — STR+1

Skills — *none*.

Benefices/Afflictions — *none*.

Blessings/Curses — Perceptive Touch +1, Short -3, Thrifty +2.

**Uighur (City-dweller) (10#171) [Caliphate Environment]**

Uncomplete Lifepath

**Ordu Asmurdlegh (Stinking One) (10#184) [Caliphate Usun]**

Uncomplete Lifepath

**Velisamil Ur Obun (10#101) [obuni]**

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

Attributes — PRE+1 TEM+1 WIL+1 TEC+1

Skills — Empathy +2, Etiquette +1, Focus +1, Stoic Body +1, Stoic Mind +1, Linguistics (Urthish) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Vorox Li Halan Cub (10#134) [vorox]**

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*.

**Verona Ukari (10#199) [Verona]**

Uncomplete Lifepath

**Aylon Spawn (10#122) [ukari]**

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 Voice (20#103) [obuni]**

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

Attributes — INT+2 PRE+2 AWA+1

Skills — Empathy +1, Etiquette +1, Focus +1, Inquiry +1, Observe +1, Oratory +1, Seduction +2, Stoic Mind +1, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Vhem Saahen Learner (20#104) [obuni]**

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

Attributes — STR+1 CON+1 WIL+1 REF+1 AGI+1

Skills — Athletics +1, Dodge +2, Fight +2, Focus +1, Melee +2, Shoot +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Bava! Recruit (20#111) [ukari]**

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*.

**Clan Warrior (20#110) [ukari]**

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*.

**Voavenlohjun Abbot (20#106) [obuni]**

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

Attributes — INT+2 PRE+1 TEM+2

Skills — Academia +1, Alchemy +1, Focus +2, Observe +1, Remedy +1, Seduction +1, Stoic Mind +2, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Clan Chieftain (20#109) [ukari]**

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*.

**Ordu Bagatur AP (20#217) [Caliphate Apprenticeship]**

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

Attributes — STR+1 CON+1 BOD+1 REF+1 AGI+1

Skills — Dodge +1, Fight +2, Melee +2, Observe +2, Shoot +2, Warfare +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Vorox Commando (20#136) [vorox]**

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*.

**Vorox Escort (20#147) [vorox]**

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

Attributes — STR+1 BOD+1 MOV+1 REF+1 AWA+1

Skills — Acrobatics +1, Athletics +1, Dodge +1, Empathy +1, Etiquette +1, Fight +2, Heavy Weapons +2, Impress +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Vorox Scout (20#146) [vorox]**

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

Attributes — CON+1 BOD+1 TEC+1 AGI+1 AWA+1

Skills — Demolition +1, Dodge +1, Focus +1, Navigation +1, Security +1, Shadowing +2, Stealth +2, Surveillance +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Early Career**

**Vhem Saahen Herald (30#107) [obuni]**

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

Attributes — STR+1 BOD+1 MOV+1 INT+1 WIL+2 REF+1 AGI+2 AWA+1

Skills — Acrobatics +1, Athletics +1, Dodge +2, Melee +2, Remedy +2, Shoot +2, Stoic Mind +2.

Benefices/Afflictions — Fencing Actions (Bronze sword) +6.

Blessings/Curses — *none*.

**Clan Chieftain (30#112) [ukari]**

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

Attributes — BOD+1 MOV+1 INT+2 TEM+1 WIL+3 TEC+1 AWA+1

Skills — Academia +2, Empathy +1, Etiquette +2, Impress +2, Leadership +3, Security +2, Spycraft +1, Linguistics (undefined) +2, Lore (undefined) +3.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Clan Warrior (30#113) [ukari]**

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

Attributes — CON+1 BOD+1 MOV+2 REF+1 TEC+1 AGI+2 AWA+2

Skills — Acrobatics +2, Athletics +2, Dodge +3, Focus +2, Knavery +1, Melee +3, Observe +2, Stealth +1, Warfare +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Umo'rin Counselor (30#102) [obuni]**

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

Attributes — BOD+1 INT+2 PRE+1 TEM+2 WIL+2 AWA+1

Skills — Empathy +1, Etiquette +2, Inquiry +2, Observe +1, Oratory +1, Politics +2, Seduction +2, Stoic Mind +2, Lore (undefined) +2.

Benefices/Afflictions — Ordained +3.

Blessings/Curses — *none*.

**Vooavenlohjun Priest (30#202) [obuni]**

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

Attributes — BOD+1 INT+1 PRE+2 TEM+1 WIL+2 REF+1 AWA+2

Skills — Academia +1, Alchemy +1, Dodge +1, Empathy +1, Focus +3, Occult Arts +1, Remedy +1, Surgery +1, Dogma (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — Occult Mastery 1 +6.

Blessings/Curses — *none*.

**Bava! Agent (30#114) [ukari]**

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 Trooper (30#135) [vorox]**

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*.

**Worldly Benefits**

**Friends (50#21)**

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 & Friends (50#22)**

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*.

**Promotion & Rewards (50#18)**

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*.

**Rich Rewards (50#20)**

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: **+7**.

Attributes — *none*.

Skills — *none*.

Benefices/Afflictions — Assets +7.

Blessings/Curses — *none*.

**High Promotion (50#19)**

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*.

**Friends & Rewards (50#141)**

Source: FICS, Attributes Points: 0, Options Points: 7 Value: **+7**.

Attributes — *none*.

Skills — *none*.

Benefices/Afflictions — Ally +2, Assets +3, Gossip Network +2.

Blessings/Curses — *none*.

**Tour of Duty**

**Crimelord (40#201)**

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: **+20**.

Attributes — PRE+1 AWA+1

Skills — Bribery +2, Bureaucracy +2, Cryptography +2, Leadership +2, Security +2, Local Expert (undefined) +2, Lore (undefined) +2.

Benefices/Afflictions — Dark Secret -3, Gossip Network +2, Obligation -3, Retinue +4.

Blessings/Curses — *none*.

**Standard Tour of Duty (double rounds) (40#126)**

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: **+20**.

Attributes —

Skills — *none*.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Cybernetics Tweaked (40#26)**

Source: FS2CRB, Attributes Points: 0, Options Points: 20 Value: **+20**.

Attributes — *none*.

Skills — *none*.

Benefices/Afflictions — Medium Cyber Package +20.

Blessings/Curses — *none*.

**Cohort (40#24) [Church or Guild]**

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*.

**Questing Knight (40#23) [Nobility]**

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*.

**Native Psychic (40#25)**

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

Attributes — TEM+1

Skills — Occult Arts +2.

Benefices/Afflictions — Occult Mastery 1 +6.

Blessings/Curses — *none*.

**Noble Confessor (40#197)**

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: **+20**.

Attributes — TEM+1 AWA+1

Skills — Academia +1, Empathy +2, Etiquette +1, Focus +1, Oratory +2, Persuasion +2, Politics +1, Dogma (undefined) +2, Lore (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Native Theurge (40#44)**

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

Attributes — TEM+1

Skills — Dogma (Church of the Celestial Sun) +2.

Benefices/Afflictions — Occult Mastery 1 +6.

Blessings/Curses — *none*.

**Cybernetics Touched (40#215)**

Source: FS2CRB, Attributes Points: 0, Options Points: 10 Value: **+10**.

Attributes — *none*.

Skills — *none*.

Benefices/Afflictions — Light Cyber Package +10.

Blessings/Curses — *none*.

**Cybernetics Loaded For Bear (40#27)**

Source: FS2CRB, Attributes Points: 0, Options Points: 40 Value: **+40**.

Attributes — *none*.

Skills — *none*.

Benefices/Afflictions — Big Cyber Package +40.

Blessings/Curses — *none*.

**Security Enforcer (40#143)**

Source: FICS, Attributes Points: 3, Options Points: 11 Value: **+20**.

Attributes — WIL+1 REF+1 AWA+1

Skills — Bureaucracy +1, Interrogation +1, Leadership +1, Magna Carta +1, Observe +1, Security +1, Shoot +2, Think Machine +1, Lore (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Slayers Guild Agent (40#142)**

Source: FICS, Attributes Points: 4, Options Points: 18 Value: **+30**.

Attributes — CON+1 INT+1 TEC+1 AWA+1

Skills — Acrobatics +1, Acting +3, Alchemy +2, Disguise +1, Dodge +1, Empathy +1, Focus +1, Inquiry +2, Search +1, Security +2, Shadowing +1, Surveillance +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Kalinthi Envoy (40#149) [kalinthi]**

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

Attributes — TEM+1 WIL+1

Skills — Etiquette +2, Focus +2, Occult Arts +2, Stoic Mind +2, Lore (Antinomy) +2, Lore (Favyana Coven) +1, Lore (Heresy) +1, Lore (Invisible Path Coven) +1, Lore (Kalinthi) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Diplomatic Mission (40#208)**

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

Attributes — PRE+1 AWA+1

Skills — Empathy +2, Etiquette +3, Knavery +1, Observe +1, Oratory +1, Seduction +2, Linguistics (undefined) +2, Lore (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**House Duellist (40#212)**

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

Attributes — REF+1 AGI+1

Skills — Acrobatics +1, Athletics +1, Dodge +2, Empathy +2, Impress +2, Melee +2, Observe +2, Stoic Mind +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Landlord (40#214)**

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

Attributes — PRE+1 WIL+1

Skills — Bribery +1, Bureaucracy +2, Etiquette +1, Leadership +1, Magna Carta +2, Oratory +1, Driving (undefined) +1, Lore (undefined) +2, Redemption (undefined) +2, Science (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Low Free Customization (40#193)**

Source: FICS, Attributes Points: 0, Options Points: 240 Value: **+240**.

Attributes — *none*.

Skills — *none*.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Bailliff (40#203) [Marketplace]**

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

Attributes — INT+1 PRE+1

Skills — Bribery +2, Bureaucracy +1, Etiquette +2, Forgery +1, Knavery +1, Magna Carta +2, Oratory +2, Linguistics (Latin) +1, Lore (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Live Performer (40#205) [Marketplace]**

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

Attributes — PRE+2

Skills — Academia +1, Acrobatics +1, Acting +3, Empathy +2, Etiquette +1, Politics +1, Arts (undefined) +2, Performance (undefined) +3.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Corporate Militia (40#207) [Zaibatsu]**

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

Attributes — CON+1 BOD+1

Skills — Acrobatics +1, Bureaucracy +1, Cryptography +1, Cybernetics +1, Dodge +1, Driving +1, Forgery +2, Observe +2, Security +2, Think Machine +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Caliphate Wars Veteran (5011) (40#40)**

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, Remedy +1, Shoot +1, Stealth +1, Stoic Body +1, Linguistics (Kurgan) +2, Redemption (Mech) +1.

Benefices/Afflictions — Well-Traveled +3.

Blessings/Curses — War Trauma -2.

**Dilletante (40#210)**

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

Attributes — INT+1 WIL+1

Skills — Academia +1, Acting +1, Etiquette +1, Focus +1, Gambling +1, Observe +1, Think Machine +1, Trading +1, Arts (undefined) +2, Lore (undefined) +2, Performance (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Junkie in satin (40#213)**

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

Attributes — TEM+1 AWA+1

Skills — Alchemy +2, Bribery +1, Forgery +2, Knavery +2, Persuasion +1, Security +1, Shadowing +1, Sneak +2, Streetwise +1, Lore (undefined) +2.

Benefices/Afflictions — Addiction -1.

Blessings/Curses — *none*.

**Military Officer (40#209)**

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

Attributes — BOD+1 TEM+1

Skills — Athletics +2, Bureaucracy +2, Dodge +1, Fight +1, Leadership +2, Melee +1, Shoot +1, Warfare +2, Lore (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Star Nations Veteran (5007) (40#43)**

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*.

**Traveller (40#211)**

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

Attributes — CON+1 MOV+1

Skills — Academia +2, Empathy +1, Forgery +1, Inquiry +1, Navigation +1, Oratory +1, Search +1, Survival +1, Driving (undefined) +2, Lore (undefined) +2, Xenology (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Chapter Monk (40#138) [Amalthean]**

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 Occult Attunement +3, Vow of Celibacy -1.

Blessings/Curses — *none*.

**Pilgrim Escort (40#131) [Church]**

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*.

**Craftman (40#204) [Marketplace]**

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

Attributes — INT+1 AWA+1

Skills — Beastcraft +1, Bureaucracy +2, Etiquette +2, Inquiry +1, Teaching +1, Driving (undefined) +2, Lore (undefined) +2, Redemption (undefined) +1, Science (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Fief Holder (40#132) [Nobility]**

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*.

**Banjaka Sadaroun (40#116) [ukari]**

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*.

**Corporate Executive (40#206) [Zaibatsu]**

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

Attributes — INT+1 WIL+1

Skills — Academia +1, Bribery +2, Bureaucracy +2, Cryptography +1, Focus +1, Leadership +2, Politics +1, Think Machine +1, Trading +1, Lore (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Veronese Resistance Fighter (40#216)**

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

Attributes — CON+1 MOV+1

Skills — Athletics +1, Fight +1, Focus +1, Observe +1, Sensors +1, Sneak +2, Stealth +2, Stoic Body +2, Survival +2, Warfare +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Stigmata Veteran (5013) (40#42)**

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*.

**Street Cartel Thug (40#48) [Marketplace]**

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*.

**Imperial Cadet (40#47) [Royale House]**

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*.

**Standard Tour (single round) (40#127)**

Source: FICS, Attributes Points: 1, Options Points: 7 Value: **+10**.

Attributes —

Skills — *none*.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

**Entrepreneur (40#130) [Marketplace]**

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*.

**Errant Knight (40#133) [Nobility]**

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*.

**Anikrunta Taudwyan (40#117) [ukari]**

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*.

**Kraxi Kadanqari (40#115) [ukari]**

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 (Silver sword) +10, Outlaw -4.

Blessings/Curses — *none*.

**Full Free Customization (40#145)**

Source: FICS, Attributes Points: 60, Options Points: 120 Value: **+300**.

Attributes —

Skills — *none*.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

# Rituals

## Psi: Prana [Bedlam level 1]

Roll: PA\_TEM + None

[ #16]

## Psi: Lifting Hand [FarHand level 1]

Roll: PA\_PRE + Focus BOD [-]

[ #6]

## Psi: Throwing Hand [FarHand level 2]

Roll: PA\_WIL + Focus BOD [-]

[ #7]

## Psi: Mana Lock [Obuni Sajataka Rituals level 5]

Roll: PA\_WIL + Impress UND [-]

Description: Every wyrd expenditure adds one level of strength on the lock. The lock is triggered when someone, psychic or theurge

Modus Operandi: The Mana Lock can only be applied on a sentient being. Being of the same specie than the target is not important.

Drawbacks: The Mana Lock could theoretically be applied on sentient creature. This could arguably be applied to a tech level 9+ think machine. Game master discretion.

[ #47]

## Psi: Prison of the Mind [Obuni Sajataka Rituals level 6]

Roll: PA\_WIL + Arts PER (R) [-]

[ #48]

## Psi: Shadows Gone By [Omen level 1]

Roll: PA\_TEM + None

[ #8]

## Psi: Shadows To Come [Omen level 7]

Roll: PA\_TEM + None

[ #11]

## Psi: Intuit [Psyche level 1]

Roll: PA\_TEM + None

[ #9]

## Psi: Emote [Psyche level 2]

Roll: PA\_TEM + None

[ #10]

## Psi: Mindsight [Psyche level 3]

Roll: PA\_TEM + None

[ #12]

## Psi: Mindspeech [Psyche level 4]

Roll: PA\_TEM + None

[ #13]

## Psi: Heart's Command [Psyche level 5]

Roll: PA\_PRE + Impress UND [-]

[ #14]

## Psi: Mindsearch [Psyche level 5]

Roll: PA\_TEM + None

[ #15]

## Psi: Toughening [Soma level 1]

Roll: PA\_TEM + None

[ #17]

## Psi: Shared Ability [Sympathicus level 1]

Roll: PA\_WIL + Empathy AWA [-]

Description: With this power, the occultist can share abilities with people he truly knows, or that have been around him/her for a long time (a few adventures). When the power is used, the recipient of the power is aware that he has been contacted by the caster. He then can choose or not to share one of his/her skills.

Modus Operandi: Caster rolls [PA\_WILL+Empathy]. If it is a first contact, Caster and Recipient must success a [PA\_WILL+Stoic Mind] vs 15 check. Recipient is is contacted instantly and chooses or not to help. Caster roll next skill test with the skill value of the recipient.

Drawbacks: There's a limit to the number of people the caster can use this power with. It equals his/her PA\_TEM score. If trying to reach a person beyond this number, it will break one of the previous bonds. The former-bound person, on trying to use this power on him/her once again, will cumulate a -2 natural resistance on the [PA\_WIL+Stoic Mind] check, even if he/she wants to cooperate.

[ #2]

## Psi: Mimicry [Sympathicus level 2]

Roll: PA\_AWA + Empathy AWA [-]

Description: This power allows the caster to use a skill he just witnessed with the same skill ability. It is not a deep learning or exchange, just an advanced mimicry of the behavior/action of others.

Modus Operandi: This power costs one supplementary wyrd point when used during combat or quick actions (like a chase in the streets of Avaneir or a fast juggling performance). The psychic may not know what power he is actually borrowing, has he just tries to replicate what he perceived. The base DV is 10 for obvious actions (use a rifle like a police officer just did with [Reflex+Shoot]), 15 for indirect or subtle actions (search the backalley like the cops just did with [Awareness+Streetwise]) or 20 for specialized ones (catch a hidden cyber implant on a person with a [Tech+Science (Cybernetics)] like the police tech specialist did).

Drawbacks: If multiple skills are used by the target, like shooting with a gun and dodging under cover, the character must select what action he tries to mimic. On a botch, the target is immediatly aware he/she has been started at by the character.

[ #5]

## Psi: Bonding [Sympathicus level 3]

Roll: PA\_PRE + Empathy AWA [-]

[ #3]

## Psi: Sanctum [Sympathicus level 4]

Roll: PA\_WIL + Focus BOD [-]

[ #4]

## Psi: Tales from the Night [The dark path level 1]

Roll: PA\_TEM + None

[ #49]

## Psi: Whispers from Darkness [The dark path level 2]

Roll: PA\_TEM + None

[ #50]



**Theurgy: Soul's Vessel [Brother Battle Rituals level 1]**

Roll: PA\_WIL + None

[ #29]

**Theurgy: Rightfully Guided Hand [Brother Battle Rituals level 2]**

Roll: PA\_TEM + None

[ #30]

**Theurgy: Armor of the Pancreator [Brother Battle Rituals level 3]**

Roll: PA\_TEM + None

[ #31]

**Theurgy: Righteous Fervor [Brother Battle Rituals level 4]**

Roll: PA\_WIL + None

[ #32]

**Theurgy: Liturgy of the Wrathful Host [Brother Battle Rituals level 5]**

Roll: PA\_WIL + None

[ #33]

**Theurgy: Smiting Hand [Brother Battle Rituals level 6]**

Roll: PA\_TEM + None

[ #34]

**Theurgy: Fearsome Majesty [Brother Battle Rituals level 7]**

Roll: PA\_TEM + None

[ #35]

**Theurgy: Oath of the Shieldmates [Brother Battle Rituals level 8]**

Roll: PA\_TEM + None

[ #36]

**Theurgy: Salutation to Zakhayelos, Lord of Hosts [Brother Battle Rituals level 9]**

Roll: PA\_TEM + None

[ #37]

**Theurgy: The Prophet's Holy Blessing [Church Rituals level 1]**

Roll: PA\_TEM + None

[ #18]

**Theurgy: The Devotional Liturgy [Church Rituals level 2]**

Roll: PA\_TEM + None

[ #19]

**Theurgy: The Laying On of Hands [Church Rituals level 3]**

Roll: PA\_TEM + None

[ #20]

**Theurgy: The Prophet's Censure [Church Rituals level 4]**

Roll: PA\_WIL + None

[ #21]

**Theurgy: The Pulpit's Gift [Church Rituals level 5]**

Roll: PA\_WIL + None

[ #22]

**Theurgy: Oath of the Saints [Church Rituals level 5]**

Roll: PA\_TEM + None

[ #23]

**Theurgy: The Tongues of Babel [Church Rituals level 6]**

Roll: PA\_TEM + None

[ #24]

**Theurgy: The Righteous Assignment of Penance [Church Rituals level 7]**

Roll: PA\_TEM + None

[ #25]

**Theurgy: Sanctification [Church Rituals level 7]**

Roll: PA\_TEM + None

[ #26]

**Theurgy: Shield of Faith [Church Rituals level 8]**

Roll: PA\_TEM + None

[ #27]

**Theurgy: Providential Deliverance [Church Rituals level 9]**

Roll: PA\_TEM + None

[ #28]

**Theurgy: Celestial Alignment [Eskatonic Rituals level 1]**

Roll: PA\_TEM + None

[ #38]

**Theurgy: Divine Revelation [Eskatonic Rituals level 2]**

Roll: PA\_TEM + None

[ #39]

**Theurgy: Rending the Veil of Unreason [Eskatonic Rituals level 3]**

Roll: PA\_TEM + None

[ #40]

**Theurgy: Second Sight [Eskatonic Rituals level 4]**

Roll: PA\_AWA + None

[ #41]

**Theurgy: Osseous Transmutation [Eskatonic Rituals level 5]**

Roll: PA\_TEM + None

[ #42]

**Theurgy: All-seeign Eye [Eskatonic Rituals level 6]**

Roll: PA\_AWA + Observe AWA [-]

[ #43]

**Theurgy: Refinement of Essence [Eskatonic Rituals level 7]**

Roll: PA\_TEM + None

[ #44]

**Theurgy: Investiture [Eskatonic Rituals level 8]**

Roll: PA\_TEM + None

[ #45]

**Theurgy: Knowledge and Conversation of Tholumiyelos, Lord of Wisdom [Eskatonic Rituals level 9]**

Roll: PA\_TEM + None

[ #46]