

# DRAMATIS PERSONAE

## REFERENCES

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## SKILLS

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

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

- Riding ☹️ × CON
- Science** ☹️ × TIN
- Science (Archaeology)* ☹️ × TIN
  - Science (Astronomy)* ☹️ × TIN
  - Science (Biology)* ☹️ × TIN
  - Science (Chemistry)* ☹️ × TIN
  - Science (Cybernetics)* ☹️ × TIN
  - Science (Engineering)* ☹️ × TIN
  - Science (Genetics)* ☹️ × TIN
  - Science (Geology)* ☹️ × TIN
  - Science (Physics)* ☹️ × TIN
  - Science (Terraforming)* ☹️ × TIN
  - Science (undefined)* ☹️ × TIN

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

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

# WEAPONS

## MELEE WEAPONS

- Decados Crescent Dirk**
- MELEE × WA:+1 × CO:J × AV:P × DC:2D6+3 × STR:2 × REL:ST
- Cost: £10
- A really sharp blade easily concealable.
- 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
- De Aragoneseque 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.
- 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 Quadankar (The Kraxi Dance)

## RANGED WEAPONS

- House al-Malik "Diplomat" Palm Laser**
- P × WA:+0 × CO:P × AV:P × DC:2D6 × CAL:FSC: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.
- Decados "Maiden Escort" Palm Blaster**
- P × WA:+2 × CO:P × AV:R × DC:2D6+3 × CAL: × 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: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
- Price: 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
- 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**
- RIF × WA:-1 × CO:L × AV:P × DC:5D6 × CAL: × ROF:1 × CL:6 × RNG:15 × REL:ST
- Cost: £250
- 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: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:8x48 × ROF:1 × CL:8 × RNG:20 × REL:VR  
Cost: £1200

Avaneir Medium Blaster

P × WA:+0 × CO:J × AV:P × DC:6D6 × CAL: × ROF:0 × CL:0 × 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

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

Special Weapon

Scravers Light Revolver

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

Scravers Medium Revolver

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

Zaalen Stinger (Obun Stunner)

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

Stun damage only

LIFEPATHS

RACIAL

Urthish

Source: FICS, Attributes Points: 24, Options Points: 19 Value: **+91**.

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

Ur Ukar

Source: FICS, Attributes Points: 27, Options Points: 14 Value: **+95**.

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

Ur Obun

Source: FICS, Attributes Points: 28, Options Points: 18 Value: **+102**.

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

NOBILITY

Upbringing

High Court Hawkwood

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

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

High Court Decados

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

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

Rural Estate Hawkwood

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

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

Rural Estate Decados

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

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

Landless Decados

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

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

Landless Hawkwood

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

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

High Court Hazat

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

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

High Court Li Halan

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

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

High Court al-Malik

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

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

Rural Estate Hazat

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

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

Rural Estate Li Halan

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

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

Rural Estate al-Malik

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

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

Landless Hazat

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

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

Landless Li Halan

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

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

Landless al-Malik

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

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

Rural Estate Justinian

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

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

Acadia D'Rouge–Glace

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

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

Roaming Van Gelder

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

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

Apprenticeship

Early Career

CHURCH

Upbringing

City

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

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

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

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

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

Source: FS2CRB, Attributes Points: 1, Options Points: 2 Value: **+5**.  
*Attributes* — TEM+1 *Skills* — Knavery +1, Streetwise +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — *none*.

Brother Battle Warrior Monk

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**.  
*Attributes* — STR+1 BOD+1 TEM+1 REF+1 AGI+1 *Skills* — Athletics +1, Dodge +1, Fight +2, Focus +1, Melee +1, Remedy +1, Shoot +2, Stoic Body +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Clueless -2, Disciplined +2.

Apprenticeship

Early Career

GUILD

Upbringing

Apprenticeship

Early Career

ALIEN

Upbringing

Apprenticeship

Early Career

WORLDLY BENEFITS

Promotion and Rewards

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

High Promotion

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

Rich Rewards

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

Friends

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

Promotion and Friends

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

TOUR OF DUTY

Questing Knight

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

Cohort

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

Native Psychic

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

Cybernetics Tweaked

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

Cybernetics Loaded For Bear

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

Stigmata Veteran (5013)

Source: FS2CRB, Attributes Points: 3, Options Points: 11 Value: **+20**.  
*Attributes* — WIL+1 AGI+1 AWA+1 *Skills* — Heavy Weapons +1, Leadership +1, Remedy +1, Stealth +1, Stoic Mind +1, Warfare +1, Linguistics (Imperial Battle Slang) +2, Local Expert (Stigmata) +2, Lore (Symbiots) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — *none*.

Star Nations Veteran (5007)

Source: FS2CRB, 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*.

Native Theurge

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

Caliphate Wars Veteran (5011)

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