

# 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 (Rhetoric)** © × SOC
- Arts (Sculpture)** © × EDU
- Arts (undefined)** © × EDU
- Athletics © × BOD
- Beastcraft © × CON
- Bribery © × UND
- Bureaucracy © × EDU
- Celestial Sailing × CON
- Cryptography × SPI
- Cybernetics × TIN
- Demolition © × TIN
- Disguise © × PER
- Dodge © × FIG
- Dogma** © × SPI
- Dogma (Church of the Celestial Sun)** © × EDU
- Dogma (Kurgan El-Diin)** © × EDU
- Dogma (Manja)** © × EDU
- Dogma (Obun Bintaru)** © × EDU
- Dogma (Obun Voavenlohjun)** © × EDU
- Dogma (Omega Gospels)** © × EDU
- Dogma (Sathraism)** © × EDU
- Dogma (Stellar Apocryphon)** © × EDU
- Dogma (Symbiot Lifeweb)** © × EDU
- Dogma (Ukar Banjak)** © × EDU
- Dogma (Vuldrok Erdgheist)** © × EDU
- Dogma (undefined)** © × EDU
- Driving** © × CON
- Driving (Armored Vehicle)** © × CON
- Driving (Battle Mech)** © × CON
- Driving (Construction Mech)** © × CON
- Driving (Heavy Transport Vehicle)** © × CON
- Driving (Hovertank)** © × CON
- Driving (Landcraft)** © × CON
- Driving (Railway)** © × CON
- Driving (Skimmer bike)** © × CON
- Driving (Watercraft)** © × CON
- Driving (undefined)** © × CON
- Empathy © × AWA
- Etiquette © × SOC

- Fight © × FIG
- Focus © × BOD
- 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 (Avaneir)** © × 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
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- Local Expert (Rampart Church)** © × EDU
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- Local Expert (Sargasso Politics)** © × EDU
- Local Expert (Stigmata)** × EDU
- Local Expert (Veneto Province)** © × EDU
- Local Expert (undefined)** © × EDU
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- Lore (Engineers)** © × EDU
- Lore (Finance)** © × EDU
- Lore (Heresy)** © × EDU
- Lore (Hidden Martyrs)** © × EDU
- Lore (House D'Rouge-Glace)** © × EDU
- Lore (House Decados)** © × EDU
- Lore (House Hawkwood)** © × EDU
- Lore (House Hazat)** © × EDU
- Lore (House Li Halan)** © × EDU
- Lore (House al-Malik)** © × EDU
- Lore (Jakovian Agency)** © × EDU
- Lore (Jumpweb)** © × EDU
- Lore (Kordeth Clans)** × EDU

**Lore (Kraxi Kadanqar)** × EDU  
**Lore (Kurga Caliphate)** × EDU  
**Lore (Musters)** @ × EDU  
**Lore (Order of the Mantis)** @ × EDU  
**Lore (Pre Regency Artefacts)** × UND  
**Lore (Reeves)** @ × EDU  
**Lore (Sanctuary Aeon)** @ × EDU  
**Lore (Scravers)** @ × EDU  
**Lore (Spacesuit)** × EDU  
**Lore (Symbiots)** @ × EDU  
**Lore (Vorox Commandos)** @ × EDU  
**Lore (Vuldrok Star Nations)** × EDU  
**Lore (undefined)** @ × EDU  
Magna Carta @ × EDU  
  
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  
  
**Redemption** × EDU  
  
**Redemption (Forbidden Lore)** × TIN  
**Redemption (Mech)** × TIN  
**Redemption (Tinkering)** @ × TIN  
**Redemption (Volt)** × TIN  
**Redemption (undefined)** × EDU  
Remedy @ × TIN  
  
Riding @ × CON  
  
**Science** @ × TIN  
  
**Science (Archaeology)** @ × TIN  
**Science (Astronomy)** @ × TIN  
**Science (Biology)** @ × TIN  
**Science (Chemistry)** @ × TIN  
**Science (Cybernetics)** @ × TIN  
**Science (Engineering)** @ × TIN  
**Science (Genetics)** @ × TIN  
**Science (Geology)** @ × TIN  
**Science (Physics)** @ × TIN  
**Science (Terraforming)** @ × TIN  
**Science (primary speciality)** × EDU  
**Science (secondary speciality)** × EDU  
**Science (undefined)** @ × TIN  
Search @ × AWA  
  
Security @ × EDU  
  
Seduction @ × SOC  
  
Sensors × TIN  
  
Shadowing @ × PER  
  
Shoot @ × FIG  
  
Skycraft Piloting × CON  
  
Sneak @ × PER  
  
Spycraft @ × EDU

Stealth @ × BOD  
  
Stoic Body × BOD  
  
Stoic Mind × BOD  
  
Streetwise @ × UND  
  
Surgery @ × TIN  
  
Surveillance @ × AWA  
  
Survival @ × EDU  
  
Teaching @ × SOC  
  
Think Machine × CON  
  
Trading @ × UND  
  
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

### 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 conceilable.

### 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 Aragonesque 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

## 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

Ammoes: 10/cell

Avaneir Blaster Shotgun

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

Cost: £1200

**Avaneir Medium Blaster**

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

Cost: £400

**Blue Moon Rifle (Seishen Rifle)**

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

Cost: £175

The typical rifle used by regular Blue Moon disciples.

**Li Halan RK38**

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

Cost: £80

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

**"Firecracker"Heavy Pistol**

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

Cost: £350

Must be handed two handed if less than 4 BOD

**Harmonic Assault Rifle Mark IV**

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

Cost: £10000

Special Weapon

**Scravers Light Revolver**

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

Cost: £110

**Scravers Medium Revolver**

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

Cost: £230

**Zaalen Stinger (Obun Stunner)**

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

Cost: £3000

Stun damage only

**Lifepaths**

**Racial**

**Urthish**

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

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

**Ur Ukar**

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

**Attributes** — STR+3 CON+3 BOD+3 MOV+3 INT+3 PRE+3 TEM+3 WIL+3 REF+3 TEC+4 AGI+4 AWA+4 **Skills** — Athletics +2, Empathy

+2, Fight +2, Focus +2, Observe +2, Stealth +2, Teaching +2, Linguistics (Ba'amon carvings) +1, Linguistics (Ukari) +1.

**Benefices/Afflictions** — Ostracism (Mild) -2. **Blessings/Curses** — Bitter -2, Sensitive Touch +2.

**Ur Obun**

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

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

**Vorox**

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

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

**Urthish Balance**

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

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

**Ur Ukar Balance**

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

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

**Vorox Balance**

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

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

**Ur Obun Balance**

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

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

**Supernatural Creature**

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

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

**Nobility**

**Upbringing**

**High Court Hawkwood**

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

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

Unyielding +2.

High Court Decados

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

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

Rural Estate Hawkwood

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

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

Rural Estate Decados

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

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

Landless Decados

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

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

Landless Hawkwood

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

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

High Court Hazat

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

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

High Court Li Halan

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

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

High Court al-Malik

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

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

Rural Estate Hazat

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

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

Rural Estate Li Halan

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

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

Rural Estate al-Malik

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

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

Landless Hazat

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

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

Landless Li Halan

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

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

Landless al-Malik

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

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

Rural Estate Justinian

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

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

Acadia D'Rouge-Glace

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

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

Roaming Van Gelder

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

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

Apprenticeship

Military Soldier

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

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

Diplomacy Intrigue

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

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

Leisure Duelist

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

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

Leisure Dandy

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

**Attributes** — INT+2 TEM+1 REF+1 AWA+1 **Skills** — Academia +1, Empathy +1, Etiquette +1, Gambling +1, Observe +1, Riding +1, Seduction +1, Shoot +1, Arts (undefined) +1, Driving (undefined) +1. **Benefices/Afflictions** — none. **Blessings/Curses** — none.

Study

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

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

Military Starman

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

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

**Blessings/Curses** — none.

Defrocked Noble

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

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

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

Military Command Soldier

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

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

Court Duelist

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

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

Court Ambassador

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

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

Questing

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

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

Defrocked Noble

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

**Attributes** — CON+2 BOD+1 MOV+1 INT+1 WIL+2 AGI+1 AWA+2 **Skills** — Disguise +1, Etiquette +2, Focus +1, Forgery +2, Gambling +2,

Impress +1, Oratory +1, Streetwise +2, Lore (undefined) +2, Performance (undefined) +2, Redemption (Mech) +1.  
**Benefices/Afflictions** — Householder +1. **Blessings/Curses** — none.

Church

Upbringing

Brother Battle Rookie

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

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

Apprenticeship

Orthodox Cathedral

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

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

Eskatonic Order Cathedral

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

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

Temple Avesti Cathedral

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

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

Sanctuary Aeon Cathedral

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

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

Orthodox Parish

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

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

Eskatonic Order Parish

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

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

Sanctuary Aeon Parish

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

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

Orthodox Monastery

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

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

Eskatonic Order Monastery

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

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

Sanctuary Aeon Monastery

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

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

Brother Battle Trainee

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

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

Temple Avesti Parish

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

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

Temple Avesti Monastery

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

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

Early Career

Preacher

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

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

Monk

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

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

Missionary

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

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

Healer

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

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

Inquisitor

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

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

Brother Battle Monk

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

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

Guild

Upbringing

Apprenticeship

Academy Charioteers

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

Attributes — INT+1 PRE+2 REF+2 Skills — Impress +1, Remedy +1, 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

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 Scravers

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

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

Academy Muster

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

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

Academy Reeves

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

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

Guildhall Engineer

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

Attributes — INT+1 REF+1 TEC+3 Skills — Inquiry +1, 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**

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

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

**Guildhall Muster**

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

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

**Guildhall Reeves**

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

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

**Street Engineer**

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

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

**Street Scravers**

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

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

**Street Muster**

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

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

**Street Reeves**

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

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

**Streets Charioteers**

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

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

**Guildhall Charioteers**

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

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

**Early Career**

**Market Merchant**

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

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

**Market Money Lender**

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

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

**Starship Pilot**

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

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

**Starship Engineer**

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

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

Starship Gunner

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

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

Mercenary Soldier

Source: FS2CRB, Attributes Points: 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, Driving (undefined) +1, Redemption (Mech) +1. **Benefices/Afflictions** — Commission +3. **Blessings/Curses** — none.

Mercenary Combat Engineer

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, Driving (undefined) +2, Redemption (Mech) +3, Redemption (Volt) +2, Science (Engineering) +1. **Benefices/Afflictions** — Commission +3. **Blessings/Curses** — none.

Scholar

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

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

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

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

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

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

Kordeth Spawn

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: +20. **Attributes** — CON+1 WIL+1 REF+1 TEC+1 AWA+1 **Skills** — Fight +1, Knavery +1, Stealth +1, Survival +1, Lore (Kordeth Clans) +1. **Benefices/Afflictions** — none. **Blessings/Curses** — none.

Vorox Li Halan Cub

Source: FS2CRB, Attributes Points: 4, Options Points: 8 Value: +20. **Attributes** — STR+1 CON+1 REF+1 AGI+1 **Skills** — Acrobatics +1, Dodge +1, Fight +1, Shadowing +2, Shoot +1, Warfare +2. **Benefices/Afflictions** — none. **Blessings/Curses** — none.

Aylon Spawn

Source: FICS, Attributes Points: 5, Options Points: 5 Value: +20. **Attributes** — CON+1 REF+1 TEC+2 AWA+1 **Skills** — Disguise +1, Etiquette +1, Politics +1, Streetwise +1, Trading +1. **Benefices/Afflictions** — none. **Blessings/Curses** — none.

Apprenticeship

Umo’rin Counselor

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

Voavenlohjun Priest

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

Vhem Saahen Learner

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

Umo'rin Advisor

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

Voavenlohjun Abbot

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

Clan Chieftain

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: +25.  
**Attributes** — INT+1 PRE+1 WIL+1 REF+1 AWA+1 **Skills** — Alchemy +1, Dodge +1, Impress +1, Knavery +1, Leadership +1, Melee +1, Shoot +1, Stoic Mind +1, Survival +1, Linguistics (Ba'amon carvings) +1. **Benefices/Afflictions** — none. **Blessings/Curses** — none.

Clan Warrior

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: +25.  
**Attributes** — STR+1 CON+1 WIL+1 REF+1 AGI+1 **Skills** — Alchemy +1, Dodge +2, Fight +2, Impress +1, Melee +2, Observe +1, Shoot +1. **Benefices/Afflictions** — none. **Blessings/Curses** — none.

Bava! Recruit

Source: FS2CRB, Attributes Points: 6, Options Points: 7 Value: +25.  
**Attributes** — BOD+1 MOV+1 WIL+1 REF+1 TEC+1 AGI+1 **Skills** — Cryptography +2, Demolition +2, Disguise +2, Dodge +1, Politics +2. **Benefices/Afflictions** — Dark Secret -1, Outlaw -1. **Blessings/Curses** — none.

Vorox Commando

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

Vorox Scout

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

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

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

Clan Chieftain

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

Clan Warrior

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

Bava! Agent

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

Vorox Trooper

Source: FICS, Attributes Points: 5, Options Points: 33 Value: +48.  
**Attributes** — STR+1 MOV+1 WIL+1 REF+1 AWA+1 **Skills** — Acrobatics +2, Athletics +2, Dodge +2, Empathy +1, Focus +2, Melee +2, Observe +2, Shoot +2, Lore (Symbiots) +2. **Benefices/Afflictions** — Graa Fighting +6, Vorox Gun Manoeuvres +10. **Blessings/Curses** — none.

Worldly Benefits

Promotion & Rewards

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

High Promotion

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

Rich Rewards

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

Friends

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

Promotion & 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.

Friends & Rewards

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

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 **Benefices/Afflictions** — Occult Mastery +6. **Blessings/Curses** — none.

### Cybernetics Tweaked

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

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

### Cybernetics Loaded For Bear

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

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

### Native Theurge

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

**Attributes** — TEM+1 **Skills** — Dogma (Church of the Celestial Sun) +2. **Benefices/Afflictions** — Occult Mastery +6. **Blessings/Curses** — none.

### Standard Tour of Duty (double rounds)

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

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

### Caliphate Wars Veteran (5011)

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

**Attributes** — MOV+1 WIL+1 **Skills** — Bribery +2, Cybernetics +1, Demolition +1, Dodge +1, Gambling +1, 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)

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

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

### Star Nations Veteran (5007)

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

**Attributes** — INT+1 WIL+1 AWA+1 **Skills** — Navigation +1, Observe +1, Sensors +1, Think Machine +1, Dogma (Vuldrok Erdgheist) +1, Linguistics (Vuldrok) +1, Local Expert (Hargard) +2. **Benefices/Afflictions** — Well-Traveled +3. **Blessings/Curses** — none.

### Imperial Cadet

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

**Attributes** — CON+1 BOD+1 PRE+1 TEM+1 REF+1 TEC+1 **Skills** — Etiquette +2. **Benefices/Afflictions** — none. **Blessings/Curses** — none.

### Street Cartel Thug

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

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

### Kraxi Kadanqari

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

**Attributes** — STR+1 BOD+1 REF+1 AGI+1 **Skills** — Lore (Kraxi Kadanqar) +2. **Benefices/Afflictions** — Fencing Actions (Base) +10, Outlaw -4. **Blessings/Curses** — none.

### Banjaka Sadaroun

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

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

### Anikrunta Taudwyan

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

**Attributes** — INT+1 TEM+1 WIL+1 **Skills** — Etiquette +1, Focus +1, Impress +1, Interrogation +1, Leadership +1, Occult Arts +2, Oratory +1, Politics +1, Dogma (Ukar Banjak) +1, Xenology (Ukar) +1. **Benefices/Afflictions** — none. **Blessings/Curses** — none.

### Standard Tour (single round)

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

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

### Entrepreneur

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

**Attributes** — INT+1 PRE+1 **Skills** — Bureaucracy +2, Knavery +1, Leadership +1, Magna Carta +2, Persuasion +2, Politics +2, Trading +2. **Benefices/Afflictions** — Freelancer Investment +2. **Blessings/Curses** — none.

Pilgrim Escort

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

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

Fief Holder

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

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

Errant Knight

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

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

Chapter Monk

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

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

Slayers Guild Agent

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

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

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

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