

Dramatis Personae References

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

Skills

Academia [C(EDU) #1]

Acrobatics [C(BOD) #2]

Acting [C(PER) #3]

Alchemy [C(SPI) #4]

Arts [RC(PER) #5]

- **Arts (Holoovid)** [SC(EDU) #135]

- **Arts (Literature)** [SC(EDU) #133]

- **Arts (Music)** [SC(EDU) #136]

- **Arts (Painting)** [SC(EDU) #132]

- **Arts (Poetry)** [SC(EDU) #82]

- **Arts (Rhetoric)** [SC(SOC) #178]

- **Arts (Sculpture)** [SC(EDU) #134]

- **Arts (undefined)** [SCW(EDU) #154]

Athletics [C(BOD) #6]

Beastcraft [C(CON) #7]

Bribery [C(UND) #8]

Bureaucracy [C(EDU) #9]

Cryptography [(SPI) #11]

Cybernetics [(TIN) #12]

Demolition [C(TIN) #15]

Disguise [C(PER) #13]

Dodge [C(FIG) #14]

Dogma [RC(SPI) #20]

- **Dogma (Church of the Celestial Sun)** [SC(EDU) #89]

- **Dogma (Kurgan El-Diin)** [SC(EDU) #108]

- **Dogma (Manja)** [SC(EDU) #113]

- **Dogma (Obun Bintaru)** [SC(EDU) #109]

- **Dogma (Obun Voavenlohjun)** [SC(EDU) #110]

- **Dogma (Omega Gospels)** [SC(EDU) #107]

- **Dogma (Sathraism)** [SC(EDU) #111]

- **Dogma (Stellar Apocryphon)** [SC(EDU) #106]

- **Dogma (Symbiot Lifeweb)** [SC(EDU) #112]

- **Dogma (Ukar Banjak)** [SC(EDU) #114]

- **Dogma (Vuldrok Erdgheist)** [SC(EDU) #140]

- **Dogma (undefined)** [SCW(EDU) #155]

Driving [RC(CON) #21]

- **Driving (Armored Vehicle)** [SC(CON) #145]

- **Driving (Battle Mech)** [SC(CON) #150]

- **Driving (Celestial Sailing)** [S(CON) #10]

- **Driving (Construction Mech)** [SC(CON) #149]

- **Driving (Heavy Transport Vehicle)** [SC(CON) #148]

- **Driving (Hovertank)** [SC(CON) #146]

- **Driving (Landcraft)** [SC(CON) #94]

- **Driving (Railway)** [SC(CON) #147]

- **Driving (Skimmer bike)** [SC(CON) #105]

- **Driving (Skycraft Piloting)** [S(CON) #56]

- **Driving (Watercraft)** [SC(CON) #104]

- **Driving (undefined)** [SCW(CON) #156]

Empathy [C(AWA) #22]

Etiquette [C(SOC) #23]

Fight [C(FIG) #18]

Focus [C(BOD) #24]

Forgery [C(PER) #26]

Gambling [C(UND) #27]

Gunnery [(FIG) #28]

Heavy Weapons [(FIG) #29]

Impress [C(UND) #30]

Inquiry [C(AWA) #32]

Interrogation [C(SOC) #31]

Knavery [C(UND) #33]

Leadership [C(SOC) #34]

Linguistics [RC(SOC) #35]

- **Linguistics (Ba'amon carvings)** [SC(EDU) #117]

- **Linguistics (Franken)** [SC(EDU) #81]

- **Linguistics (Graceful Tongue)** [SC(EDU) #169]

- **Linguistics (Imperial Battle Slang)** [SC(EDU) #118]

- **Linguistics (Kurgan)** [SC(EDU) #141]

- **Linguistics (Latin)** [SC(EDU) #85]

- **Linguistics (Obuni)** [SC(EDU) #116]

- **Linguistics (Scravers' Cant)** [SC(EDU) #91]

- **Linguistics (Ukari)** [SC(EDU) #115]

- **Linguistics (Urthish)** [SC(EDU) #74]

- **Linguistics (Urthtech)** [SC(EDU) #90]

- **Linguistics (Vorox)** [SC(EDU) #75]

- **Linguistics (Vuldrok)** [SC(EDU) #142]

- **Linguistics (undefined)** [SCW(EDU) #153]

Local Expert [RC(AWA) #36]

- **Local Expert (Acadia Province)** [SC(EDU) #139]

- **Local Expert (Avaneir)** [SC(EDU) #199]

- **Local Expert (Cybernetics Black Market)** [SC(EDU) #95]

- **Local Expert (Famous Authors)** [SC(EDU) #84]

- **Local Expert (Hargard)** [S(DIP) #171]

- **Local Expert (Imperial Dominion)** [SC(EDU) #165]

- **Local Expert (Miret guilds)** [SC(EDU) #144]

- **Local Expert (Miret)** [SC(EDU) #143]

- **Local Expert (Outreach Spiritual Legacy)** [SC(EDU) #164]

- **Local Expert (Rampart Church)** [SC(EDU) #88]

- **Local Expert (Rampart Li Halan)** [SC(EDU) #79]

- **Local Expert (Rampart Nobility)** [SC(EDU) #83]

- **Local Expert (Rampart Underworld)** [SC(EDU) #80]

- **Local Expert (Rampart folk)** [SC(EDU) #87]

- **Local Expert (Sargasso Military Operations)** [SC(EDU) #162]

- **Local Expert (Sargasso Orbital Stations)** [SC(EDU) #163]

- **Local Expert (Sargasso Politics)** [SC(EDU) #161]
- **Local Expert (Stigmata)** [S(EDU) #170]
- **Local Expert (Veneto Province)** [SC(EDU) #77]
- **Local Expert (undefined)** [SCW(EDU) #152]
- Lore** [RC(EDU) #37]
- **Lore (Anti-Halexius Hawkwoods)** [S(EDU) #222]
- **Lore (Anti-Republicans)** [S(EDU) #220]
- **Lore (Antinomy)** [S(SPI) #203]
- **Lore (Archons)** [S(EDU) #206]
- **Lore (Auditors)** [S(EDU) #214]
- **Lore (Bava! & UFM)** [S(EDU) #215]
- **Lore (Charioteers)** [SC(EDU) #191]
- **Lore (CyberEvolutionaries)** [S(EDU) #226]
- **Lore (Dervishes)** [S(SPI) #227]
- **Lore (Engineers)** [SC(EDU) #195]
- **Lore (Eskatonic Worldshapers)** [S(EDU) #225]
- **Lore (FAR)** [S(EDU) #217]
- **Lore (Favyana)** [S(SPI) #201]
- **Lore (Finance)** [SC(EDU) #180]
- **Lore (Harbingers)** [S(EDU) #212]
- **Lore (Hawkwod Rooks)** [SC(EDU) #205]
- **Lore (Heresy)** [SC(EDU) #174]
- **Lore (Hidden Martyrs)** [SC(EDU) #181]
- **Lore (House D'Rouge-Glace)** [SC(EDU) #190]
- **Lore (House Decados)** [SC(EDU) #189]
- **Lore (House Hawkwood)** [SC(EDU) #182]
- **Lore (House Hazat)** [SC(EDU) #187]
- **Lore (House Li Halan)** [SC(EDU) #188]
- **Lore (House al-Malik)** [SC(EDU) #183]
- **Lore (Imperial Eye)** [S(EDU) #204]
- **Lore (Invisible Path)** [S(SPI) #200]
- **Lore (Jakovian Agency)** [SC(EDU) #166]
- **Lore (Jumpweb)** [SC(EDU) #123]
- **Lore (Kalinthi)** [S(EDU) #209]
- **Lore (Killroys)** [S(EDU) #211]
- **Lore (Kordeth Clans)** [S(EDU) #172]
- **Lore (Kraxi Kadanqar)** [S(EDU) #173]
- **Lore (Kurga Caliphate)** [S(EDU) #196]
- **Lore (Mammonists)** [S(EDU) #221]
- **Lore (Mercurians)** [S(EDU) #216]
- **Lore (Musters)** [SC(EDU) #192]
- **Lore (Mutasih)** [S(EDU) #207]
- **Lore (Oneirokritikos)** [SC(EDU) #218]
- **Lore (Order of the Mantis)** [SC(EDU) #151]
- **Lore (Penitents)** [S(EDU) #210]
- **Lore (Pre Regency Artefacts)** [S(UND) #179]
- **Lore (Reeves)** [SC(EDU) #194]
- **Lore (Sanctuary Aeon)** [SC(EDU) #198]
- **Lore (Sathraists)** [S(EDU) #229]
- **Lore (Scravers)** [SC(EDU) #193]
- **Lore (Spacesuit)** [S(EDU) #175]

- **Lore (Symbiots)** [SC(EDU) #86]
- **Lore (Synecullum)** [S(EDU) #208]
- **Lore (The Reborn Sun)** [S(SPI) #224]
- **Lore (The Royal Gambit)** [S(EDU) #223]
- **Lore (Third Era Republicans)** [S(EDU) #219]
- **Lore (Ur Artefacts)** [S(SPI) #202]
- **Lore (Vigil)** [S(EDU) #213]
- **Lore (Vorox Commandos)** [SC(EDU) #167]
- **Lore (Vuldrok Star Nations)** [S(EDU) #197]
- **Lore (Zodiacs)** [S(EDU) #228]
- **Lore (undefined)** [SCW(EDU) #157]
- Magna Carta** [C(EDU) #38]
- Melee** [C(FIG) #40]
- Navigation** [C(AWA) #41]
- Observe** [C(AWA) #16]
- Occult Arts** [(EDU) #43]
- Oratory** [C(PER) #44]
- Performance** [RC(PER) #45]
- **Performance (Clown)** [SC(PER) #128]
- **Performance (Comedia)** [SC(PER) #125]
- **Performance (Dancing)** [SC(PER) #124]
- **Performance (Juggling)** [SC(PER) #127]
- **Performance (Music)** [SC(PER) #137]
- **Performance (Tragedy)** [SC(PER) #126]
- **Performance (undefined)** [SCW(PER) #159]
- Persuasion** [C(SOC) #46]
- Politics** [C(EDU) #47]
- Redemption** [R(EDU) #184]
- **Redemption (Forbidden Lore)** [S(TIN) #25]
- **Redemption (Mech)** [S(TIN) #39]
- **Redemption (Tinkering)** [SC(TIN) #69]
- **Redemption (Volt)** [S(TIN) #71]
- **Redemption (undefined)** [SW(EDU) #186]
- Remedy** [C(TIN) #48]
- Riding** [C(CON) #50]
- Science** [RC(TIN) #51]
- **Science (Archaeology)** [SC(TIN) #102]
- **Science (Astronomy)** [SC(TIN) #103]
- **Science (Biology)** [SC(TIN) #92]
- **Science (Chemistry)** [SC(TIN) #101]
- **Science (Cybernetics)** [SC(TIN) #93]
- **Science (Engineering)** [SC(TIN) #100]
- **Science (Genetics)** [SC(TIN) #97]
- **Science (Geology)** [SC(TIN) #96]
- **Science (Physics)** [SC(TIN) #98]
- **Science (Terraforming)** [SC(TIN) #99]
- **Science (primary speciality)** [SW(EDU) #176]
- **Science (secondary speciality)** [SW(EDU) #177]
- **Science (undefined)** [SCW(TIN) #158]
- Search** [C(AWA) #49]
- Security** [C(EDU) #52]

- Seduction** [C(SOC) #53]
- Sensors** [(TIN) #54]
- Shadowing** [C(PER) #55]
- Shoot** [C(FIG) #19]
- Sneak** [C(PER) #17]
- Spycraft** [C(EDU) #59]
- Stealth** [C(BOD) #60]
- Stoic Body** [(BOD) #61]
- Stoic Mind** [(BOD) #62]
- Streetwise** [C(UND) #63]
- Surgery** [C(TIN) #64]
- Surveillance** [C(AWA) #65]
- Survival** [C(EDU) #66]
- Teaching** [C(SOC) #67]
- Think Machine** [(CON) #68]
- Trading** [C(UND) #70]
- Warfare** [(FIG) #72]
- Xenology** [RC(EDU) #73]
 - **Xenology (Hironem)** [SC(EDU) #131]
 - **Xenology (Kurgan)** [SC(EDU) #168]
 - **Xenology (Obun)** [SC(EDU) #129]
 - **Xenology (Ukar)** [SC(EDU) #130]
 - **Xenology (Urthish)** [SC(EDU) #138]
 - **Xenology (Vorox)** [SC(EDU) #76]
 - **Xenology (undefined)** [SCW(EDU) #160]

Benefices/Afflictions

- Occult Mastery 1 (Rookie)** oc 6 Main Path: Power Level 1, 2 & 3 Rookie[#1625]
- Addiction (Mild)** ba -2 FS2CRB[#1446]
- Addiction (Strong)** ba -3 FS2CRB[#1447]
- Addiction (Severe)** ba -4 FS2CRB[#1448]
- Adept Robes** po 20 FS2CRB[#1449]
- Advisor** po 5 FS2CRB[#1450]
- Alien Upbringing** ba 2 FS2CRB[#1451]
- Ally** co 11 FS2CRB[#1452]
- Ally** co 10 FS2CRB[#1453]
- Ally** co 9 FS2CRB[#1454]
- Ally** co 8 FS2CRB[#1455]
- Ally** co 7 FS2CRB[#1456]
- Ally** co 6 FS2CRB[#1457]
- Ally** co 5 FS2CRB[#1458]
- Ally** co 4 FS2CRB[#1459]
- Ally** co 3 FS2CRB[#1460]
- Ally** co 2 FS2CRB[#1461]
- Ally** co 1 FS2CRB[#1462]
- Article of Faith** po 6 FS2CRB[#1463]
- Article of Faith** po 5 FS2CRB[#1464]
- Article of Faith** po 4 FS2CRB[#1465]
- Article of Faith** po 3 FS2CRB[#1466]
- Article of Faith** po 2 FS2CRB[#1467]

- Article of Faith** po 1 FS2CRB[#1468]
- 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** ri 7 10000 FS2CRB[#1473]
- Assets (£7500)** ri 6 7500 FS2CRB[#1474]
- Assets** ri 5 5000 FS2CRB[#1475]
- Assets** ri 4 4000 FS2CRB[#1476]
- Assets** ri 3 3000 FS2CRB[#1477]
- Assets (£2000)** ri 2 2000 FS2CRB[#1478]
- Assets** ri 1 1000 FS2CRB[#1479]
- Barbarian** st -2 FS2CRB[#1480]
- Black sheep** st -1 FS2CRB[#1481]
- Black sheep** st -2 FS2CRB[#1482]
- Black sheep** st -3 FS2CRB[#1483]
- Branded** st -1 FS2CRB[#1484]
- Cash** ri 11 4000 FS2CRB[#1485]
- Cash** ri 10 3500 FS2CRB[#1486]
- 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 5 1000 FS2CRB[#1491]
- Cash** ri 4 800 FS2CRB[#1492]
- Cash** ri 3 600 FS2CRB[#1493]
- Cash (£300)** ri 2 300 FS2CRB[#1494]
- Cash (£100)** ri 1 100 FS2CRB[#1495]
- Cloistered** ba -1 FS2CRB[#1496]
- Cohort Badge** st 3 FS2CRB[#1497]
- Commission** st 13 Dean / Master / Dean / Colonel / Dean FS2CRB[#1498]
- Commission** st 9 Captain / Crafter / Jonin / Captain / Director FS2CRB[#1499]
- Commission** st 11 Consul / Engineer / Consul / Major / Consul FS2CRB[#1500]
- Commission** st 7 Commander / Fellow / Boss / Lieutenant / Manager FS2CRB[#1501]
- Commission** st 3 Ensign / Apprentice / Associate / Private / Associate FS2CRB[#1502]
- Commission** st 5 Lieutenant / Entered / Genin / Sergeant / Chief FS2CRB[#1503]
- Contact** co 1 FS2CRB[#1504]
- Dark Secret** ba -1 FS2CRB[#1505]
- Dark Secret** ba -2 FS2CRB[#1506]
- Dark Secret** ba -3 FS2CRB[#1507]
- Dependent** co -1 FS2CRB[#1508]
- 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]
- Family Ties** co 3 FS2CRB[#1515]
- Flux sword** po 11 FS2CRB[#1516]
- Gossip Network** co 4 The Known Worlds FS2CRB[#1517]
- Gossip Network** co 3 An entire Royale House's holdings FS2CRB[#1518]

Gossip Network co 2 Planetwide FS2CRB [#1519]
Gossip Network co 1 City or Community FS2CRB [#1520]
Heir ba 3 FS2CRB [#1521]
Householder st 1 FS2CRB [#1522]
Imperial Charter st 4 FS2CRB [#1523]
Indebted po -7 FS2CRB [#1524]
Indebted po -6 FS2CRB [#1525]
Indebted po -5 FS2CRB [#1526]
Indebted po -4 FS2CRB [#1527]
Indebted po -3 FS2CRB [#1528]
Indebted po -2 FS2CRB [#1529]
Infamous Family ba -1 FS2CRB [#1530]
Jumpkey po 2 FS2CRB [#1531]
Lost Worlder ba -1 FS2CRB [#1532]
Mist sword po 13 FS2CRB [#1533]
Neural Disrupter po 10 FS2CRB [#1534]
Nobility st 13 Duke FS2CRB [#1535]
Nobility st 12 Duke FS2CRB [#1536]
Nobility st 11 Count FS2CRB [#1537]
Nobility st 10 Count FS2CRB [#1538]
Nobility st 9 Marquis FS2CRB [#1539]
Nobility st 8 Marquis FS2CRB [#1540]
Nobility st 7 Baron FS2CRB [#1541]
Nobility st 6 Baron FS2CRB [#1542]
Nobility st 5 Baronnet FS2CRB [#1543]
Nobility st 4 Baronnet FS2CRB [#1544]
Nobility st 3 Knight FS2CRB [#1545]
Nobility st 2 Knight (Minor house) FS2CRB [#1546]
Nobility st 1 Squire FS2CRB [#1547]
Oath of Fealty (Minor) ba -1 FS2CRB [#1548]
Oath of Fealty (Intermediate) ba -2 FS2CRB [#1549]
Oath of Fealty (Major) ba -3 FS2CRB [#1550]
Obligation (Minor) ba -1 FS2CRB [#1551]
Obligation (Intermediate) ba -2 FS2CRB [#1552]
Obligation (Major) ba -3 FS2CRB [#1553]
Ordained st 13 Archbishop / Grand Master / Presbuteros FS2CRB [#1554]
Ordained st 11 Bishop / Master / Magister FS2CRB [#1555]
Ordained st 9 Priest / Adept / Philosophus FS2CRB [#1556]
Ordained st 7 Deacon / Acolyte / Illuminatus FS2CRB [#1557]
Ordained st 5 Canon / Oblate / Provost FS2CRB [#1558]
Ordained st 3 Novitiate / Apprentice / Novitiate FS2CRB [#1559]
Orphan ba -1 FS2CRB [#1560]
Outlaw st -1 FS2CRB [#1561]
Outlaw st -2 FS2CRB [#1562]
Outlaw st -3 FS2CRB [#1563]
Outlaw st -4 FS2CRB [#1564]
Passage Contract po 10 Ship at your command FS2CRB [#1565]
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]

Professional Contract st 10 FS2CRB [#1570]
Professional Contract st 9 FS2CRB [#1571]
Professional Contract st 8 FS2CRB [#1572]
Professional Contract st 7 FS2CRB [#1573]
Professional Contract st 6 FS2CRB [#1574]
Professional Contract st 5 FS2CRB [#1575]
Professional Contract st 4 FS2CRB [#1576]
Professional Contract st 3 FS2CRB [#1577]
Professional Contract st 2 FS2CRB [#1578]
Professional Contract st 1 FS2CRB [#1579]
Protection co 3 FS2CRB [#1580]
Psi Cloak po 10 FS2CRB [#1581]
Refuge po 10 Military Base FS2CRB [#1582]
Refuge po 8 Castle FS2CRB [#1583]
Refuge po 6 Monastery FS2CRB [#1584]
Refuge po 4 Guild Safe House FS2CRB [#1585]
Refuge po 2 Small Farm FS2CRB [#1586]
Retinue co 4 FS2CRB [#1587]
Retinue co 3 FS2CRB [#1588]
Retinue co 2 FS2CRB [#1589]
Retinue co 1 FS2CRB [#1590]
Saint's Lore po 8 FS2CRB [#1591]
Secrets (Life Threatening) ba 5 FS2CRB [#1592]
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 -1 FS2CRB [#1597]
Stigma ba -2 FS2CRB [#1598]
Stigma ba -3 FS2CRB [#1599]
Stigma ba -4 FS2CRB [#1600]
Vendetta co -1 FS2CRB [#1601]
Vendetta co -2 FS2CRB [#1602]
Vendetta co -3 FS2CRB [#1603]
Vendetta co -4 FS2CRB [#1604]
Vestments po 1 FS2CRB [#1605]
Vow of Celibacy ba -1 FS2CRB [#1606]
Vow of Poverty ba -2 FS2CRB [#1607]
Vow of Silence ba -3 FS2CRB [#1608]
Well-Traveled ba 5 Known Worlds FS2CRB [#1609]
Well-Traveled ba 3 Major house Fief FS2CRB [#1610]
Wireblade po 12 FS2CRB [#1611]
Wyrd Tabernacle po 14 FS2CRB [#1612]
Wyrd Tabernacle po 12 FS2CRB [#1613]
Wyrd Tabernacle po 10 FS2CRB [#1614]
Wyrd Tabernacle po 8 FS2CRB [#1615]
Wyrd Tabernacle po 6 FS2CRB [#1616]
Wyrd Tabernacle po 4 FS2CRB [#1617]
Wyrd Tabernacle po 2 FS2CRB [#1618]
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]

Raise Rank by one	st 2 FS2CRB [#1621]
Rise Rank by Two	st 4 FS2CRB [#1622]
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]
Basic Mantok	cm 6 FS2CRB [#1627]
Superior Mantok Technique	cm 4 FS2CRB [#1628]
Bite	ta 2 FS2CRB [#1629]
Extra Limbs	ta 4 FS2CRB [#1630]
No Occult	oc -2 FS2CRB [#1631]
Vorox Free Balance	at 0 Only One Tour of Duty (20 OP) FS2CRB [#1634]
Fencing Actions (Bronze sword) (Low)	cm 6 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3 FS2CRB [#1636]
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 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 Silver To Gold	cm 5 FS2CRB [#1659]
Fencing Gold to Platinum	cm 6 FS2CRB [#1660]
Fencing Actions (Silver sword) (Intermediate)	cm 10 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4 FICS [#1620]
Urthish Free Balance	ot 0 12 free OP FICS [#1632]
Ur Ukur Free Balance	ot 0 To be freely set: 0 AP / 5 OP FICS [#1633]
Freelancer Investment	ri 2 +2 Assets FICS [#1635]
Vorox Gun Manoeuvres	ta 10 Special shooting actions for vorox (House Li Halan) FICS [#1637]
Graa Fighting	cm 6 Vorox martial art FICS [#1638]
Chapter Occult Attunement (Chapter Atonement)	oc 3 Atonement Rituals level 1 and 2 (Amalthean list) FICS [#1639]
Paramours	at 9 The character has so many lovers and paramours that it can use it as a network for information and help. FICS [#1640]
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]
Reputation (Soft)	st 1 The name is known. FICS [#1642]
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]
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]
Vorox Staredown Ritual	ta 4 Has earned friendship with the vorox FICS [#1646]
Gear (£100)	po 1 FICS [#1647]
Gear (£200)	po 2 FICS [#1648]
Gear (£300)	po 3 300£ gear FICS [#1649]
Gear (£400)	po 4 £400 gear FICS [#1650]
Gear (£500)	po 5 £500 gear FICS [#1651]
Gear (£600)	po 6 £600 gear FICS [#1652]
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]

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

Handsome	1 FS2CRB [#1]
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 +2 PER when rivals around FS2CRB [#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 -2 PRE at society actions FS2CRB [#41]
Vain	-2 -2 PER when being flattered FS2CRB [#42]
Vengeful	-2 -2 WIL when honor impinged, will never forget a slight FS2CRB [#43]
Bad Heart	-2 -2 CON with athletic tasks FS2CRB [#44]
Bad Liver	-2 -2 CON against toxins FS2CRB [#45]
Bad lungs	-1 -1 CON with athletic tasks FS2CRB [#46]

Horrible Scar or burn -2 -2 PRE when visible FS2CRB [#47]

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

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

Sensitive Touch 2 FS2CRB [#51]

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

Predatory 0 FS2CRB [#53]

Giant 2 FS2CRB [#54]

Sensistive Smell 2 FS2CRB [#55]

Austere -2 FS2CRB [#56]

Unnerving -2 FS2CRB [#57]

The Man 2 FS2CRB [#58]

Lucky at cards 2 +2 gambling when cheating FS2CRB [#59]

War Trauma -2 FICS [#50]

Alcoholic -2 FICS [#60]

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

Weapons

Melee Weapons

Cold Forged Imperial Blade

MELEE * WA:+1 * CO:L * AV:R * DC:3D6 * STR:3 * REL:VR

Cost: £300

Decados Crescent Dirk

MELEE * WA:+1 * CO:J * AV:P * DC:2D6+3 * STR:2 * REL:ST

Cost: £10

A really sharp blade easily conceillable.

Severus Sting

MELEE * WA:+1 * CO:L * AV:C * DC:3D6+1 * STR:2 * REL:ST

Cost: £30

Bachelor Rapier

MELEE * WA:+0 * CO:N * AV:E * DC:3D6 * STR:3 * REL:ST

Cost: £10

Battle Axe

MELEE * WA:+0 * CO:N * AV:C * DC:5D6 * STR:4 * REL:ST

Cost: £5

Dirk

MELEE * WA:+0 * CO:J * AV:E * DC:2D6+1 * STR:2 * REL:ST

Cost: £4

Knife

MELEE * WA:+0 * CO:P * AV:E * DC:1D6+1 * STR:1 * REL:ST

Cost: £2

Scimitar

MELEE * WA:+0 * CO:N * AV:P * DC:4D6+1 * STR:3 * REL:ST

Cost: £20

Staff

MELEE * WA:+1 * CO:N * AV:E * DC:2D6+1 * STR:3 * REL:ST

Cost: £4

Two-Handed Sword

MELEE * WA:+1 * CO:N * AV:R * DC:6D6 * STR:6 * REL:ST

Cost: £30

Rapier

MELEE * WA:+0 * CO:L * AV:C * DC:3D6 * STR:3 * REL:UR

Cost: £8

De Aragonese Rapier

MELEE * WA:+1 * CO:L * AV:P * DC:3D6+3 * STR:3 * REL:VR

Cost: £50

The high quality Rolas rapier. Forged on demand, with exclusive decoration designed for the customer.

Westham Blade

MELEE * WA:+1 * CO:L * AV:P * DC:3D6+1 * STR:3 * REL:VR

Cost: £150

House Hawkwood signature rapier

Van Gelder Cutlass

MELEE * WA:+1 * CO:L * AV:R * DC:3D6 * 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:+0 * CO:L * AV:C * DC:3D6 * STR:3 * REL:ST

Cost: £12

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:25x75 * ROF:1 * CL:5 * RNG:20 * REL:VR

Cost: £1000

A very small blaster pistol, true wonder of miniaturization. Developed by House Decados for its under cover agents.

House Decados "Stanislas" SMG

SMG * WA:+0 * CO:J * AV:P * DC:4D6+1 * CAL:0.47 * ROF:20 * CL:60 * RNG:150 * REL:VR

Cost: £400

Builder: House Decados. Price: 400£.

Blaster Rifle

RIF * WA:+0 * CO:N * AV:P * DC:8D6 * CAL:FSC:64x384 * ROF:1 * CL:8 * RNG:30 * REL:ST

Cost: £1000

Derringer

P * WA:-1 * CO:P * AV:E * DC:1D6 * CAL:0.2 * ROF:2 * CL:4 * RNG:50 * REL:ST

Cost: £50

Imperial Rifle

RIF * WA:+0 * CO:N * AV:E * DC:6D6+2 * CAL:7.62 * ROF:20 * CL:21 * RNG:400 * REL:VR

Cost: £200

About 200£

Maüer "Hankerschief" C-13

P * WA:+1 * CO:P * AV:R * DC:1D6 * CAL:5mm * ROF:2 * CL:8 * RNG:50 * REL:ST

Cost: £150

Metier Patrol Ordinance

P × WA:+0 × CO:J × AV:C × DC:2D6+3 × CAL:.40 × ROF:0 × CL:0 × RNG:0 × REL:ST
Cost: £190

House Hawkwood 1638 UltraHeavy SMG

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

Banshee SMG

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

Dreksel Laser Pistol

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

Mitchau "Conquest" Assault Rifle

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

Mitchau "Penumbra" Shotgun

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

House al-Malik "Diplomat" Palm Laser

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

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

al-Malik "Ambassador" Laser

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

Avaneir "Guardian Angel" Light Revolver

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

Avaneir B209 "Dragonbreath"

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

Builder: Royale House Li Halan. Price: 350£

Avaneir Blaster Pistol

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

Ammo: 10/cell

Avaneir Blaster Shotgun

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

Avaneir Medium Blaster

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

Blue Moon Rifle (Seishen Rifle)

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

The typical rifle used by regular Blue Moon disciples.

Li Halan RK38

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

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

"Firecracker"Heavy Pistol

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

Must be handed two handed if less than 4 BOD

Harmonic Assault Rifle Mark IV

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

Special Weapon

Scravers Light Revolver

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

Scravers Medium Revolver

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

Howling

× 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

Urthish (0#41)

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

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

Skills — Academia +2, Athletics +2, Fight +2, Focus +2, Observe +2, Persuasion +2, Teaching +2,

Linguistics (Urthish) +1, Local Expert (undefined) +1. **Benefices/Afflictions** — **none**.

Blessings/Curses — **none**.

Ur Ukar (0#45)

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

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

Skills — Athletics +2, Empathy +2, Fight +2, Focus +2, Observe +2, Stealth +2, Teaching +2,

Linguistics (Ba'amon carvings) +1, Linguistics (Ukari) +1. **Benefices/Afflictions** — Ostracism (Mild) -2.

Blessings/Curses — Bitter -2, Sensitive Touch +2.

Ur Obun (0#46)

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.

Vorox (0#118)

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

Attributes — STR+5 CON+6 BOD+7 MOV+5 INT+2 PRE+3 TEM+4 WIL+3 REF+3 TEC+1 AGI+3 AWA+3

Skills — Acrobatics +3, Alchemy +2, Athletics +2, Fight +3, Impress +3, Surveillance +2, Survival +3,

Linguistics (Vorox) +1. **Benefices/Afflictions** — Bite +2, Extra Limbs +4, No Occult -2.

Blessings/Curses — Giant +2, Predatory +0, Sensistive Smell +2, Uncouth -2.

Urthish Balance (0#119)

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

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

Blessings/Curses — **none**.

Ur Ukar Balance (0#120)

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

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

Vorox Balance (0#121)

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

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

Ur Obun Balance (0#137)

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

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

Supernatural Creature (0#148)

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

Attributes — **Skills** — **none**. **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**.

Sitra Ahra Spawn (0#151)

Source: FICS, Attributes Points: 73, Options Points: 13 Value: **+232**.

Attributes — STR+8 CON+8 BOD+8 MOV+8 INT+1 PRE+5 TEM+8 WIL+8 REF+5 AGI+3 AWA+8
Skills — Dodge +5, Fight +5, Focus +3. **Benefices/Afflictions** — **none**. **Blessings/Curses** — **none**.

Grimson (0#152)

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.

Nobility

Upbringing

High Court Hawkwood (1#1)

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

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

High Court Decados (1#2)

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

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

Rural Estate Hawkwood (1#3)

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

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

Rural Estate Decados (1#4)

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

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

Landless Decados (1#6)

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

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

Landless Hawkwood (1#28)

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

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

High Court Hazat (1#29)

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 (1#30)

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

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

High Court al-Malik (1#31)

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

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

Rural Estate Hazat (1#32)

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

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

Rural Estate Li Halan (1#33)

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

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

Rural Estate al-Malik (1#34)

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

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

Landless Hazat (1#35)

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

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

Landless Li Halan (1#36)

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

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

Landless al-Malik (1#37)

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

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

Rural Estate Justinian (1#5)

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

Attributes — CON+1 MOV+1 PRE+1 TEM+1 **Skills** — Academia +1, Empathy +1, Etiquette +2, Leadership +1, Observe +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Urthish) +1.

Benefices/Afflictions — **none**. **Blessings/Curses** — Disciplined +2, Righteous -2.

Acadia D'Rouge-Glace (1#38)

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 (1#39)

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

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

Apprenticeship

Military Soldier (2#7)

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

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

Diplomacy Intrigue (2#9)

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

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

Blessings/Curses — **none**.

Leisure Duelist (2#10)

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

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

Leisure Dandy (2#11)

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

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

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

Study (2#12)

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

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

Military Starman (2#14)

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**.

Defrocked Noble (2#139)

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

Military Command Starman (3#8)

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**.

Military Command Soldier (3#13)

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

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

Court Duelist (3#15)

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**.

Court Ambassador (3#16)

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**.

Questing (3#17)

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**.

Defrocked Noble (3#140)

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

Upbringing

City (1#49)

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**.

Town (1#50)

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**.

Country (1#51)

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**.

Wealthy Class (1#52)

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**.

Average Class (1#53)

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**.

Poor Class (1#54)

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 (1#123)

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

Upbringing

Brother Battle Rookie (1#55)

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

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

Apprenticeship

Orthodox Cathedral (2#56)

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

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

Eskatonic Order Cathedral (2#57)

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

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

Temple Avesti Cathedral (2#58)

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

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

Sanctuary Aeon Cathedral (2#59)

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

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

Orthodox Parish (2#60)

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

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

Eskatonic Order Parish (2#61)

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

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

Sanctuary Aeon Parish (2#63)

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

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

Orthodox Monastery (2#64)

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

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

Eskatonic Order Monastery (2#65)

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

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

Sanctuary Aeon Monastery (2#67)

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

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

Brother Battle Trainee (2#68)

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

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

Temple Avesti Parish (2#124)

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

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

Temple Avesti Monastery (2#125)

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

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

Early Career

Preacher (3#69)

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

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

Monk (3#70)

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

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

Missionary (3#71)

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

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

Healer (3#72)

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.

Inquisitor (3#73)

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

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

Brother Battle Monk (3#74)

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

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

Guild

Upbringing

Apprenticeship

Academy Charioteers (2#75)

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.

Academy Engineers (2#76)

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.

Academy Scravens (2#77)

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 (Scravens' Cant) +2. **Benefices/Afflictions** — none. **Blessings/Curses** — Possessive -2, The Man +2.

Academy Muster (2#78)

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.

Academy Reeves (2#79)

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

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

Guildhall Engineer (2#81)

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 Scraver (2#82)

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 (Scravens' Cant) +2. **Benefices/Afflictions** — none. **Blessings/Curses** — Lucky at cards +2, Possessive -2.

Guildhall Muster (2#83)

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 (2#84)

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

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

Street Engineer (2#86)

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.

Street Scravens (2#87)

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 (Scravens' Cant) +2. **Benefices/Afflictions** — none. **Blessings/Curses** — Lucky at cards +2, Possessive -2.

Street Muster (2#88)

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

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

Street Reeves (2#89)

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

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

Streets Charioteers (2#128)

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.

Guildhall Charioteers (2#129)

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.

Early Career

Market Merchant (3#90)

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

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

Market Money Lender (3#91)

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

Attributes — STR+1 BOD+1 MOV+1 PRE+1 WIL+3 REF+1 AGI+1 AWA+1 **Skills** — Academia +1, Etiquette +2, Forgery +2, Gambling +1, Interrogation +1, Knavery +1, Magna Carta +2, Persuasion +1.

Benefices/Afflictions — Cash +1, Commission +3, Contact +1, Gossip Network +2.

Blessings/Curses — **none**.

Starship Pilot (3#92)

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**.

Starship Engineer (3#93)

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**.

Starship Gunner (3#94)

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

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

Mercenary Soldier (3#95)

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**.

Mercenary Combat Engineer (3#96)

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 (3#97)

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**.

Scientist (3#98)

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**.

Thief (3#99)

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**.

Spy (3#100)

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**.

Royale House Soldier (3#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

Upbringing

Velisamil Ur Obun (1#101)

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

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

Kordeth Spawn (1#108)

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

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

Vorox Li Halan Cub (1#134)

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**.

Aylon Spawn (1#122)

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

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

Apprenticeship

Umo'rin Counselor (2#102)

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

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

Voavenlojhun Priest (2#103)

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

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

Vhem Saahen Learner (2#104)

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

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

Umo'rin Advisor (2#105)

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

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

Voavenlojhun Abbot (2#106)

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

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

Clan Chieftain (2#109)

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

Attributes — INT+1 PRE+1 WIL+1 REF+1 AWA+1 **Skills** — Alchemy +1, Dodge +1, Impress +1, Knavery +1, Leadership +1, Melee +1, Shoot +1, Stoic Mind +1, Survival +1, Linguistics (Ba'amon carvings) +1.

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

Clan Warrior (2#110)

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

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

Bava! Recruit (2#111)

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

Attributes — BOD+1 MOV+1 WIL+1 REF+1 TEC+1 AGI+1 **Skills** — Cryptography +2, Demolition +2, Disguise +2, Dodge +1, Politics +2. **Benefices/Afflictions** — Dark Secret -1, Outlaw -1.

Blessings/Curses — **none**.

Vorox Commando (2#136)

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 Scout (2#146)

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**.

Vorox Escort (2#147)

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**.

Early Career

Vhem Saahen Herald (3#107)

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

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

Clan Chieftain (3#112)

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

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

Clan Warrior (3#113)

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

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

Bava! Agent (3#114)

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 (3#135)

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

Promotion & Rewards (5#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**.

High Promotion (5#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**.

Rich Rewards (5#20)

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

Attributes — **none**. **Skills** — **none**. **Benefices/Afflictions** — Assets +7. **Blessings/Curses** — **none**.

Friends (5#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 (5#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**.

Friends & Rewards (5#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

Questing Knight (4#23)

Source: FS2CRB, Attributes Points: 9, Options Points: 13 Value: **+40**.

Attributes — STR+1 CON+1 MOV+1 PRE+1 TEM+1 WIL+1 REF+1 AGI+1 AWA+1 **Skills** — Dodge +1, Etiquette +2, Fight +1, Impress +2, Inquiry +2, Magna Carta +2, Persuasion +1, Search +1, Seduction +1. **Benefices/Afflictions** — **none**. **Blessings/Curses** — **none**.

Cohort (4#24)

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

Attributes — MOV+1 INT+1 **Skills** — Bureaucracy +1, Disguise +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Search +1, Seduction +1, Sneak +1, Stealth +1, Driving (undefined) +1.

Benefices/Afflictions — Cohort Badge +3. **Blessings/Curses** — **none**.

Native Psychic (4#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**.

Cybernetics Tweaked (4#26)

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

Attributes — **none**. **Skills** — **none**. **Benefices/Afflictions** — Medium Cyber Package +20.

Blessings/Curses — **none**.

Cybernetics Loaded For Bear (4#27)

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

Attributes — **none**. **Skills** — **none**. **Benefices/Afflictions** — Big Cyber Package +40.

Blessings/Curses — **none**.

Native Theurge (4#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**.

Standard Tour of Duty (double rounds) (4#126)

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

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

Caliphate Wars Veteran (5011) (4#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.

Stigmata Veteran (5013) (4#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**.

Star Nations Veteran (5007) (4#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**.

Imperial Cadet (4#47)

Source: FICS, Attributes Points: 6, Options Points: 2 Value: **+20**.

Attributes — CON+1 BOD+1 PRE+1 TEM+1 REF+1 TEC+1 **Skills** — Etiquette +2.

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

Street Cartel Thug (4#48)

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

Attributes — STR+1 BOD+1 AWA+1 **Skills** — Alchemy +1, Dodge +1, Fight +2, Impress +2, Interrogation +1, Knavery +1, Shadowing +1, Streetwise +2. **Benefices/Afflictions** — **none**.

Blessings/Curses — **none**.

Kraxi Kadanqari (4#115)

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**.

Banjaka Sadaroun (4#116)

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

Attributes — PRE+1 WIL+1 **Skills** — Occult Arts +2, Oratory +2, Stoic Mind +1, Dogma (Ukar Banjak) +2, Linguistics (Ba'amon carvings) +1. **Benefices/Afflictions** — **none**. **Blessings/Curses** — **none**.

Anikrunta Taudwyan (4#117)

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**.

Standard Tour (single round) (4#127)

Source: FICS, Attributes Points: 1, Options Points: 7 Value: **+10**.

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

Entrepreneur (4#130)

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

Attributes — INT+1 PRE+1 **Skills** — Bureaucracy +2, Knavery +1, Leadership +1, Magna Carta +2, Persuasion +2, Politics +2, Trading +2. **Benefices/Afflictions** — Freelancer Investment +2.

Blessings/Curses — **none**.

Pilgrim Escort (4#131)

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

Attributes — BOD+1 MOV+1 **Skills** — Athletics +1, Bribery +1, Bureaucracy +1, Dodge +1, Empathy +2, Etiquette +1, Melee +2, Observe +1, Oratory +1, Teaching +1, Dogma (Church of the Celestial Sun) +1, Dogma (undefined) +1. **Benefices/Afflictions** — **none**. **Blessings/Curses** — **none**.

Fief Holder (4#132)

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

Attributes — PRE+2 **Skills** — Empathy +1, Etiquette +1, Gambling +1, Impress +1, Leadership +3, Security +1, Seduction +1, Local Expert (undefined) +1, Lore (undefined) +1. **Benefices/Afflictions** — Retinue +3. **Blessings/Curses** — **none**.

Errant Knight (4#133)

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

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

Chapter Monk (4#138)

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**.

Slayers Guild Agent (4#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**.

Security Enforcer (4#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.

Full Free Customization (4#145)

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

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

Kalinthi Envoy (4#149)

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) +1, Lore (Heresy) +1, Lore (Invisible Path) +1, Lore (Kalinthi) +1.

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