

Dramatis Personae References

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

Skills

Academia [C(EDU) #1]

Acrobatics [C(BOD) #2]

Acting [C(PER) #3]

Alchemy [C(SPI) #4]

Arts [RC(PER) #5]

- Arts (Cooking) [SC(TIN) #230]

- Arts (Holoivid) [SC(EDU) #135]

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

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

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

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

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

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

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

Athletics [C(BOD) #6]

Beastcraft [C(CON) #7]

Bribery [C(UND) #8]

Bureaucracy [C(EDU) #9]

Cryptography [(SPI) #11]

Cybernetics [(TIN) #12]

Demolition [C(TIN) #15]

Disguise [C(PER) #13]

Dodge [C(FIG) #14]

Dogma [RC(SPI) #20]

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

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

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

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

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

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

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

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

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

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

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

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

Driving [RC(CON) #21]

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

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

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

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

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

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

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

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

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

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

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

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

Empathy [C(AWA) #22]

Etiquette [C(SOC) #23]

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Heavy Weapons [(FIG) #29]

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Inquiry [C(AWA) #32]

Interrogation [C(SOC) #31]

Knavery [C(UND) #33]

Leadership [C(SOC) #34]

Linguistics [RC(SOC) #35]

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

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

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

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

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

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

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

- Linguistics (Rital) [SC(EDU) #276]

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

- Linguistics (Signs Language) [S(EDU) #270]

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

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

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

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

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

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

Local Expert [RC(AWA) #36]

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

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

- Local Expert (Avaneir Recipes) [S(EDU) #233]

- Local Expert (Avaneir Underground) [S(EDU) #239]

- Local Expert (Curpertino) [SC(EDU) #275]

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

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

- Local Expert (Grail Pilgrims) [SC(EDU) #272]

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

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

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

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

- Local Expert (New Odessa) [SC(EDU) #273]

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

- Local Expert (Rampart Church) [SC (EDU) #88]
- Local Expert (Rampart Customs) [SC (EDU) #236]
- Local Expert (Rampart folk) [SC (EDU) #87]
- Local Expert (Rampart History) [SC (EDU) #235]
- Local Expert (Rampart Li Halan) [SC (EDU) #79]
- Local Expert (Rampart Market) [SC (EDU) #269]
- Local Expert (Rampart Nobility) [SC (EDU) #83]
- Local Expert (Rampart System) [S (EDU) #268]
- Local Expert (Rampart Underworld) [SC (EDU) #80]
- Local Expert (Sangreal) [SC (EDU) #274]
- Local Expert (Sargasso Military Operations) [SC (EDU) #162]
- Local Expert (Sargasso Orbital Stations) [SC (EDU) #163]
- Local Expert (Sargasso Politics) [SC (EDU) #161]
- Local Expert (Stigmata) [S (EDU) #170]
- Local Expert (undefined) [SCW (EDU) #152]
- Local Expert (Veneto Province) [SC (EDU) #77]
- Local Expert (Verona Province) [SC (EDU) #243]

Lore [RC (EDU) #37]

- Lore (Anti-Alexius Hawkwoods) [S (EDU) #222]
- Lore (Antinomy) [S (SPI) #203]
- Lore (Anti-Republicans) [S (EDU) #220]
- Lore (Archons) [S (EDU) #206]
- Lore (Auditors) [S (EDU) #214]
- Lore (Bava! & UFM) [S (EDU) #215]
- Lore (Byzantium Secundus) [S (EDU) #264]
- Lore (Charioteers) [SC (EDU) #191]
- Lore (Criticorum) [S (EDU) #267]
- Lore (CyberEvolutionaries) [S (EDU) #226]
- Lore (Dervishes) [S (SPI) #227]
- Lore (Engineers) [SC (EDU) #195]
- Lore (Eskatonic Worldshapers) [S (EDU) #225]
- Lore (FAR) [S (EDU) #217]
- Lore (Favyana) [S (SPI) #201]
- Lore (Finance) [SC (EDU) #180]
- Lore (Gargoyles) [S (EDU) #240]
- Lore (Grail) [SC (EDU) #262]
- Lore (Harbingers) [S (EDU) #212]
- Lore (Hawkwod Rooks) [SC (EDU) #205]
- Lore (Heresy) [SC (EDU) #174]
- Lore (Hidden Martyrs) [SC (EDU) #181]
- Lore (House al-Malik) [SC (EDU) #183]
- Lore (House Decados) [SC (EDU) #189]
- Lore (House D'Rouge-Glace) [SC (EDU) #190]
- Lore (House Hawkwood) [SC (EDU) #182]
- Lore (House Hazat) [SC (EDU) #187]
- Lore (House Juandaastas) [S (EDU) #255]
- Lore (House Justinian) [S (EDU) #254]
- Lore (House Keddah) [S (EDU) #256]
- Lore (House Li Halan) [SC (EDU) #188]
- Lore (House Masseri) [S (EDU) #253]
- Lore (House Van Gelder) [S (EDU) #257]

- Lore (Icon) [SC (EDU) #260]
- Lore (Imperial Eye) [S (EDU) #204]
- Lore (Imperial Politics) [SC (EDU) #232]
- Lore (Invisible Path) [S (SPI) #200]
- Lore (Jakovian Agency) [SC (EDU) #166]
- Lore (Jumpweb) [SC (EDU) #123]
- Lore (Kalinthi) [S (EDU) #209]
- Lore (Killroys) [S (EDU) #211]
- Lore (Kish) [SC (EDU) #258]
- Lore (Kordeth Clans) [S (EDU) #172]
- Lore (Kraxi Kadanqar) [S (EDU) #173]
- Lore (Kurga Caliphate) [S (EDU) #196]
- Lore (Lemminkainen) [S (EDU) #265]
- Lore (Mammonists) [S (EDU) #221]
- Lore (Mercurians) [S (EDU) #216]
- Lore (Midian) [SC (EDU) #259]
- Lore (Musters) [SC (EDU) #192]
- Lore (Mutasih) [S (EDU) #207]
- Lore (Oenologia) [S (EDU) #231]
- Lore (Oneirokritikos) [SC (EDU) #218]
- Lore (Order of the Mantis) [SC (EDU) #151]
- Lore (Pandemonium) [SC (EDU) #263]
- Lore (Penitents) [S (EDU) #210]
- Lore (Poisons & Drugs) [S (EDU) #278]
- Lore (Pre Regency Artefacts) [S (UND) #179]
- Lore (Rampart Military History) [SC (EDU) #238]
- Lore (Ravenna) [S (EDU) #266]
- Lore (Reeves) [SC (EDU) #194]
- Lore (Robotics) [S (EDU) #234]
- Lore (Sanctuary Aeon) [SC (EDU) #198]
- Lore (Sathraists) [S (EDU) #229]
- Lore (Scravers) [SC (EDU) #193]
- Lore (Second Republic Tech) [S (EDU) #242]
- Lore (Shards) [S (EDU) #241]
- Lore (Spacesuit) [S (EDU) #175]
- Lore (Space Warfare) [S (EDU) #237]
- Lore (Symbiots) [SC (EDU) #86]
- Lore (Synecullum) [S (EDU) #208]
- Lore (The Reborn Sun) [S (SPI) #224]
- Lore (The Royal Gambit) [S (EDU) #223]
- Lore (Third Era Republicans) [S (EDU) #219]
- Lore (undefined) [SCW (EDU) #157]
- Lore (Underworld) [SC (EDU) #277]
- Lore (Ungavorox) [S (EDU) #261]
- Lore (Ur Artefacts) [S (SPI) #202]
- Lore (Verona) [S (EDU) #271]
- Lore (Vigil) [S (EDU) #213]
- Lore (Vorox Commandos) [SC (EDU) #167]
- Lore (Vuldrok Star Nations) [S (EDU) #197]
- Lore (Zodiacs) [S (EDU) #228]

Magna Carta [C (EDU) #38]

Melee [C(FIG) #40]

Navigation [C(AWA) #41]

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- Performance (Clown) [SC(PER) #128]
- Performance (Comedia) [SC(PER) #125]
- Performance (Dancing) [SC(PER) #124]
- Performance (Juggling) [SC(PER) #127]
- Performance (Music) [SC(PER) #137]
- Performance (Tragedy) [SC(PER) #126]
- Performance (undefined) [SCW(PER) #159]

Persuasion [C(SOC) #46]

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Redemption [R(TIN) #184]

- Redemption (Forbidden Lore) [S(TIN) #25]
- Redemption (Mech) [S(TIN) #39]
- Redemption (Tinkering) [SC(TIN) #69]
- Redemption (undefined) [SW(TIN) #186]
- Redemption (Volt) [S(TIN) #71]

Remedy [C(TIN) #48]

Riding [C(CON) #50]

Science [RC(TIN) #51]

- Science (Archaeology) [SC(TIN) #102]
- Science (Architecture) [S(EDU) #245]
- Science (Artificial Intelligence) [S(EDU) #252]
- Science (Astronomy) [SC(TIN) #103]
- Science (Biology) [SC(TIN) #92]
- Science (Botany) [S(EDU) #247]
- Science (Chemistry) [SC(TIN) #101]
- Science (Cybernetics) [SC(TIN) #93]
- Science (Engineering) [SC(TIN) #100]
- Science (Ethnology) [S(EDU) #251]
- Science (Genetics) [SC(TIN) #97]
- Science (Geology) [SC(TIN) #96]
- Science (Mathematics) [SC(EDU) #249]
- Science (Oceanography) [SC(EDU) #246]
- Science (Physics) [SC(TIN) #98]
- Science (primary speciality) [SW(EDU) #176]
- Science (Quantum Physics) [S(EDU) #250]
- Science (Robotics) [S(EDU) #244]
- Science (secondary speciality) [SW(EDU) #177]
- Science (Terraforming) [SC(TIN) #99]
- Science (undefined) [SCW(TIN) #158]
- Science (Zoology) [S(EDU) #248]

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Surveillance [C(AWA) #65]

Survival [C(EDU) #66]

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Think Machine [(CON) #68]

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Xenology [RC(EDU) #73]

- Xenology (Hironem) [SC(EDU) #131]
- Xenology (Kurgan) [SC(EDU) #168]
- Xenology (Obun) [SC(EDU) #129]
- Xenology (Ukar) [SC(EDU) #130]
- Xenology (undefined) [SCW(EDU) #160]
- Xenology (Urthish) [SC(EDU) #138]
- Xenology (Vorox) [SC(EDU) #76]

Benefices/Afflictions

Wyrd Tabernacle po 8 FS2CRB [#1615]

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

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

Adept Robes po 20 FS2CRB [#1449]

Advisor po 5 FS2CRB [#1450]

Alien Upbringing ba 2 FS2CRB [#1451]

Ally co 11 FS2CRB [#1452]

Ally co 10 FS2CRB [#1453]

Ally co 9 FS2CRB [#1454]

Ally co 8 FS2CRB [#1455]

Ally co 7 FS2CRB [#1456]

Ally co 6 FS2CRB [#1457]

Ally co 5 FS2CRB [#1458]

Ally co 4 FS2CRB [#1459]

Ally co 3 FS2CRB [#1460]

Ally co 2 FS2CRB [#1461]

Ally co 1 FS2CRB [#1462]

Article of Faith po 6 FS2CRB [#1463]

Article of Faith po 5 FS2CRB [#1464]

Article of Faith po 4 FS2CRB [#1465]

Article of Faith po 3 FS2CRB [#1466]

Article of Faith po 2 FS2CRB [#1467]

Article of Faith po 1 FS2CRB [#1468]

Assets ri 11 20000 FS2CRB [#1469]

Assets ri 10 17500 FS2CRB [#1470]

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

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

Assets ri 7 10000 FS2CRB [#1473]

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

Assets ri 5 5000 FS2CRB [#1475]

Assets ri 4 4000 FS2CRB [#1476]

Assets ri 3 3000 FS2CRB [#1477]

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

Assets ri 1 1000 FS2CRB [#1479]

Barbarian st -2 FS2CRB [#1480]

Black sheep st -1 FS2CRB [#1481]

Black sheep st -2 FS2CRB [#1482]

Black sheep st -3 FS2CRB [#1483]

Branded st -1 FS2CRB [#1484]

Cash ri 11 4000 FS2CRB [#1485]

Cash ri 10 3500 FS2CRB [#1486]

Cash (£3000) ri 9 3000 FS2CRB [#1487]

Cash ri 8 2500 FS2CRB [#1488]

Cash ri 7 2000 FS2CRB [#1489]

Cash ri 6 1500 FS2CRB [#1490]

Cash ri 5 1000 FS2CRB [#1491]

Cash ri 4 800 FS2CRB [#1492]

Cash ri 3 600 FS2CRB [#1493]

Cash (£300) ri 2 300 FS2CRB [#1494]

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Cohort Badge st 3 FS2CRB [#1497]

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

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

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

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

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

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

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Dark Secret ba -1 FS2CRB [#1505]

Dark Secret ba -2 FS2CRB [#1506]

Dark Secret ba -3 FS2CRB [#1507]

Dependent co -1 FS2CRB [#1508]

Escaped Serf st -2 FS2CRB [#1509]

Escaped Slave st -3 FS2CRB [#1510]

Excommunicated st -3 FS2CRB [#1511]

Fallen from Grace st -1 FS2CRB [#1512]

Fallen from Grace st -2 FS2CRB [#1513]

Fallen from Grace st -3 FS2CRB [#1514]

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

Gossip Network co 2 Planetwide FS2CRB [#1519]

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Householder st 1 FS2CRB [#1522]

Imperial Charter st 4 FS2CRB [#1523]

Indebted po -7 FS2CRB [#1524]

Indebted po -6 FS2CRB [#1525]

Indebted po -5 FS2CRB [#1526]

Indebted po -4 FS2CRB [#1527]

Indebted po -3 FS2CRB [#1528]

Indebted po -2 FS2CRB [#1529]

Infamous Family ba -1 FS2CRB [#1530]

Jumpkey po 2 FS2CRB [#1531]

Lost Worlder ba -1 FS2CRB [#1532]

Mist sword po 13 FS2CRB [#1533]

Neural Disrupter po 10 FS2CRB [#1534]

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Nobility st 12 Duke FS2CRB [#1536]

Nobility st 11 Count FS2CRB [#1537]

Nobility st 10 Count FS2CRB [#1538]

Nobility st 9 Marquis FS2CRB [#1539]

Nobility st 8 Marquis FS2CRB [#1540]

Nobility st 7 Baron FS2CRB [#1541]

Nobility st 6 Baron FS2CRB [#1542]

Nobility st 5 Baronnet FS2CRB [#1543]

Nobility st 4 Baronnet FS2CRB [#1544]

Nobility st 3 Knight FS2CRB [#1545]

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

Nobility st 1 Squire FS2CRB [#1547]

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

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

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

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

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

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

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

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

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

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

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

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

Orphan ba -1 FS2CRB [#1560]

Outlaw st -1 FS2CRB [#1561]

Outlaw st -2 FS2CRB [#1562]

Outlaw st -3 FS2CRB [#1563]

Outlaw st -4 FS2CRB [#1564]

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

Passage Contract po 8 Luxury Liner FS2CRB [#1566]

Passage Contract po 6 Stateroom FS2CRB [#1567]

Passage Contract po 4 Transport FS2CRB [#1568]

Passage Contract po 2 Tramp Freighter FS2CRB [#1569]

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Professional Contract st 9 FS2CRB [#1571]

Professional Contract st 8 FS2CRB [#1572]

Professional Contract st 7 FS2CRB [#1573]

Professional Contract st 6 FS2CRB [#1574]

Professional Contract st 5 FS2CRB [#1575]

Professional Contract st 4 FS2CRB [#1576]

Professional Contract st 3 FS2CRB [#1577]

Professional Contract st 2 FS2CRB [#1578]

Professional Contract st 1 FS2CRB [#1579]

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Refuge po 6 Monastery FS2CRB [#1584]

Refuge po 4 Guild Safe House FS2CRB [#1585]

Refuge po 2 Small Farm FS2CRB [#1586]

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Retinue co 3 FS2CRB [#1588]

Retinue co 2 FS2CRB [#1589]

Retinue co 1 FS2CRB [#1590]

Saint's Lore po 8 FS2CRB [#1591]

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

Secrets (Severe) ba 4 FS2CRB [#1593]

Secrets (Major) ba 3 FS2CRB [#1594]

Secrets (Average) ba 2 FS2CRB [#1595]

Secrets (Minor) ba 1 FS2CRB [#1596]

Stigma ba -1 FS2CRB [#1597]

Stigma ba -2 FS2CRB [#1598]

Stigma ba -3 FS2CRB [#1599]

Stigma ba -4 FS2CRB [#1600]

Vendetta co -1 FS2CRB [#1601]

Vendetta co -2 FS2CRB [#1602]

Vendetta co -3 FS2CRB [#1603]

Vendetta co -4 FS2CRB [#1604]

Vestments po 1 FS2CRB [#1605]

Vow of Celibacy ba -1 FS2CRB [#1606]

Vow of Poverty ba -2 FS2CRB [#1607]

Vow of Silence ba -3 FS2CRB [#1608]

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

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

Wireblade po 12 FS2CRB [#1611]

Wyrd Tabernacle po 14 FS2CRB [#1612]

Wyrd Tabernacle po 12 FS2CRB [#1613]

Wyrd Tabernacle po 10 FS2CRB [#1614]

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

Wyrd Tabernacle po 6 FS2CRB [#1616]

Wyrd Tabernacle po 4 FS2CRB [#1617]

Wyrd Tabernacle po 2 FS2CRB [#1618]

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

Raise Rank by one st 2 FS2CRB [#1621]

Rise Rank by Two st 4 FS2CRB [#1622]

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

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

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

Basic Mantok cm 6 FS2CRB [#1627]

Superior Mantok Technique cm 4 FS2CRB [#1628]

Bite ta 2 FS2CRB [#1629]

Extra Limbs ta 4 FS2CRB [#1630]

No Occult oc -2 FS2CRB [#1631]

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

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

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

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

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

Fencing Silver To Gold cm 5 FS2CRB [#1659]

Fencing Gold to Platinum cm 6 FS2CRB [#1660]

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

Free Benefice ot 2 FS2CRB [#1664]

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

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

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

Free Benefice (6) ot 6 FS2CRB [#1668]

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

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

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

Gear (£100) po 1 FICS [#1647]

Gear (£200) po 2 FICS [#1648]

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

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

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

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

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

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

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

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

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

Free Benefice ot 1 FICS [#1663]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Blessings/Curses

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

Beautiful
2 FS2CRB [#2]

Angelic
3 FS2CRB [#3]

Homely
-1 FS2CRB [#4]

Ugly
-2 FS2CRB [#5]

Monstrous
-3 FS2CRB [#6]

Bold
2 FS2CRB [#7]

Compassionate
2 FS2CRB [#8]

Curious
2 FS2CRB [#9]

Disciplined
2 FS2CRB [#10]

Gracious
2 FS2CRB [#11]

Innovative
2 FS2CRB [#12]

Just
2 FS2CRB [#13]

Loyal
2 FS2CRB [#14]

Pious
2 FS2CRB [#15]

Shrewd
2 FS2CRB [#16]

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

Unyielding
2 FS2CRB [#18]

Argumentative
-2 FS2CRB [#19]

Bluster
-2 FS2CRB [#20]

Brainwashed
-2 FS2CRB [#21]

Callous
-2 FS2CRB [#22]

Clueless
-2 FS2CRB [#23]

Condescending
-2 FS2CRB [#24]

Delusional
-2 FS2CRB [#25]

Disrespectful
-2 FS2CRB [#26]

Greedy
-2 FS2CRB [#27]

Guilty
-2 FS2CRB [#28]

Gullible
-2 FS2CRB [#29]

Haughty
-2 FS2CRB [#30]

Impetuous
-2 FS2CRB [#31]

Righteous
-2 FS2CRB [#32]

Mammon
-2 FS2CRB [#33]

Nosy
-2 FS2CRB [#34]

Phobic
-2 FS2CRB [#35]

Possessive
-2 FS2CRB [#36]

Prideful
-2 FS2CRB [#37]

Secretive
-2 FS2CRB [#38]

Subtle
-2 FS2CRB [#39]

Surly
-2 FS2CRB [#40]

Uncouth

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

Vain

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

Vengeful

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

Bad Heart

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

Bad Liver

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

Bad lungs

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

Horrible Scar or burn

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

Casanova

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

Handsome

1 FS2CRB [#1]

Sensitive Smell

2 FS2CRB [#55]

Austere

-2 FS2CRB [#56]

Unnerving

-2 FS2CRB [#57]

The Man

2 FS2CRB [#58]

Lucky at cards

2 FS2CRB +2 gambling when cheating [#59]

Mute

-2 FS2CRB [#62]

Sensitive Touch

2 FS2CRB [#51]

Bitter

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

Predatory

0 FS2CRB [#53]

Giant

2 FS2CRB [#54]

War Trauma

-2 FICS [#50]

Self-conscious

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

Coward

-2 FICS [#60]

Bad Ass

2 FICS [#63]

Overconfident

-2 FICS [#64]

Vorox Staredown Ritual

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

Weapons

Melee Weapons

Cold Forged Imperial Blade

MELEE ✖ WA:+2 ✖ CO:L ✖ AV:R ✖ DC:3D6+2 ✖ STR:3 ✖ REL:VR

Cost: £90

Decados Crescent Dirk

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

Cost: £10

A really sharp blade easily conceivable.

Bachelor Rapier

MELEE ✖ WA:+1 ✖ 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.

Severus Sting

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

Cost: £30

House Decados signature rapier

Westham Blade

MELEE ★ WA:+1 ★ CO:L ★ AV:P ★ DC:3D6+2 ★ STR:3 ★ REL:VR
Cost: £100
House Hawkwood signature rapier

Paradize Rapier

MELEE ★ WA:+1 ★ CO:L ★ AV:R ★ DC:3D6+2 ★ STR:0 ★ REL:ST
Cost: £60

Katana

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

Van Gelder Cutlass

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

Ukari Krax

MELEE ★ WA:+2 ★ CO:J ★ AV:R ★ DC:3D6+2 ★ STR:3 ★ REL:VR
Cost: £5000
WA is ignored for an ukari intiate to the Kraxi Qüadanqar (The Kraxi Dance). Price given is Black Market price. Do not deal or buy ukari gear on black market.

Avaneir Rapier

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

Tetrabladed Cutlass

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

Ranged Weapons

Segments of Andrealphus

EX ★ WA:+3 ★ CO:J ★ AV:R ★ DC:4D6 ★ CAL: ★ ROF:0 ★ CL:0 ★ RNG:3 ★ REL:VR
Cost: £100

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

Decados "Maiden Escort" Palm Blaster

P ★ WA:+2 ★ CO:P ★ AV:R ★ DC:2D6+3 ★ CAL:FSC:5~5x15 ★ ROF:1 ★ CL:5 ★ RNG:20 ★ REL:VR
Cost: £1000
A very small blaster pistol, true wonder of miniaturization. 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:8~8x48 ★ ROF:1 ★ CL:8 ★ RNG:30 ★ REL:ST
Cost: £1000

Derringer

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

Imperial Rifle

RIF ★ WA:+0 ★ CO:N ★ AV:E ★ DC:6D6+2 ★ CAL:7.62 ★ ROF:20 ★ CL:21 ★ RNG:400 ★ REL:VR
Cost: £200
About 200£

Mäuer "Hankerschief" C-13

P ★ WA:+1 ★ CO:P ★ AV:R ★ DC:1D6 ★ CAL:5mm ★ ROF:2 ★ CL:8 ★ RNG:50 ★ REL:ST
Cost: £150

Metier Patrol Ordinance

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

House Hawkwood 1638 UltraHeavy SMG

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

Banshee SMG

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

Dreksel Laser Pistol

P ★ WA:+1 ★ CO:P ★ AV:P ★ DC:3D6 ★ CAL:FSC:15~3x18 ★ ROF:2 ★ CL:15 ★ RNG:80 ★ REL:ST
Cost: £300

Mitchau "Conquest" Assault Rifle

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

Mitchau "Penumbra" Shotgun

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

al-Malik "Ambassador" Laser

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

House al-Malik "Diplomat" Palm Laser

P ★ WA:+0 ★ CO:P ★ AV:P ★ DC:2D6 ★ CAL:FSC:7~2x12 ★ ROF:2 ★ CL:7 ★ RNG:100 ★ REL:ST
Cost: £200
Laser pistol built by House al-Malik. A weapon designed mainly for self-defense.

Mitchau Medium Revolver

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

Ceramique 136

P ★ WA:+1 ★ CO:J ★ AV:C ★ DC:1D6+3 ★ CAL: ★ ROF:0 ★ CL:0 ★ RNG:0 ★ REL:ST
Cost: £0

Avaneir B209 "Dragonbreath"

SMG ★ WA:+0 ★ CO:J ★ AV:E ★ DC:2D6+3 ★ CAL:10mm ★ ROF:20 ★ CL:40 ★ RNG:150 ★ REL:VR
Cost: £350
Builder: Royale House Li Halan. Price: 350£

Avaneir Blaster Pistol

P ★ WA:+0 ★ CO:J ★ AV:P ★ DC:5D6 ★ CAL:FSC:10~5x30 ★ ROF:1 ★ CL:10 ★ RNG:30 ★ REL:VR
Cost: £700
Ammoes: 10/cell

Avaneir Blaster Shotgun

SHG ★ WA:+2 ★ CO:L ★ AV:R ★ DC:8D6 ★ CAL:FSC:8~8x48 ★ ROF:1 ★ CL:8 ★ RNG:20 ★ REL:VR
Cost: £1200

Avaneir "Guardian Angel" Light Revolver

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

Avaneir Medium Blaster

P ✱ WA:+0 ✱ CO:J ✱ AV:P ✱ DC:6D6 ✱ CAL:FSC:6~6x36 ✱ ROF:0 ✱ CL:6 ✱ RNG:0 ✱ REL:
Cost: £400

Blue Moon Rifle (Seishen Rifle)

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

The typical rifle used by regular Blue Moon disciples.

Li Halan RK38

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

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

"Firecracker" Heavy Pistol

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

Must be handed two handed if less than 4 BOD

Harmonic Assault Rifle Mark IV

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

Jahnisak .454 UHP

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

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

Scravers Light Revolver

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

Scravers Medium Revolver

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

Howling

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

Zaalen Stinger (Obun Stunner)

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

Stun damage only

Lifepaths

Racial Lifepath

Kurgan (0#159) [Caliphate]

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

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

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Grimson (0#152) [Changed]

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

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

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

Benefices/Afflictions — Stigma -4.

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

Empirean Sefirot (0#150)

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

Attributes —

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.

Vuldrok (0#160) [Barbarian]

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

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

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Sitra Ahra Spawn (0#151) [Kelipot]

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

Attributes — STR+8 CON+8 BOD+8 MOV+8 INT+1 PRE+5 TEM+8 WIL+8 REF+5 AGI+3 AWA+8

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Ur Obun (0#46) [obuni]

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

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

Skills — Academia +2, Fight +2, Focus +2, Observe +2, Persuasion +2, Teaching +2, Dogma (Obun Bintaru) +1, Linguistics (Obuni) +1, Arts (undefined) +2.

Benefices/Afflictions — none.

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

Ur Ukar (0#45) [ukari]

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

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

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

Benefices/Afflictions — Ostracism (Mild) -2.

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

Urthish (0#41) [urthish]

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

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

Skills — Academia +2, Athletics +2, Fight +2, Focus +2, Observe +2, Persuasion +2, Teaching +2, Linguistics (Urthish) +1, Local Expert (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Vorox (0#118) [vorox]

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

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

Skills — Acrobatics +3, Alchemy +2, Athletics +2, Fight +3, Impress +3, Surveillance +2, Survival +3, Linguistics (Vorox) +1.

Benefices/Afflictions — Bite +2, Extra Limbs +4, No Occult -2.

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

Nobility Lifepath

Upbringing

Rural Estate Decados (10#4) [Decados]

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

Attributes — TEM+1 REF+1 AGI+1 AWA+2

Skills — Etiquette +1, Knavery +2, Linguistics (Urthish) +1, Lore (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — Suspicious +2, Vain -2.

Rural Estate Hawkwood (10#3) [Hawkwood]

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

Attributes — STR+2 INT+1 PRE+1 REF+1

Skills — Athletics +1, Etiquette +1, Riding +1, Linguistics (Urthish) +1, Lore (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — Prideful -2, Unyielding +2.

Landless Hazat (10#35) [Hazat]

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

Attributes — CON+1 BOD+1 WIL+1 AWA+2

Skills — Athletics +1, Impress +1, Melee +1, Remedy +1, Shoot +1.

Benefices/Afflictions — none.

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

Landless Li Halan (10#36) [Li Halan]

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

Attributes — INT+1 PRE+1 TEM+2 WIL+1

Skills — Focus +1, Melee +1, Observe +1, Remedy +1, Dogma (Church of the Celestial Sun) +1.

Benefices/Afflictions — none.

Blessings/Curses — Guilty -2, Pious +2.

High Court Hazat (10#29) [Hazat]

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

Attributes — BOD+1 TEM+2 AWA+2

Skills — Etiquette +1, Impress +1, Melee +1, Warfare +1, Linguistics (Urthish) +1.

Benefices/Afflictions — none.

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

Rural Estate Hazat (10#32) [Hazat]

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

Attributes — BOD+1 MOV+1 WIL+1 AWA+2

Skills — Etiquette +1, Impress +1, Melee +2, Linguistics (Urthish) +1.

Benefices/Afflictions — none.

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

High Court Li Halan (10#30) [Li Halan]

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

Attributes — INT+1 PRE+1 TEM+2 WIL+1

Skills — Etiquette +1, Focus +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2.

Benefices/Afflictions — none.

Blessings/Curses — Guilty -2, Pious +2.

Rural Estate Li Halan (10#33) [Li Halan]

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

Attributes — INT+1 PRE+1 TEM+2 WIL+1

Skills — Etiquette +1, Focus +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2.

Benefices/Afflictions — none.

Blessings/Curses — Guilty -2, Pious +2.

Landless al-Malik (10#37) [al-Malik]

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

Attributes — INT+1 PRE+1 WIL+1 REF+2

Skills — Inquiry +1, Melee +1, Trading +1, Linguistics (Graceful Tongue) +2.

Benefices/Afflictions — none.

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

Verona City Masseri (10#198) [Verona]

Uncomplete Lifepath

High Court al-Malik (10#31) [al-Malik]

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

Attributes — INT+1 PRE+1 WIL+2 REF+1

Skills — Etiquette +1, Think Machine +1, Linguistics (Graceful Tongue) +2, Linguistics (Urthish) +1.

Benefices/Afflictions — none.

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

High Court Decados (10#2) [Decados]

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

Attributes — TEM+2 AGI+1 AWA+2

Skills — Etiquette +1, Inquiry +1, Knavery +1, Linguistics (Urthish) +1, Lore (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — Suspicious +2, Vain -2.

Landless Decados (10#6) [Decados]

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

Attributes — WIL+1 REF+2 AWA+2

Skills — Knavery +1, Melee +1, Observe +1, Sneak +1, Stealth +1.

Benefices/Afflictions — none.

Blessings/Curses — Suspicious +2, Vain -2.

High Court Hawkwood (10#1) [Hawkwood]

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

Attributes — STR+1 INT+1 PRE+2 REF+1

Skills — Etiquette +1, Leadership +1, Melee +1, Linguistics (Urthish) +1, Lore (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — Proudful -2, Unyielding +2.

Landless Hawkwood (10#28) [Hawkwood]

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

Attributes — STR+1 INT+1 PRE+1 REF+1 AGI+1

Skills — Athletics +1, Impress +1, Melee +2, Riding +1.

Benefices/Afflictions — none.

Blessings/Curses — Proudful -2, Unyielding +2.

Rural Estate al-Malik (10#34) [al-Malik]

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

Attributes — INT+1 PRE+1 WIL+1 REF+1 AGI+1

Skills — Etiquette +1, Trading +1, Linguistics (Graceful Tongue) +2, Linguistics (Urthish) +1.

Benefices/Afflictions — none.

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

Grail Masseri (10#200) [Minor House]

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

Attributes — STR+1 WIL+2 TEC+1

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

Benefices/Afflictions — none.

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

Roaming Van Gelder (10#39) [Minor House]

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

Attributes — STR+1 BOD+1 REF+1 AGI+1

Skills — Athletics +1, Disguise +1, Dodge +2, Melee +3, Stoic Mind +1.

Benefices/Afflictions — none.

Blessings/Curses — Loyal +2, Secretive -2.

Exiled Alecto (10#154) [Minor House]

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

Attributes — STR+1 BOD+1 INT+1 TEM+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

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

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

Attributes — CON+1 PRE+1 REF+1 TEC+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Vengeful Masseri (10#156) [Minor House]

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

Attributes — TEM+1 WIL+1 TEC+1 AWA+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

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

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

Attributes — BOD+1 INT+1 PRE+2

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

Benefices/Afflictions — none.

Blessings/Curses — none.

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

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

Attributes — PRE+1 TEM+1 WIL+1 REF+1

Skills — Academia +1, Dodge +1, Etiquette +1, Melee +1, Occult Arts +1, Arts (Poetry) +1, Local Expert (Rampart Nobility) +1, Science (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

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

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

Attributes — INT+1 TEM+1 WIL+1 TEC+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Rampart Juandaastas (10#153) [Minor House]

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

Attributes — INT+1 WIL+1 TEC+1 AWA+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

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

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

Attributes — CON+1 MOV+1 PRE+1 TEM+1

Skills — Academia +1, Empathy +1, Etiquette +2, Leadership +1, Observe +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Urthish) +1.

Benefices/Afflictions — none.

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

Verona Country Masseri (10#196) [Verona]

Uncomplete Lifepath

Apprenticeship

Military Soldier (20#7) [Nobility]

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

Attributes — STR+1 CON+1 BOD+1 REF+2

Skills — Athletics +1, Fight +1, Leadership +2, Remedy +1, Shoot +2, Stoic Body +1, Stoic Mind +1, Survival +1, Warfare +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Leisure Dandy (20#11) [Nobility]

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

Attributes — INT+2 TEM+1 REF+1 AWA+1

Skills — Academia +1, Empathy +1, Etiquette +1, Gambling +1, Observe +1, Riding +1, Seduction +1, Shoot +1, Arts (undefined) +1, Driving (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Military Starman (20#14) [Nobility]

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

Attributes — INT+2 PRE+1 REF+1 AWA+1

Skills — Gunnery +1, Impress +1, Leadership +2, Melee +1, Remedy +1, Shoot +2, Think Machine +1, Science (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Diplomacy Intrigue (20#9) [Nobility]

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

Attributes — INT+2 PRE+1 WIL+1 AWA+1

Skills — Etiquette +2, Inquiry +1, Knavery +1, Observe +1, Oratory +1, Seduction +2, Stealth +1, Arts (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Leisure Duelist (20#10) [Nobility]

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

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

Skills — Athletics +1, Dodge +2, Empathy +1, Impress +1, Melee +3, Remedy +1, Sneak +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Study (20#12) [Nobility]

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

Attributes — INT+2 PRE+2 TEM+1

Skills — Academia +2, Focus +3, Inquiry +1, Linguistics (Urthish) +1, Lore (undefined) +3.

Benefices/Afflictions — none.

Blessings/Curses — none.

Defrocked Noble (20#139) [Minor House]

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

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

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Early Career

Court Duelist (30#15) [Nobility]

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

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

Skills — Dodge +1, Etiquette +1, Melee +2, Remedy +1.

Benefices/Afflictions — Fencing Actions (Silver sword) +10, Nobility +3.

Blessings/Curses — none.

Military Command Soldier (30#13) [Nobility]

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

Attributes — STR+1 CON+1 BOD+1 MOV+1 INT+1 PRE+1 TEM+1 REF+1 AGI+1 AWA+1

Skills — Athletics +1, Dodge +1, Fight +1, Impress +2, Leadership +2, Melee +1, Observe +1, Remedy +1, Shoot +2, Survival +1, Warfare +2.

Benefices/Afflictions — Nobility +3.

Blessings/Curses — none.

Questing (30#17) [Nobility]

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

Attributes — CON+2 BOD+1 INT+1 PRE+2 TEM+1 WIL+2 TEC+1

Skills — Athletics +1, Dodge +1, Etiquette +1, Fight +1, Impress +1, Melee +1, Observe +1, Seduction +1, Shoot +1, Stealth +1, Lore (Jumpweb) +1, Linguistics (undefined) +2, Lore (undefined) +1.

Benefices/Afflictions — Imperial Charter +4.

Blessings/Curses — none.

Court Ambassador (30#16) [Nobility]

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

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

Skills — Etiquette +2, Knavery +2, Observe +1, Oratory +3, Persuasion +1, Seduction +2, Stealth +1, Linguistics (Urthish) +1, Arts (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — Nobility +3.

Blessings/Curses — none.

Military Command Starman (30#8) [Nobility]

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

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

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

Benefices/Afflictions — Nobility +3.

Blessings/Curses — none.

Defrocked Noble (30#140) [Minor House]

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

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

Skills — Disguise +1, Etiquette +2, Focus +1, Forgery +2, Gambling +2, Impress +1, Oratory +1, Streetwise +2, Redemption (Mech) +1, Lore (undefined) +2, Performance (undefined) +2.

Benefices/Afflictions — Householder +1.

Blessings/Curses — none.

Freefolk Lifepath

Upbringing

Town (10#50) [Church or Guild]

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

Attributes — INT+1 PRE+2 AWA+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Country (10#51) [Church or Guild]

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

Attributes — STR+1 CON+1 MOV+1 TEM+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

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

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

Attributes — TEM+1

Skills — Knavery +1, Streetwise +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

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

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

Attributes — PRE+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

City (10#49) [Church or Guild]

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

Attributes — INT+2 AWA+2

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

Benefices/Afflictions — none.

Blessings/Curses — none.

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

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

Attributes — PRE+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Serfdom (10#123) [Church or Guild]

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

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

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

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

Blessings/Curses — none.

Apprenticeship

Early Career

Church Lifepath

Upbringing

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

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

Attributes — STR+1 BOD+1 TEM+1 AGI+1

Skills — Athletics +1, Dodge +1, Fight +1, Focus +1, Melee +1, Remedy +1, Shoot +1, Stoic Body +1.

Benefices/Afflictions — none.

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

Apprenticeship

Sanctuary Aeon Monastery (20#67) [Amalthean]

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

Attributes — PRE+1 TEM+2 WIL+1 REF+1

Skills — Alchemy +1, Empathy +1, Remedy +2, Stoic Mind +1, Surgery +3, Dogma (Church of the Celestial Sun) +1, Linguistics (Urthish) +1.

Benefices/Afflictions — none.

Blessings/Curses — Compassionate +2, Gullible -2.

Sanctuary Aeon Parish (20#63) [Amalthean]

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

Attributes — TEM+2 WIL+1 REF+2

Skills — Empathy +1, Remedy +2, Seduction +1, Stoic Mind +1, Surgery +3, Arts (Music) +1, Local Expert (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — Compassionate +2, Gullible -2.

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

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

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

Skills — Fight +1, Remedy +1, Shoot +1, Stoic Body +1.

Benefices/Afflictions — Basic Mantok +6.

Blessings/Curses — none.

Eskatonic Order Monastery (20#65) [Eskatonic]

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

Attributes — INT+1 PRE+2 TEM+2

Skills — Academia +1, Alchemy +2, Focus +2, Occult Arts +1, Stoic Mind +1, Linguistics (Latin) +2, Linguistics (Urthish) +1.

Benefices/Afflictions — none.

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

Orthodox Monastery (20#64) [Orthodox]

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

Attributes — INT+1 PRE+1 TEM+2 WIL+1

Skills — Academia +2, Focus +1, Stoic Mind +1, Surgery +1, Dogma (Church of the Celestial Sun) +2, Linguistics (Latin) +2, Linguistics (Urthish) +1.

Benefices/Afflictions — none.

Blessings/Curses — Austere -2, Pious +2.

Temple Avesti Monastery (20#125) [Avestite]

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

Attributes — CON+1 TEM+2 AWA+2

Skills — Beastcraft +1, Impress +1, Inquiry +1, Interrogation +1, Melee +1, Observe +1, Riding +1, Shadowing +2, Survival +1.

Benefices/Afflictions — none.

Blessings/Curses — Pious +2, Righteous -2.

Sanctuary Aeon Cathedral (20#59) [Amalthean]

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

Attributes — TEM+1 WIL+1 REF+2 TEC+1

Skills — Empathy +1, Remedy +2, Seduction +1, Stoic Mind +1, Surgery +3, Arts (Music) +1, Dogma (Church of the Celestial Sun) +1.

Benefices/Afflictions — none.

Blessings/Curses — Compassionate +2, Gullible -2.

Temple Avesti Cathedral (20#58) [Avestite]

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

Attributes — CON+1 TEM+2 AWA+2

Skills — Impress +1, Inquiry +1, Interrogation +2, Melee +1, Observe +1, Search +1, Shoot +1, Streetwise +1, Dogma (Church of the Celestial Sun) +1.

Benefices/Afflictions — none.

Blessings/Curses — Pious +2, Righteous -2.

Temple Avesti Parish (20#124) [Avestite]

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

Attributes — CON+1 TEM+2 AWA+2

Skills — Impress +2, Inquiry +2, Interrogation +1, Observe +1, Search +1, Shoot +2, Dogma (Church of the Celestial Sun) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Eskatonic Order Cathedral (20#57) [Eskatonic]

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

Attributes — INT+1 PRE+2 TEM+2

Skills — Academia +1, Alchemy +1, Focus +3, Observe +1, Occult Arts +1, Stoic Mind +1, Linguistics (Latin) +2.

Benefices/Afflictions — none.

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

Eskatonic Order Parish (20#61) [Eskatonic]

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

Attributes — INT+1 PRE+2 TEM+2

Skills — Alchemy +1, Empathy +1, Focus +3, Observe +1, Occult Arts +1, Remedy +1, Stoic Mind +2.

Benefices/Afflictions — none.

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

Orthodox Cathedral (20#56) [Orthodox]

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

Attributes — INT+1 PRE+1 TEM+2 WIL+1

Skills — Academia +1, Etiquette +1, Focus +1, Oratory +2, Seduction +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +1, Linguistics (Urthish) +1.

Benefices/Afflictions — none.

Blessings/Curses — Austere -2, Pious +2.

Orthodox Parish (20#60) [Orthodox]

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

Attributes — INT+1 PRE+1 TEM+2 WIL+1

Skills — Empathy +1, Focus +1, Oratory +1, Remedy +1, Seduction +1, Surgery +1, Teaching +1, Dogma (Church of the Celestial Sun) +2, Local Expert (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — Austere -2, Pious +2.

Early Career

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

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

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

Skills — Dodge +1, Fight +2, Melee +1, Shoot +2, Stoic Body +2, Surgery +1, Survival +1, Warfare +1.

Benefices/Afflictions — Ordained +3, Superior Mantok Technique +4.

Blessings/Curses — none.

Inquisitor (30#73) [Church]

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

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

Skills — Athletics +1, Impress +2, Inquiry +1, Interrogation +1, Observe +2, Search +1, Shadowing +1, Shoot +2, Stealth +1, Stoic Body +1, Streetwise +1, Lore (Heresy) +1.

Benefices/Afflictions — Ordained +3.

Blessings/Curses — none.

Monk (30#70) [Church]

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

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

Skills — Academia +1, Empathy +1, Focus +3, Inquiry +1, Observe +1, Remedy +1, Stoic Body +1, Stoic Mind +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2, Lore

(undefined) +1.

Benefices/Afflictions — Ordained +3.

Blessings/Curses — none.

Healer (30#72) [Church]

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

Attributes — CON+1 INT+1 PRE+2 TEM+2 WIL+1 REF+2 TEC+1

Skills — Empathy +2, Focus +1, Observe +1, Oratory +1, Remedy +3, Seduction +2, Surgery +3, Redemption (Tinkering) +1, Local Expert (undefined) +1.

Benefices/Afflictions — Ordained +3.

Blessings/Curses — none.

Missionary (30#71) [Church]

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

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

Skills — Beastcraft +1, Empathy +1, Focus +1, Inquiry +1, Observe +1, Oratory +2, Remedy +1, Riding +1, Seduction +3, Streetwise +1, Surgery +1, Dogma (Church of the Celestial Sun) +1.

Benefices/Afflictions — Ordained +3.

Blessings/Curses — none.

Preacher (30#69) [Church]

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

Attributes — INT+2 PRE+3 TEM+2 WIL+2 AWA+1

Skills — Empathy +2, Focus +1, Impress +2, Inquiry +1, Observe +1, Oratory +3, Seduction +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2.

Benefices/Afflictions — Ordained +3.

Blessings/Curses — none.

Guild Lifepath

Upbringing

Apprenticeship

Academy Engineers (20#76) [Engineer]

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

Attributes — INT+1 REF+1 TEC+3

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

Benefices/Afflictions — none.

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

Street Engineer (20#86) [Engineer]

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

Attributes — INT+1 REF+2 TEC+2

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

Benefices/Afflictions — none.

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

Academy Muster (20#78) [Muster]

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

Attributes — STR+1 REF+2 TEC+2

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

Benefices/Afflictions — none.

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

Street Muster (20#88) [Muster]

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

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

Skills — Impress +1, Knavery +1, Melee +1, Remedy +1, Search +1, Shadowing +1, Shoot +1, Streetwise +2, Driving (undefined) +1.

Benefices/Afflictions — none.

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

Academy Reeves (20#79) [Reeves]

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

Attributes — INT+2 TEM+1 AWA+2

Skills — Academia +1, Bureaucracy +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Oratory +2, Arts (Rhetoric) +1, Linguistics (Latin) +1.

Benefices/Afflictions — none.

Blessings/Curses — Mammon -2, Shrewd +2.

Street Reeves (20#89) [Reeves]

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

Attributes — INT+2 AGI+1 AWA+2

Skills — Academia +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Observe +1, Oratory +1, Shoot +1, Stealth +1, Streetwise +1.

Benefices/Afflictions — none.

Blessings/Curses — Mammon -2, Shrewd +2.

Guildhall Scraver (20#82) [Scravens]

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

Attributes — STR+2 TEM+1 AWA+2

Skills — Dodge +1, Gambling +1, Impress +1, Inquiry +1, Knavery +1, Shoot +1, Sneak +1, Streetwise +1, Linguistics (Scravens' Cant) +2.

Benefices/Afflictions — none.

Blessings/Curses — Lucky at cards +2, Possessive -2.

Streets Charioteers (20#128) [Charioteer]

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

Attributes — INT+1 PRE+2 REF+2

Skills — Impress +1, Knavery +1, Remedy +1, Streetwise +2, Trading +1, Driving (Landcraft) +1, Redemption (Tinkering) +1, Linguistics (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — none.

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

Academy Charioteers (20#75) [Charioteer]

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

Attributes — INT+1 PRE+2 REF+2

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

Benefices/Afflictions — none.

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

Guildhall Charioteers (20#129) [Charioteer]

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

Attributes — INT+1 PRE+2 REF+2

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

Benefices/Afflictions — none.

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

Guildhall Engineer (20#81) [Engineer]

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

Attributes — INT+1 REF+1 TEC+3

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

Benefices/Afflictions — none.

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

Guildhall Muster (20#83) [Muster]

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

Attributes — STR+1 REF+1 TEC+2 AGI+1

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

Benefices/Afflictions — none.

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

Guildhall Reeves (20#84) [Reeves]

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

Attributes — INT+2 PRE+1 AWA+2

Skills — Academia +1, Bureaucracy +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Observe +1, Oratory +1, Linguistics (Latin) +2.

Benefices/Afflictions — none.

Blessings/Curses — Mammon -2, Shrewd +2.

Academy Scravens (20#77) [Scravens]

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

Attributes — STR+2 TEM+1 AWA+2

Skills — Fight +1, Gambling +1, Impress +1, Inquiry +1, Knavery +1, Sneak +1, Streetwise +2, Linguistics (Scravens' Cant) +2.

Benefices/Afflictions — none.

Blessings/Curses — Possessive -2, The Man +2.

Street Scravens (20#87) [Scravens]

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

Attributes — STR+1 MOV+1 AGI+1 AWA+2

Skills — Dodge +1, Gambling +1, Knavery +1, Shoot +2, Stealth +1, Streetwise +2, Linguistics (Scravens' Cant) +2.

Benefices/Afflictions — none.

Blessings/Curses — Lucky at cards +2, Possessive -2.

Early Career

Thief (30#99) [Guild]

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

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

Skills — Acrobatics +1, Athletics +1, Bureaucracy +1, Dodge +1, Forgery +1, Gambling +1, Impress +1, Inquiry +1, Observe +1, Security +1, Shoot +1, Sneak +1, Stealth +2, Redemption (Tinkering) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Starship Engineer (30#93) [Guild]

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

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

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

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Mercenary Soldier (30#95) [Guild]

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

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

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

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Scientist (30#98) [Guild]

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

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

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

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Starship Gunner (30#94) [Guild]

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

Attributes — BOD+1 MOV+1 TEM+1 WIL+2 REF+2 TEC+1 AWA+2

Skills — Acrobatics +2, Athletics +1, Dodge +1, Gunnery +3, Melee +1, Remedy +1, Security +1, Sensors +1, Shoot +2, Think Machine +1, Lore (Jumpweb) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Market Merchant (30#90) [Guild]

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

Attributes — CON+1 INT+2 PRE+2 WIL+2 REF+1 AWA+2

Skills — Fight +1, Gambling +1, Inquiry +2, Knavery +1, Observe +1, Seduction +2, Sneak +1, Streetwise +2, Trading +2, Linguistics (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Market Money Lender (30#91) [Guild]

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

Attributes — STR+1 BOD+1 MOV+1 PRE+1 WIL+3 REF+1 AGI+1 AWA+1

Skills — Academia +1, Etiquette +2, Forgery +2, Gambling +1, Interrogation +1, Knavery +1, Magna Carta +2, Persuasion +1.

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

Blessings/Curses — none.

Mercenary Combat Engineer (30#96) [Guild]

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

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

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

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Scholar (30#97) [Guild]

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

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

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

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Spy (30#100) [Guild]

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

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

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

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Starship Pilot (30#92) [Guild]

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

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

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

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Royale House Soldier (30#144)

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

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

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

Benefices/Afflictions — Commission +3.

Blessings/Curses — none.

Alien Lifepath

Upbringing

Velisamil Ur Obun (10#101) [obuni]

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

Attributes — PRE+1 TEM+1 WIL+1 TEC+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

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

Uncomplete Lifepath

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

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

Attributes — STR+1 CON+1 REF+1 AGI+1

Skills — Acrobatics +1, Dodge +1, Fight +1, Shadowing +2, Shoot +1, Warfare +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Kordeth Spawn (10#108) [ukari]

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

Attributes — CON+1 WIL+1 REF+1 TEC+1 AWA+1

Skills — Fight +1, Knavery +1, Stealth +1, Survival +1, Lore (Kordeth Clans) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Al Fashir Kurgan (10#163) [Caliphate]

Uncomplete Lifepath

Beliah Kurgan (10#164) [Caliphate]

Uncomplete Lifepath

Hajjburat (10#175) [Caliphate]

Uncomplete Lifepath

Hira Kurgan (10#165) [Caliphate]

Uncomplete Lifepath

Irem Kurgan (10#166) [Caliphate]

Uncomplete Lifepath

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

Uncomplete Lifepath

Khan (10#177) [Caliphate]

Uncomplete Lifepath

Khayyam Kurgan (10#167) [Caliphate]

Uncomplete Lifepath

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

Uncomplete Lifepath

Mujahidin (10#176) [Caliphate]

Uncomplete Lifepath

Ordo Bagatur (Solider) (10#179) [Caliphate]

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

Rukh Kurgan (10#169) [Caliphate]

Uncomplete Lifepath

Slave (10#178) [Caliphate]

Uncomplete Lifepath

Tengri Igren Kurgan (10#170) [Caliphate]

Uncomplete Lifepath

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

Uncomplete Lifepath

Tsuma Kurgan (10#168) [Caliphate]

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

Aylon Spawn (10#122) [ukari]

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

Attributes — CON+1 REF+1 TEC+2 AWA+1

Skills — Disguise +1, Etiquette +1, Politics +1, Streetwise +1, Trading +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Verona Ukari (10#199) [Verona]

Uncomplete Lifepath

Apprenticeship

Bava! Recruit (20#111) [ukari]

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

Attributes — BOD+1 MOV+1 WIL+1 REF+1 TEC+1 AGI+1

Skills — Cryptography +2, Demolition +2, Disguise +2, Dodge +1, Politics +2.

Benefices/Afflictions — Dark Secret -1, Outlaw -1.

Blessings/Curses — none.

Clan Warrior (20#110) [ukari]

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

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

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Umo'rin Advisor (20#105) [obuni]

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

Attributes — INT+2 TEM+1 TEC+1 AWA+1

Skills — Empathy +1, Etiquette +1, Focus +2, Inquiry +1, Observe +1, Occult Arts +1, Seduction +1, Lore (undefined) +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Voavenlohjun Priest (20#103) [obuni]

Uncomplete Lifepath

Clan Chieftain (20#109) [ukari]

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

Attributes — INT+1 PRE+1 WIL+1 REF+1 AWA+1

Skills — Alchemy +1, Dodge +1, Impress +1, Knavery +1, Leadership +1, Melee +1, Shoot +1, Stoic Mind +1, Survival +1, Linguistics (Ba'amon carvings) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Vhem Saahen Learner (20#104) [obuni]

Uncomplete Lifepath

Voavenlohjun Abbot (20#106) [obuni]

Uncomplete Lifepath

Vorox Scout (20#146) [vorox]

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

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

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Vorox Commando (20#136) [vorox]

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

Attributes — STR+1 CON+1 BOD+2 MOV+1 TEC+1

Skills — Alchemy +1, Dodge +1, Gunnery +1, Heavy Weapons +2, Xenology (Urthish) +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Vorox Escort (20#147) [vorox]

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

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

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Early Career

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

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

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

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

Benefices/Afflictions — Ordained +3.

Blessings/Curses — none.

Vhem Saahen Herald (30#107) [obuni]

Uncomplete Lifepath

Clan Chieftain (30#112) [ukari]

Uncomplete Lifepath

Clan Warrior (30#113) [ukari]

Uncomplete Lifepath

Vorox Trooper (30#135) [vorox]

Source: FICS, Attributes Points: 5, Options Points: 33 Value: **+48**.

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

Skills — Acrobatics +2, Athletics +2, Dodge +2, Empathy +1, Focus +2, Melee +2, Observe +2, Shoot +2, Lore (Symbiots) +2.

Benefices/Afflictions — Graa Fighting +6, Vorox Gun Manoeuvres +10.

Blessings/Curses — none.

Bava! Agent (30#114) [ukari]

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

Attributes — CON+1 MOV+1 INT+1 PRE+1 TEM+1 WIL+2 TEC+2 AGI+1

Skills — Athletics +1, Bribery +1, Cryptography +0, Demolition +1, Disguise +1, Empathy +1, Forgery +1, Impress +1, Observe +1, Oratory +1, Security +2, Sensors +1, Shadowing +2, Streetwise +1, Surveillance +1, Think Machine +1, Dogma (Ukar Banjak) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Worldly Benefits

Friends (50#21)

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

Attributes — none.

Skills — none.

Benefices/Afflictions — Ally +1, Cash +1, Contact +1, Gossip Network +2, Passage Contract +2.

Blessings/Curses — none.

High Promotion (50#19)

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

Attributes — none.

Skills — none.

Benefices/Afflictions — Cash +3, Rise Rank by Two +4.

Blessings/Curses — none.

Promotion & Rewards (50#18)

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

Attributes — none.

Skills — none.

Benefices/Afflictions — Assets +5, Raise Rank by one +2.

Blessings/Curses — none.

Rich Rewards (50#20)

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

Attributes — none.

Skills — none.

Benefices/Afflictions — Assets +7.

Blessings/Curses — none.

Promotion & Friends (50#22)

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

Attributes — none.

Skills — none.

Benefices/Afflictions — Ally +4, Cash +1, Raise Rank by one +2.

Blessings/Curses — none.

Friends & Rewards (50#141)

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

Attributes — none.

Skills — none.

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

Blessings/Curses — none.

Tour of Duty

Cybernetics Loaded For Bear (40#27)

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

Attributes — none.

Skills — none.

Benefices/Afflictions — Big Cyber Package +40.

Blessings/Curses — none.

Cybernetics Tweaked (40#26)

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

Attributes — none.

Skills — none.

Benefices/Afflictions — Medium Cyber Package +20.

Blessings/Curses — none.

Native Psychic (40#25)

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

Attributes — TEM+1

Skills — Occult Arts +2.

Benefices/Afflictions — Occult Mastery 1 +6.

Blessings/Curses — none.

Native Theurge (40#44)

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

Attributes — TEM+1

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

Benefices/Afflictions — Occult Mastery 1 +6.

Blessings/Curses — none.

Questing Knight (40#23) [Nobility]

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

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

Skills — Dodge +1, Etiquette +2, Fight +1, Impress +2, Inquiry +2, Magna Carta +2, Persuasion +1, Search +1, Seduction +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

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

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

Attributes —

Skills — none.

Benefices/Afflictions — none.

Blessings/Curses — none.

Cohort (40#24) [Church or Guild]

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

Attributes — MOV+1 INT+1

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

Benefices/Afflictions — Cohort Badge +3.

Blessings/Curses — none.

Noble Confessor (40#197)

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

Attributes — TEM+1 AWA+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Fief Holder (40#132) [Nobility]

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

Attributes — PRE+2

Skills — Empathy +1, Etiquette +1, Gambling +1, Impress +1, Leadership +3, Security +1, Seduction +1, Local Expert (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — Retinue +3.

Blessings/Curses — none.

Standard Tour (single round) (40#127)

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

Attributes —

Skills — none.

Benefices/Afflictions — none.

Blessings/Curses — none.

Pilgrim Escort (40#131) [Church]

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

Attributes — BOD+1 MOV+1

Skills — Athletics +1, Bribery +1, Bureaucracy +1, Dodge +1, Empathy +2, Etiquette +1, Melee +2, Observe +1, Oratory +1, Teaching +1, Dogma (Church of the Celestial Sun) +1, Dogma (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Entrepreneur (40#130) [Guild]

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.

Anikrunta Taudwyan (40#117) [ukari]

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

Attributes — INT+1 TEM+1 WIL+1

Skills — Etiquette +1, Focus +1, Impress +1, Interrogation +1, Leadership +1, Occult Arts +2, Oratory +1, Politics +1, Dogma (Ukar Banjak) +1, Xenology (Ukar) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Banjaka Sadaroun (40#116) [ukari]

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

Attributes — PRE+1 WIL+1

Skills — Occult Arts +2, Oratory +2, Stoic Mind +1, Dogma (Ukar Banjak) +2, Linguistics (Ba'amon carvings) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Full Free Customization (40#145)

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

Attributes —

Skills — none.

Benefices/Afflictions — none.

Blessings/Curses — none.

Security Enforcer (40#143)

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

Attributes — WIL+1 REF+1 AWA+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Kalinthi Envoy (40#149) [kalinthi]

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

Attributes — TEM+1 WIL+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Low Free Customization (40#193)

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

Attributes — none.

Skills — none.

Benefices/Afflictions — none.

Blessings/Curses — none.

Caliphate Wars Veteran (5011) (40#40)

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

Attributes — MOV+1 WIL+1

Skills — Bribery +2, Cybernetics +1, Demolition +1, Dodge +1, Gambling +1, Remedy +1, Shoot +1, Stealth +1, Stoic Body +1, Linguistics (Kurgan) +2, Redemption (Mech) +1.

Benefices/Afflictions — Well-Traveled +3.

Blessings/Curses — War Trauma -2.

Slayers Guild Agent (40#142)

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

Attributes — CON+1 INT+1 TEC+1 AWA+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Star Nations Veteran (5007) (40#43)

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

Attributes — INT+1 WIL+1 AWA+1

Skills — Navigation +1, Observe +1, Sensors +1, Think Machine +1, Dogma (Vuldrok Erdgheist) +1, Linguistics (Vuldrok) +1, Local Expert (Hargard) +2.

Benefices/Afflictions — Well-Traveled +3.

Blessings/Curses — none.

Chapter Monk (40#138) [Amalthean]

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

Attributes — CON+1 TEM+2 WIL+1

Skills — Dodge +2, Empathy +2, Focus +1, Melee +2, Persuasion +1, Stoic Mind +1, Dogma (Stellar Apocryphon) +1.

Benefices/Afflictions — Chapter Occult Attunement +3, Vow of Celibacy -1.

Blessings/Curses — none.

Kraxi Kadanqari (40#115) [ukari]

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

Attributes — STR+1 BOD+1 REF+1 AGI+1

Skills — Lore (Kraxi Kadanqar) +2.

Benefices/Afflictions — Fencing Actions (Silver sword) +10, Outlaw -4.

Blessings/Curses — none.

Stigmata Veteran (5013) (40#42)

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

Attributes — WIL+1 AGI+1 AWA+1

Skills — Heavy Weapons +1, Leadership +1, Remedy +1, Stealth +1, Stoic Mind +1, Warfare +1, Linguistics (Imperial Battle Slang) +2, Local Expert (Stigmata) +2, Lore (Symbiots) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Errant Knight (40#133) [Nobility]

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

Attributes — MOV+1 WIL+1

Skills — Academia +1, Athletics +2, Athletics +1, Dodge +2, Etiquette +2, Melee +2, Observe +1, Riding +1, Search +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Street Cartel Thug (40#48) [Guild]

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

Attributes — STR+1 BOD+1 AWA+1

Skills — Alchemy +1, Dodge +1, Fight +2, Impress +2, Interrogation +1, Knavery +1, Shadowing +1, Streetwise +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Imperial Cadet (40#47) [Royale House]

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

Attributes — CON+1 BOD+1 PRE+1 TEM+1 REF+1 TEC+1

Skills — Etiquette +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Rituals

Psi: Prana [Bedlam level 1]

Roll: PA_TEM + None

[#16]

Psi: Lifting Hand [FarHand level 1]

Roll: PA_PRE + Focus BOD [-]

[#6]

Psi: Throwing Hand [FarHand level 2]

Roll: PA_WIL + Focus BOD [-]

[#7]

Psi: Mana Lock [Obuni Sajataka Rituals level 5]

Roll: PA_WIL + Impress UND [-]

Description: Every wyrd expenditure adds one level of strength on the lock. The lock is triggered when someone, psychic or theurge

Modus Operandi: The Mana Lock can only be applied on a sentient being. Being of the same specie than the target is not important.

Drawbacks: The Mana Lock could theoretically be applied on sentient creature. This could arguably be applied to a tech level 9+ think machine. Game master discretion.

[#47]

Psi: Prison of the Mind [Obuni Sajataka Rituals level 6]

Roll: PA_WIL + Arts PER (R) [-]

[#48]

Psi: Shadows Gone By [Omen level 1]

Roll: PA_TEM + None

[#8]

Psi: Shadows To Come [Omen level 7]

Roll: PA_TEM + None

[#11]

Psi: Intuit [Psyche level 1]

Roll: PA_TEM + None

[#9]

Psi: Emote [Psyche level 2]

Roll: PA_TEM + None

[#10]

Psi: Mindsight [Psyche level 3]

Roll: PA_TEM + None

[#12]

Psi: Mindspeech [Psyche level 4]

Roll: PA_TEM + None

[#13]

Psi: Heart's Command [Psyche level 5]

Roll: PA_PRE + Impress UND [-]

[#14]

Psi: Mindsearch [Psyche level 5]

Roll: PA_TEM + None

[#15]

Psi: Toughening [Soma level 1]

Roll: PA_TEM + None

[#17]

Psi: Shared Ability [Sympathicus level 1]

Roll: PA_WIL + Empathy AWA [-]

Description: With this power, the occultist can share abilities with people he truly knows, or that have been around him/her for a long time (a few adventures). When the power is used, the recipient of the power is aware that he has been contacted by the caster. He then can choose or not to share one of his/her skills.

Modus Operandi: Caster rolls [PA_WILL+Empathy]. If it is a first contact, Caster and Recipient must success a [PA_WILL+Stoic Mind] vs 15 check. Recipient is contacted instantly and chooses or not to help. Caster roll next skill test with the skill value of the recipient.

Drawbacks: There's a limit to the number of people the caster can use this power with. It equals his/her PA_TEM score. If trying to reach a person beyond this number, it will break one of the previous bonds. The former-bound person, on trying to use this power on him/her once again, will cumulate a -2 natural resistance on the [PA_WIL+Stoic Mind] check, even if he/she wants to cooperate.

[#2]

Psi: Mimicry [Sympathicus level 2]

Roll: PA_AWA + Empathy AWA [-]

Description: This power allows the caster to use a skill he just witnessed with the same skill ability. It is not a deep learning or exchange, just an advanced mimicry of the behavior/action of others.

Modus Operandi: This power costs one supplementary wyrd point when used during combat or quick actions (like a chase in the streets of Avaneir or a fast juggling performance). The psychic may not know what power he is actually borrowing, has he just tries to replicate what he perceived. The base DV is 10 for obvious actions (use a rifle like a police officer just did with [Reflex+Shoot]), 15 for indirect or subtle actions (search the backalley like the cops just did with [Awareness+Streetwise]) or 20 for specialized ones (catch a hidden cyber implant on a person with a [Tech+Science (Cybernetics)]) like the police tech specialist did).

Drawbacks: If multiple skills are used by the target, like shooting with a gun and dodging under cover, the character must select what action he tries to mimic. On a botch, the target is immediatly aware he/she has been started at by the character.

[#5]

Psi: Bonding [Sympathicus level 3]

Roll: PA_PRE + Empathy AWA [-]

[#3]

Psi: Sanctum [Sympathicus level 4]

Roll: PA_WIL + Focus BOD [-]

[#4]

Psi: Tales from the Night [The dark path level 1]

Roll: PA_TEM + None

[#49]

Psi: Whispers from Darkness [The dark path level 2]

Roll: PA_TEM + None

[#50]

Theurgy: Soul's Vessel [Brother Battle Rituals level 1]

Roll: PA_WIL + None

[#29]

Theurgy: Rightfully Guided Hand [Brother Battle Rituals level 2]

Roll: PA_TEM + None

[#30]

Theurgy: Armor of the Pancreator [Brother Battle Rituals level 3]

Roll: PA_TEM + None

[#31]

Theurgy: Righteous Fervor [Brother Battle Rituals level 4]

Roll: PA_WIL + None

[#32]

Theurgy: Liturgy of the Wrathful Host [Brother Battle Rituals level 5]

Roll: PA_WIL + None

[#33]

Theurgy: Smiting Hand [Brother Battle Rituals level 6]

Roll: PA_TEM + None

[#34]

Theurgy: Fearsome Majesty [Brother Battle Rituals level 7]

Roll: PA_TEM + None

[#35]

Theurgy: Oath of the Shieldmates [Brother Battle Rituals level 8]

Roll: PA_TEM + None

[#36]

Theurgy: Salutation to Zakhayelos, Lord of Hosts [Brother Battle Rituals level 9]

Roll: PA_TEM + None

[#37]

Theurgy: The Prophet's Holy Blessing [Church Rituals level 1]

Roll: PA_TEM + None

[#18]

Theurgy: The Devotional Liturgy [Church Rituals level 2]

Roll: PA_TEM + None

[#19]

Theurgy: The Laying On of Hands [Church Rituals level 3]

Roll: PA_TEM + None

[#20]

Theurgy: The Prophet's Censure [Church Rituals level 4]

Roll: PA_WIL + None

[#21]

Theurgy: The Pulpit's Gift [Church Rituals level 5]

Roll: PA_WIL + None

[#22]

Theurgy: Oath of the Saints [Church Rituals level 5]

Roll: PA_TEM + None

[#23]

Theurgy: The Tongues of Babel [Church Rituals level 6]

Roll: PA_TEM + None

[#24]

Theurgy: The Righteous Assignment of Penance [Church Rituals level 7]

Roll: PA_TEM + None

[#25]

Theurgy: Sanctification [Church Rituals level 7]

Roll: PA_TEM + None

[#26]

Theurgy: Shield of Faith [Church Rituals level 8]

Roll: PA_TEM + None

[#27]

Theurgy: Providential Deliverance [Church Rituals level 9]

Roll: PA_TEM + None

[#28]

Theurgy: Celestial Alignment [Eskatonic Rituals level 1]

Roll: PA_TEM + None

[#38]

Theurgy: Divine Revelation [Eskatonic Rituals level 2]

Roll: PA_TEM + None

[#39]

Theurgy: Rending the Veil of Unreason [Eskatonic Rituals level 3]

Roll: PA_TEM + None

[#40]

Theurgy: Second Sight [Eskatonic Rituals level 4]

Roll: PA_AWA + None

[#41]

Theurgy: Osseous Transmutation [Eskatonic Rituals level 5]

Roll: PA_TEM + None

[#42]

Theurgy: All-seeign Eye [Eskatonic Rituals level 6]

Roll: PA_AWA + Observe AWA [-]

[#43]

Theurgy: Refinement of Essence [Eskatonic Rituals level 7]

Roll: PA_TEM + None

[#44]

Theurgy: Investiture [Eskatonic Rituals level 8]

Roll: PA_TEM + None

[#45]

Theurgy: Knowledge and Conversation of Tholumiyelos, Lord of Wisdom [Eskatonic Rituals level 9]

Roll: PA_TEM + None

[#46]

Equipment

Magic Lantern Projector: Auditorium

- Availability: Rare / Legit
- Category: Miscellaneous
- Reference: Merchants of the Jumpweb
- Quality: Standard
- £300.0 per 1 piece

Magic Lantern Projector: Palm

- Availability: Rare / Legit
- Category: Miscellaneous
- Reference: Merchants of the Jumpweb
- Quality: Standard
- £200.0 per 1 piece

Magic Lantern Projector: Tabletop

- Availability: Rare / Legit
- Category: Miscellaneous
- Reference: Merchants of the Jumpweb
- Quality: Standard
- £100.0 per 1 piece

Fusion Cell: 4x10x6 capacity

- Availability: Common / Legit
- Category: Tools
- Reference: Introduced in epic Deus Ex Machina
- Quality: Standard
- £24.0 per 1 piece

Selchakah: inkmud

- Availability: Rare / Restricted Sell
- Category: Drugs
- Reference: Merchants of the Jumpweb
- Quality: Poor
- £60.0 per 1 g

Description: Ink mud is the name of the Selchaka produced out of the Royale House Decados fiefs. Even if effective, this drug often gives headaches when reaching the downside.

Selchakah: Severus Brand

- Availability: Exotic / Restricted Sell
- Category: Drugs
- Reference: Introduced in epic Deus Ex Machina

- Quality: Premium
- £100.0 per 1 g

Description: The Red Clay is the real Decados brand of the Selchaka. With twice the effects, it leaves the junky just a little bit dizzy on the downside. Consuming 1g in one week leads to the level 4 addiction...

Belt: None

- Availability: Very Common / Legit
- Category: Clothing
- Reference: Merchants of the Jumpweb
- Quality: Standard
- £1.25 per 1 piece

Boots: None

- Availability: Very Common / Legit
- Category: Clothing
- Reference: Merchants of the Jumpweb
- Quality: Standard
- £2.0 per 1 pair

Skimmer Bike: Dulskey Rx538

- Availability: Rare / Legit
- Category: Vehicle
- Reference: Fading Suns 2ed Core Rulebook
- Quality: High
- £2750.0 per 1 piece

Description: The 538 is the top bike for the nobility younglings in the inner belt of the Empire (up to 2 jumps from Byzantium Secundus). The Fading Suns equivalent of Ducati Monstro 1000.