

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 @ x EDU

Acrobatics @ x BOD

Acting @ x PER

Alchemy @ x SPI

Arts @ x PER

Arts (Holovid) @ x EDU

Arts (Litterature) @ x EDU

Arts (Music) @ x EDU

Arts (Painting) @ x EDU

Arts (Poetry) @ x EDU

Arts (Rhetoric) @ x SOC

Arts (Sculpture) @ x EDU

Arts (undefined) @ x EDU

Athletics @ x BOD

Beastcraft @ x CON

Bribery @ x UND

Bureaucracy @ x EDU

Celestial Sailing x CON

Cryptography x SPI

Cybernetics x TIN

Demolition @ x TIN

Disguise @ x PER

Dodge @ x FIG

Dogma @ x SPI

Dogma (Church of the Celestial Sun) @ x EDU

Dogma (Kurgan El-Diin) @ x EDU

Dogma (Manja) @ x EDU

Dogma (Obun Bintaru) @ x EDU

Dogma (Obun Voavenlohjun) @ x EDU

Dogma (Omega Gospels) @ x EDU

Dogma (Sathraism) @ x EDU

Dogma (Stellar Apocryphon) @ x EDU

Dogma (Symbiot Lifeweb) @ x EDU

Dogma (Ukar Banjak) @ x EDU

Dogma (Vuldrok Erdgheist) @ x EDU

Dogma (undefined) @ x EDU

Driving @ x CON

Driving (Armored Vehicle) @ x CON

Driving (Battle Mech) @ x CON

Driving (Construction Mech) @ x CON

Driving (Heavy Transport Vehicle) @ x CON

Driving (Hovortank) @ x CON

Driving (Landcraft) @ x CON

Driving (Railway) @ x CON

Driving (Skimmer bike) @ x CON

Driving (Watercraft) @ x CON

Driving (undefined) @ x CON

Empathy @ x AWA

Etiquette @ x SOC

Fight @ x FIG

Focus @ x BOD

Forgery @ x PER

Gambling @ x UND

Gunnery x FIG

Heavy Weapons x FIG

Impress @ x UND

Inquiry @ x AWA

Interrogation @ x SOC

Knavery @ x UND

Leadership @ x SOC

Linguistics @ x SOC

Linguistics (Ba'amon carvings) @ x EDU

Linguistics (Franken) @ x EDU

Linguistics (Graceful Tongue) @ x EDU

Linguistics (Imperial Battle Slang) @ x EDU

Linguistics (Kurgan) @ x EDU

Linguistics (Latin) @ x EDU

Linguistics (Obuni) @ x EDU

Linguistics (Scravers' Cant) @ x EDU

Linguistics (Ukari) @ x EDU

Linguistics (Urthish) @ x EDU

Linguistics (Urthtech) @ x EDU

Linguistics (Vorox) @ x EDU

Linguistics (Vuldrok) @ x EDU

Linguistics (undefined) @ x EDU

Local Expert @ x AWA

Local Expert (Acadia Province) @ x EDU

Local Expert (Avaneir) @ x EDU

Local Expert (Cybernetics Black Market) @ x EDU

Local Expert (Famous Authors) @ x EDU

Local Expert (Hargard) x DIP

Local Expert (Imperial Dominion) @ x EDU

Local Expert (Miret guilds) @ x EDU

Local Expert (Miret) @ x EDU

Local Expert (Outreach Spiritual Legacy) @ x EDU

Local Expert (Rampart Church) @ x EDU

Local Expert (Rampart Li Halan) @ x EDU

Local Expert (Rampart Nobility) @ x EDU

Local Expert (Rampart Underworld) @ x EDU

Local Expert (Rampart folk) @ x EDU

Local Expert (Sargasso Military Operations) @ x EDU

Local Expert (Sargasso Orbital Stations) @ x EDU

Local Expert (Sargasso Politics) @ x EDU

Local Expert (Stigmata) x EDU

Local Expert (Veneto Province) @ x EDU

Local Expert (undefined) @ x EDU

Lore @ x EDU

Lore (Charioteers) @ x EDU

Lore (Engineers) @ x EDU

Lore (Finance) @ x EDU

Lore (Heresy) @ x EDU

Lore (Hidden Martyrs) @ x EDU

Lore (House D'Rouge-Glace) @ x EDU

Lore (House Decados) @ x EDU

Lore (House Hawkwood) @ x EDU

Lore (House Hazat) @ x EDU

Lore (House Li Halan) @ x EDU

Lore (House al-Malik) @ x EDU

Lore (Jakovian Agency) @ x EDU

Lore (Jumpweb) @ x EDU

Lore (Kordeth Clans) x EDU

Lore (Kraxi Kadanqar) x EDU

Lore (Kurga Caliphate) x EDU

Lore (Musters) @ x EDU

Lore (Order of the Mantis) @ x EDU

Lore (Pre Regency Artefacts) x 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 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
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

Ranged Weapons

Segments of Andrealphus

EX × WA:+3 × CO:J × AV:R × DC:4D6 × CAL: × ROF:0 × CL:0 × RNG:3 × REL:VR

Cost: £100

This weird seven parts nunchaku is the signature weapon of the Aeon Chapter. Each rod is magnetically linked to the other, and one needs to atone with the full set to be able to use it. If not, it's only a rod of seven parts. The black market value is low due to the lack of people able to use it as a weapon.

Decados "Maiden Escort" Palm Blaster

P × WA:+2 × CO:P × AV:R × DC:2D6+3 × CAL:FSC:25x75 × ROF:1 × CL:5 × RNG:20 × REL:VR

Cost: £1000

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

House Decados "Stanislas" SMG

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

Cost: £400

Builder: House Decados. Price: 400£.

Blaster Rifle

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

Cost: £1000

Derringer

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

Cost: £50

Imperial Rifle

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

Cost: £200

About 200£

Maüer "Hankerschief" C-13

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

Cost: £150

Metier Patrol Ordinance

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

Cost: £190

House Hawkwood 1638 UltraHeavy SMG

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

Cost: £850

Banshee SMG

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

Cost: £350

Dreksel Laser Pistol

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

Cost: £300

Mitchau "Conquest" Assault Rifle

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

Cost: £600

Mitchau "Penumbra" Shotgun

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

Cost: £250

House al-Malik "Diplomat" Palm Laser

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

Cost: £200

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

al-Malik "Ambassador" Laser

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

Cost: £0

Avaneir "Guardian Angel" Light Revolver

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

Cost: £90

Avaneir B209 "Dragonbreath"

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

Cost: £350

Builder: Royale House Li Halan. Price: 350£

Avaneir Blaster Pistol

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

Cost: £700

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

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

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** — 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 (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 (Base) +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, Arts (undefined) +1, Linguistics (Urthish) +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, Linguistics (undefined) +2, Lore (Jumpweb) +1, 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, Lore (undefined) +2, Performance (undefined) +2, Redemption (Mech) +1. **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, Local Expert (undefined) +1, Redemption (Tinkering) +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 Scravers (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 (Scravers' 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, Driving (undefined) +2, Lore (undefined) +1, Redemption (Mech) +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 (Scravers' 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, Driving (undefined) +1, Lore (undefined) +1, Redemption (Mech) +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 Scravers (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 (Scravers' 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, Linguistics (undefined) +1, Lore (undefined) +1, Redemption (Tinkering) +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, Linguistics (undefined) +1, Lore (undefined) +1, Redemption (Tinkering) +2. **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** — 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 (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, 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 (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, Driving (undefined) +1, Redemption (Mech) +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, Driving (undefined) +2, Redemption (Mech) +3, Redemption (Volt) +2, Science (Engineering) +1. **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.

Voavenlohjun 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.

Voavenlohjun 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 +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 +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 (Base) +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 — Occult Mastery +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.