

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

Common Skill
Group: EDU
UUID: 3cbf7ebe-ad74-3fed-ba01-bb0ee8f46aeb

Acrobatics

Common Skill
Group: BOD
UUID: f6efc1f5-a3df-3188-b771-f58e220e53c8

Acting

Common Skill
Group: PER
UUID: 3f1a6bd7-a2d2-3c7e-912d-5be00a4e5c30

Alchemy

Common Skill
Group: SPI
UUID: 71f61da3-66dc-3029-b154-28bc4fcc7cdd

Arts *

Common Skill
Group: PER
UUID: 931aa7d9-8ab3-3669-8973-f9bf55c5a94f

Arts (Cooking)

Common Skill
UUID: 3609cb62-af80-3fca-b8bd-fedcb4ee7b96

Arts (Holoivid)

Common Skill
UUID: 9d941add-e2f5-356a-9708-fc8f3419fee4

Arts (Litterature)

Common Skill
UUID: 5d3d8bca-dfb4-3d6b-8d61-0d90f3d2449f

Arts (Music)

Common Skill
UUID: b360d95e-c653-34de-95d1-ad453db7b8f4

Arts (Painting)

Common Skill
UUID: bf35a35d-2434-37d0-a427-4f394e6c434a

Arts (Poetry)

Common Skill
UUID: 93a3888e-70f7-3d60-8c1e-6c6c2f50aea9

Arts (Rhetoric)

Common Skill
UUID: dca2e6fe-9fa8-3f03-b778-f26b56d91d99

Arts (Sculpture)

Common Skill
UUID: 310d448f-643d-3c70-9ed6-2c85ea5ea81e

Athletics

Common Skill
Group: BOD
UUID: 62527e38-9347-3a29-b1ef-09f970d05981

Beastcraft

Common Skill
Group: CON
UUID: 6ab3cba2-0ca6-3719-9a03-488d0d91dba9

Bribery

Common Skill
Group: UND
UUID: 02f508a9-bc90-31c4-ae89-48eb947ddecc

Bureaucracy

Common Skill
Group: EDU
UUID: 224f399e-27f4-30fb-89f3-96b9d6b088d6

Cryptography

Group: SPI
UUID: 3b2dfc46-8a7f-3998-9d34-864c471a400d

Cybernetics

Group: TIN
UUID: 4d7ff8f3-55c4-322b-b303-0f01e80b9fd5

Demolition

Common Skill
Group: TIN
UUID: 2f3d0e01-e713-348c-9a9b-56a84a73d7ea

Disguise

Common Skill
Group: PER
UUID: f1df933a-1137-3e2c-9210-1c99a55b60bf

Dodge

Common Skill
Group: FIG
UUID: 059a44fb-cc35-3c5a-a73c-503e23f44748

Dogma *

Common Skill
Group: SPI
UUID: a26797f2-df36-3703-a6f0-dad04a53ff71

Dogma (Church of the Celestial Sun)

Common Skill
UUID: d3146219-fbb7-35f3-ad06-4cde51abe439

Dogma (Kurgan El-Diin)

Common Skill
UUID: 8758519a-8594-3a04-84f9-371d33b33549

Dogma (Manja)

Common Skill
UUID: bed98f1e-0996-35e2-b0ea-d5b3cdeab7d1

Dogma (Obun Bintaru)

Common Skill
UUID: 6c80b872-0876-36a2-ad85-780a3d3680f7

Dogma (Obun Voavenlohjun)

Common Skill
UUID: eedddd8d-43ab-3254-8320-531bd2a691c1

Dogma (Omega Gospels)

Common Skill
UUID: f8b04921-cc44-3110-962c-c260c6551c46

Dogma (Sathraism)

Common Skill
UUID: 72365f1b-d175-3ca6-b1c0-11e46e6db355

Dogma (Stellar Apocryphon)

Common Skill
UUID: c0ac643e-91c8-30d0-b530-e8c5eb47e62c

Dogma (Symbiot Lifeweb)

Common Skill
UUID: 3c83bf96-3d8b-3b5e-b144-4b21cfc09c06

Dogma (Ukar Banjak)

Common Skill
UUID: 1a5ba658-ff50-37d0-9b9e-0bd0dfa89f63

Ancient language of House Masseri. Almost completely extinct in the Empire. Official language on the Verona System.

Linguistics (Scravers' Cant)

Common Skill
UUID: dab76a67-f072-393b-b4e3-f7799f49ea8f

Linguistics (Signs Language)

UUID: c577a80f-211e-3001-a744-18890add5170

Linguistics (Ukari)

Common Skill
UUID: 8fe8b135-d94f-3b09-ab5b-9991d79a6511

Linguistics (Urthish)

Common Skill
UUID: 7fe44e91-2334-3d1b-8f29-70bb9579a6c6

Linguistics (Urthtech)

Common Skill
UUID: a2232709-44a3-39d5-954d-2d05caa91b78

Linguistics (Vorox)

Common Skill
UUID: 07e72882-eaf3-3fda-bb6f-d4bde4307c36

Linguistics (Vuldrok)

Common Skill
UUID: 721f2927-3cac-3bc9-8001-4f56dfbc6973

Local Expert *

Common Skill
Attributes: INT
Group: AWA
UUID: 4c208559-a5c3-3f77-ab2d-81246173bac6

A knowledge limited to a place or to a custom on a specific system. It can apply for a example to a given City or Region on a planet, or to a generic Custom of the planet. A knowledge through Local Expert always supercedes one gained through Lore (consider that same lore 4 ranks higher if needed to figure out who knows more.
Example: Local Expert (Rampart Cybernetic Black Market) 2 would be considered Lore (Cybernetics) 6 in the streets of Avaneir.

Local Expert (Acadia Province)

Common Skill
UUID: 0e1ed08d-c6d8-3ede-93bc-4280310d2f24

Local Expert (Avaneir)

Common Skill
UUID: 16c322fe-769f-351e-b4b6-eea45d85c32b

Local Expert (Avaneir Recipes)

UUID: d486d889-6271-304f-a036-706259cdf7b9

Local Expert (Avaneir Underground)

UUID: 51ee10c7-0bc1-328a-8575-5f3f1ba16e14

Local Expert (Curpertino)

Common Skill
UUID: 78e79197-041d-328d-8334-5178c212ccf8

Local Expert (Cybernetics Black Market)

Common Skill
UUID: bf280bf7-369d-307d-b8c9-65f654f4fe91

Local Expert (Famous Authors)

Common Skill
UUID: 14b5c620-d118-3796-b262-027d41bd8ed1

Local Expert (Grail Pilgrims)

Common Skill
UUID: 5a4c97e0-d450-38b0-a3ba-f9cd7954845d

Local Expert (Hargard)

UUID: 1b18ada1-36ba-3ef6-a638-b86b40450fb4

Local Expert (Imperial Dominion)

Common Skill
UUID: e75b7977-ebe4-375e-b552-10b950edede0

Local Expert (Miret)

Common Skill
UUID: 4334aa3f-7ee7-3b64-b62a-49543b2b80bd

Local Expert (Miret guilds)

Common Skill
UUID: a334a89e-9be4-321d-ba7e-5558484775e7

Local Expert (New Odessa)

Common Skill
UUID: cd9e8071-f874-36c5-a08d-4db89191c6e8

Local Expert (Outreach Spiritual Legacy)

Common Skill
UUID: e170be13-8a0b-356b-a0e5-5574289aa204

Local Expert (Rampart Church)

Common Skill
UUID: 862d8dbf-5462-3f99-84bf-7f0c0935a390

Local Expert (Rampart Customs)

Common Skill
UUID: 76345b49-db97-300f-a9c9-6788d2e8a7b6

Local Expert (Rampart folk)

Common Skill
UUID: f18c0be3-7446-3c6a-8e78-818f63c99153

Local Expert (Rampart History)

Common Skill
UUID: a53ebf55-ec40-3dfc-982c-175cd6f3efec

Local Expert (Rampart Li Halan)

Common Skill
UUID: 51f21b7a-1a49-3075-b722-2bc5ec5c2a32

Local Expert (Rampart Market)

Common Skill
UUID: 5b954b00-c09e-3474-8dcd-17a4a913f4cd

Local Expert (Rampart Nobility)

Common Skill
UUID: 22d6a9ea-518c-3e24-a95c-33b969509538

Local Expert (Rampart System)

UUID: b92a1e66-ce61-36e2-8262-395332ff8850

Local Expert (Rampart Underworld)

Common Skill
UUID: 5951fadf-d179-3be9-ad99-2b5d7b31b736

Local Expert (Sangreal)

Common Skill
UUID: ec9760b6-c1c7-35cb-9801-71c748744b43

Local Expert (Sargasso Military Operations)

Common Skill
UUID: 9e4afe55-c4cd-332e-9c91-839c9b04d6c2

Local Expert (Sargasso Orbital Stations)

Common Skill
UUID: 864952fc-1cd6-3910-a8b1-78e3b49f1613

Local Expert (Sargasso Politics)

Common Skill
UUID: 4a077107-6104-3d38-bfd1-b99b3ee11225

Local Expert (Stigmata)

UUID: bca2dec0-40fe-3790-bac1-94a7e89aafc5

Local Expert (Veneto Province)

Common Skill
UUID: cf818f04-e99b-38da-ab0f-bc9c06379627

Local Expert (Verona Province)

Common Skill
UUID: c01e6774-3ce1-3603-b878-a35a0f3cde9e

Lore *

Common Skill
Attributes: INT
Group: EDU
UUID: e2a2eacf-b200-32cd-9541-9d34657f5ec4

A wide knowledge relative to the a group of fiefs or the Empire. Is generally something generic, like a faction, a System, an activity, a race. In specific situations where it would conflict with Local Expert, local expert is considered 4 ranks higher.

Example: Lore (House Decados), Lore (Imperial Navy), Lore (Entertainment), Lore (Trade Routes), Lore (Symbiots), Lore (Grail)

Lore (Absolution System)

Type: System
UUID: 8594b535-6ed6-36fc-bde4-dae17e632dd2

Lore (Al Fashir System)

Type: System
UUID: fe1b8bb3-bea6-3053-9108-09469bcdaa93

Lore (Amena System)

Type: System
UUID: fe67f605-b4c0-3fef-894a-18f4cf8a3dd1

Lore (Anti-Alexius Hawkwoods)

UUID: a437915e-e2cd-3c52-a905-e549d07dfdcf

Lore (Antinomy)

UUID: 033b1836-baae-30dd-afa2-4305d23c7eae

Lore (Antioch System)

Type: System
UUID: 2c51277e-fa4e-3d2f-b4e6-add2604bf602

Lore (Anti-Republicans)

UUID: f89aaf90-ddb7-3f62-a63f-0d4591ba81ba

Lore (Apschai System)

Type: System
UUID: e54ab5f4-6ed2-3f0c-9efe-9c2de90f1e38

Lore (Aragon System)

Common Skill
Type: System
UUID: 5b478690-ab74-3cdd-a4c4-be3a6f78c1c6

Lore (Archons)

UUID: 38ba28e4-3733-3b2d-b4f5-3401d99cc6b4

Lore (Artemis System)

Common Skill
Type: System
UUID: 141c8e3c-2162-3532-8de7-21f2bfd4460c

Lore (Aspiration System)

Type: System
UUID: 63365f5d-cafc-3cba-b95f-a95308903119

Lore (Auditors)

UUID: a092c9fd-fa7c-3c47-9bb2-e58861b63c70

Lore (Aylon System)

Common Skill
Type: System
UUID: a4d80a1a-378e-30ee-b1fc-0e56f073080f

Lore (Bannockburn System)

Common Skill
Type: System
UUID: eee8d29b-154e-3c74-9b02-795c23dbf906

Lore (Bava! & UFM)

UUID: 956d1aea-caef-3bc8-9c55-37958be989d4

Lore (Beliah System)

Type: System
UUID: c32c18e6-af77-37e6-b324-791adbbcd831

Lore (Bröselig System)

Type: System
UUID: e5053925-519e-31a8-b856-2be0b784038f

Lore (Byzantium Secundus System)

Type: System
UUID: 48a9b7d2-725e-33df-af8a-bb70296b1afe

Lore (Cadavus System)

Common Skill
Type: System
UUID: 908d9740-706f-3e06-b52c-b4a0b511f444

Lore (Cadiz System)

Common Skill
Type: System
UUID: b461b821-3669-373e-92ae-cb999e58de64

Lore (Charioteers Guild)

Common Skill
Type: Guild
UUID: c7a253c8-9a5c-3c09-99de-ac9b421f8306

Lore (Chernobog System)

Type: System
UUID: 9cb25278-70f0-35ff-a7b2-094d4820a582

Lore (Collier's Landing (Sargasso) System)

Type: System
UUID: 3ed677d1-94d9-3cf6-9d3d-305db92d6ed2

Lore (Criticorum System)

Type: System
UUID: 0a095b49-31c1-3d7e-a320-df717879ecf5

Lore (CyberEvolutionaries)

UUID: 1d541c56-4a2a-36ef-83c7-db28949fff1e

Lore (Daishan System)

Type: System
UUID: 41e506ef-3b82-3247-a82e-5216316e56bc

Lore (Delphi System)

Common Skill
Type: System
UUID: 48973e5f-2934-3027-8599-5d44bd905d28

Lore (De Moley System)

Common Skill
Type: System
UUID: 5d65f279-65c5-3ff0-b8dd-0e104de089eb

Lore (Dervishes Coven)

UUID: d1a1c8ae-0161-3f52-859d-b5ae8d1ee038

Lore (Egg System)

Type: System
UUID: f7f9030c-f660-3c7a-8063-1d738d53ada0

Lore (Einzig System)

Type: System
UUID: 95a41ecd-9ed6-30ae-8ccd-92bbf261af25

Lore (Engineers Guild)

Common Skill
Type: Guild
UUID: 4ae1c13d-86c6-3573-9bcb-accee9a393fb

Lore (Epiphany System)

Type: System
UUID: 04bc967e-e2e1-388b-a799-7659f5e8430d

Lore (Eridol System)

Type: System
UUID: 3884846b-0319-3718-8b3c-e0130aff788d

Lore (Eskatonic Worldshapers)

UUID: 61bddffd-8a0d-3522-b67c-04eac3cf3726

Lore (FAR)

UUID: 45d22a56-cdae-3e39-9644-10247b45215f

Lore (Favyana Coven)

UUID: 837a6dde-f5c4-3a7b-a73f-f146d44b84f8

Lore (Finance)

Common Skill
UUID: 4cc8637f-c47d-3c3a-bbb1-7df61f5f335f

Lore (Fingisvold System)

Type: System
UUID: a02787af-90bb-35fd-ae60-ba0cd303c805

Lore (Frost System)

Type: System
UUID: 56d38bad-9661-345d-ae87-8e652d106d58

Lore (Gargoyles)
UUID: a8bb201a-1b51-3df2-b8bb-372359808069

Lore (Gizeh System)
Type: System
UUID: bfb62378-0685-3b38-b3bb-a827a3bd273b

Lore (Grail System)
Common Skill
Type: System
UUID: 54718659-3fcb-34f7-88cc-84cac2e86b1c

Lore (Gwynneth System)
Common Skill
Type: System
UUID: 27f069cb-07f6-3344-962a-88d7241d8aeb

Lore (Harbingers)
UUID: 63def6df-a64e-38ae-b34a-e3c604070345

Lore (Hargard System)
Type: System
UUID: 9d522a4d-76f2-395c-b580-71ba40fe74c3

Lore (Hawkwod Rooks)
Common Skill
UUID: 7213f3d7-4a09-306f-b3b8-f4f4b4827b28

Lore (Heaven’s Ridge System)
Type: System
UUID: 03d85a80-9284-3806-9ff6-7115ec441499

Lore (Heresy)
Common Skill
UUID: 60482dce-a34c-36b9-9e55-77630e85c5a5

Lore (Hidden Martyrs)
Common Skill
UUID: 532150c5-2478-3ee5-9ee3-62a6d3363257

Lore (Hira System)
Type: System
UUID: cbcf9bc8-3f8d-36b3-8ebd-f7e6b346d77e

Lore (Holy Terra System)
Common Skill
Type: System
UUID: 9184184f-387d-324b-9d55-d8af0151cdc2

Lore (House al-Malik)
Common Skill
Type: House
UUID: 36f304bc-f291-36d8-aff3-4f653d359043

Lore (House Decados)
Common Skill
Type: House
UUID: c017f984-0026-3596-8fd2-8211d1b5a5ea

Lore (House D'Rouge-Glace)
Common Skill
Type: House
UUID: ea72de9c-ba9a-3f93-9d7e-da5701a447e1

Lore (House Hawkwood)
Common Skill
Type: House
UUID: 0b3a7b01-bf66-3b0b-b1be-95c880a35470

Lore (House Hazat)
Common Skill
Type: House
UUID: e7ff791d-1007-3711-9bd2-8217ec026d7c

Lore (House Juandaastas)
Type: House
UUID: c4c26e59-e3b6-3670-917f-54d7b558f470

Lore (House Justinian)
Type: House
UUID: a0e760d1-fe4c-3cd4-acd2-7f237e76b56a

Lore (House Keddah)
Type: House
UUID: e48e51ac-758d-3044-b801-82ad5b5555ac

Lore (House Li Halan)
Common Skill
Type: House
UUID: c2408b03-10b4-3615-8954-8596936f101c

Lore (House Masseri)
Type: House
UUID: eb654b0d-6cb3-3e7c-9af4-628fe4676136

Lore (House Van Gelder)
Type: House
UUID: 41d91f1d-372f-3aec-85fe-53f0737864e3

Lore (Icon System)
Common Skill
Type: System
UUID: d188f2a1-47f7-3ab1-a104-78903f5d20d1

Lore (Imperial Eye)
UUID: 53014cb7-95ae-3cff-9770-038234fe56a5

Lore (Imperial Politics)
Common Skill
UUID: f61ce4ae-b0cc-3f50-94ec-4e5de79abbca

Lore (Invisible Path Coven)
UUID: 5fa894e0-5c9e-3ea1-ad24-51bdd262ae8c

Lore (Irem System)
Type: System
UUID: c2c92b4c-15a1-3dea-a7f8-bbd14f408be7

Lore (Istakhr System)
Common Skill
Type: System
UUID: 1896d33e-6307-3d03-8185-8b02d12fbe21

Lore (Iver System)
Type: System
UUID: 93b36272-3f62-3d51-a5f6-ca34eadd8742

Lore (Jakovian Agency)
Common Skill
UUID: 2929e3df-abba-32eb-9eb9-79da91d34b9a

Lore (Jumpweb)
Common Skill
UUID: da6886f3-48ce-364f-bafa-58a66e173776

Lore (Kalinthi)
Type: Sect
UUID: ea58bf71-a7c9-3f00-9abc-bb2b03a1fdfa

Occult investigators of the Church, the Red Priests of the Kalinthi are often considered a branch of Temple Avesti by the flock.

Lore (Khayyam System)
Type: System
UUID: 7ef5b1e9-072e-3330-9198-9a63fd0761b4

Lore (Khotan System)
Type: System
UUID: 4ef3c07f-ad17-3cd9-a136-7ed4fa51595f

Lore (Killroys)
UUID: a5f5c5b0-6ef9-3522-acb8-4fc614a59f32

Lore (Kish System)
Common Skill
Type: System
UUID: f920523d-fbd7-3cc1-82ec-a089bb933235

Lore (Kordeth System)
Type: System
UUID: 6f2f0a88-0501-3f54-b8d6-e9a1eba1c2f7

Lore (Kraxi Kadanqar)
UUID: 0679c8c7-8732-3fa8-86b1-fe69efc766cb

Lore (Kun Lun System)
Type: System
UUID: 7165f82c-1f6b-3143-b0c7-0fbc630f9058

Lore (Kurga Caliphate)
UUID: 3a6a75fc-5e61-3ea6-9221-67284684c95e

Lore (Lamorak System)
Type: System
UUID: 74bfc8c3-6d61-3d07-9550-9d27bcb73d44

Lore (Leagueheim System)
Common Skill
Type: System
UUID: 8908f94f-5838-3fcd-aef8-395745f092a2

Lore (Lemminkainen System)
Type: System
UUID: 7c67589d-3f21-31b3-b43f-2e6e36fcb08c

Lore (Madoc System)
Common Skill
Type: System
UUID: fd037da8-a0de-392d-b842-74d1be2737e9

Lore (Malignatus System)
Common Skill
Type: System
UUID: 6c09e619-2cf5-3a9d-bd2e-21d69a1af62b

Lore (Mammonists)
Type: Dark Trades
UUID: 8ff32921-e721-3887-be72-e5799f82f194

Lore (Manitou System)
Type: System
UUID: f8eb48d7-e720-38c4-a988-ddcf4dc527ed

Lore (Mercurians)
UUID: 9a0bdf26-33a7-3f4a-bb1d-8937e865a427

Lore (Midian System)
Common Skill
Type: System
UUID: 8031b3e5-238c-3947-b447-8f6d948db8a1

Lore (Musters)
Common Skill
Type: Guild
UUID: 26c0ff83-3284-3649-a761-ee533b47ce5d

Lore (Mutasih)
UUID: dd2c31b1-288a-3184-a25b-0058ce6cadaa

Lore (Novgorod System)
Type: System
UUID: 33f7320a-2344-34fe-ac52-175bb3c0e3ee

Lore (Nowhere System)
Common Skill
Type: System
UUID: b0de2ad1-4974-301c-93ba-e22233f8866d

Lore (Oenologia)
UUID: 794a4a5b-c74f-3157-b880-3e2d67320de3

Lore (Oneirokritikos)
Common Skill
UUID: 535ba769-ef43-367c-a013-ba4281d53bb3

Lore (Order of the Mantis)
Common Skill
UUID: 0d71a8f0-e4ea-3a35-bb52-74ac7e63db58

Lore (Pandemonium System)
Common Skill
Type: System
UUID: b1c4a99b-9ab7-3e8a-b519-a355d43f61f5

Lore (Pandora System)
Type: System
UUID: 742b1c4e-78dc-3477-963d-0a3e8a9b9c34

Lore (Paradize System)
Type: System
UUID: eed3f055-8e62-30e7-954e-b76f73f12cee

Lore (Penitents)
UUID: 3930311b-a340-30c8-87a6-a2c49ca3c6a5

Lore (Pentateuch System)
Common Skill
Type: System
UUID: 53eef3ff-2965-3fd4-911a-16eb331a6001

Lore (Poisons & Drugs)
UUID: 5d73c049-1dc4-3482-87b8-86ed3f51d0e3

Lore (Pre Regency Artefacts)
UUID: 2b43c2da-cd7b-3141-a04b-b4688911116b

Lore (Pyre System)
Common Skill
Type: System
UUID: 43bbe837-1495-3221-9fb8-96f637ea8bd8

Lore (Rampart Military History)
Common Skill
UUID: 455593f2-0b6e-31ca-9875-b8521c1973ff

Lore (Rampart System)
Common Skill
Type: System
UUID: 227f8457-1ebc-385a-bcc4-631faded2dc0

Lore (Ravenna System)
Type: System
UUID: 8affd3fe-977f-30e2-9b5b-ed27abd59920

Lore (Raven System)
Type: System
UUID: 4b7f7485-863c-3a2e-a4ab-9d5ff9a02ed3

Lore (Reeves Guild)
Common Skill
Type: Guild
UUID: 789d2820-2309-304a-b6c9-47825be9c582

Lore (Rhonda System)
Type: System
UUID: e041b429-41ca-392c-bc4b-f8f8df2fe070

Lore (Rimpoche System)
Common Skill
Type: System
UUID: d0b2d305-54d1-3b6f-977e-66d912ae2397

Lore (Robotics)
UUID: 518662f4-af85-394e-9aa8-400915b58c95

Lore (Rukh System)
Type: System
UUID: 497be4ec-006d-351c-841b-698a0e70e25b

Lore (Sanctuary Aeon)
Common Skill
UUID: d68f21cd-3197-3a13-b2a5-4ef2f67a14a7

Lore (Sathraists)
Type: Dark Trades
UUID: 12632079-af7e-37f8-a8ce-965d3fb3cae7

Lore (Scravers)
Common Skill
Type: Guild
UUID: d35a897e-4d79-34a3-928b-42f446039bc0

Lore (Second Republic Tech)
UUID: e25a5b97-3fcc-366c-8250-0b0410686119

Lore (Severus System)
Common Skill
Type: System
UUID: 396f393b-0ea2-3d22-8ba7-5642c259aaa3

Lore (Shaprut System)
Common Skill
Type: System
UUID: cb85b61c-9d7e-3c01-b9a1-f8fa59a9d9a3

Lore (Shards)
UUID: 2e4dd7d4-6bf9-37a3-988e-13367267e569

Lore (Sky Tear System)
Type: System
UUID: b7e90ec9-9fe7-36bc-8dc4-3988b8a9463c

Lore (Spacesuit)
UUID: 9d1994d8-25a5-30ae-a245-3266be10dbbf

Lore (Space Warfare)
UUID: 3a7172dd-cb6d-38bd-8871-47f40b1de19a

Lore (Stigmata System)
Common Skill
Type: System
UUID: a87a31b0-5149-3fcd-927f-547cabf52d0e

Lore (Sunspear System)
Type: System
UUID: 5d10d539-1742-3b61-9651-0a1827ecaa23

Lore (Sutek System)
Common Skill
Type: System
UUID: 03285f1a-a7ad-3b60-839f-239469e5cfae

Lore (Symbiots)
Common Skill
UUID: a8298bd6-2c60-32b8-9e2e-1eac9958d673

Lore (Synecullum)
UUID: 5b2e4546-102f-3ef2-be35-59a3b1610e2d

Lore (Tarlán-IV System)
Type: System
UUID: 16def6ab-cbd5-31bf-8051-63c110b1323d

Lore (Tempest System)
Type: System
UUID: c91a522c-4b9b-3224-ba60-24032e01543c

Lore (Tethys System)
Common Skill
Type: System
UUID: 2a05f499-e071-32eb-be55-44752d4cbe5b

Lore (The Reborn Sun)
UUID: dd8c4524-437e-3d6b-94a2-e754d01e25af

Lore (The Royal Gambit)
UUID: 1908d71e-8140-346d-9207-61d3f4e8ac3c

Lore (Third Era Republicans)
UUID: baa5df33-54e2-385d-87ed-5438cca4b48

Lore (Tsuma System)
Type: System
UUID: 5be7a6fe-840b-35a7-af60-f7588e1b71a7

Lore (Twilight System)
Type: System
UUID: aebd7117-7ef2-3d17-a754-0e2a58043ab1

Lore (Underworld)
Common Skill
UUID: 71a3c42c-dfa7-30b7-87ba-14894558640a

Lore (Ungavorox System)
Common Skill
Type: System
UUID: b464d15a-462f-3db5-87bd-c2c1f895a7f7

Lore (Ur Artefacts)
UUID: a58debad-758d-3b93-8686-21eeec5d5b70

Lore (Vau System)
Type: System
UUID: 7fe1515e-7610-39a4-be24-ed579d464acd

Lore (Velisimil System)
Common Skill
Type: System
UUID: b3f19ec0-e2b7-32ad-90eb-729916bdee33

Lore (Vera Cruz System)
Common Skill
Type: System
UUID: ec0813ef-e4c3-3af8-8ad1-35cfe4c04fd6

Lore (Verbannung System)
Type: System
UUID: bd38f21b-0846-3c88-88a9-76410f34ef8a

Lore (Verona System)
Type: System
UUID: 47f1c7d9-dede-3c5f-a2f3-3b90696bce37

Lore (Versammlung System)
Type: System
UUID: 5db9f813-f73a-301f-b819-43389b942599

Lore (Vigil)
UUID: e1a754bb-faab-3717-8133-fd571cd2db87

Lore (Vorox Commandos)
Common Skill
UUID: 3d19ee13-0a92-3bf2-95a1-1c85b6771a8c

Lore (Vril Ya System)
Type: System
UUID: b0d99224-c20e-3943-aea1-09f35520b730

Lore (Vuldrok Star Nations)
UUID: abc90e35-08a8-3818-b4dd-8d9b6c74faed

Lore (Weidergeburt System)
Type: System
UUID: 1b71866c-13c3-30a4-9e0b-70d2a6a98ead

Lore (Wolf's Lament System)
Type: System
UUID: 1dbf3891-9ddb-3f5d-a246-eb77c7eca296

Lore (Zadriija System)
Type: System
UUID: a751d129-f2b1-31fd-923b-e5a38b99854e

Lore (Zanis System)
Type: System
UUID: bcc99d7a-b81b-33c8-a58c-f6b3db59c646

Lore (Zodiacs)
UUID: dc18e150-d99c-309d-bd98-a546faf11e8b

Magna Carta
Common Skill
Group: EDU
UUID: a13ca47b-652f-34eb-80c9-fbb03b4dddc2

Melee
Common Skill
Group: FIG
UUID: 52ddcc36-ae34-3e2d-9995-41855161d7c2

Navigation
Common Skill
Group: AWA
UUID: 6a036585-2242-31d2-96a9-3b88bfb9d362

Observe
Common Skill
Group: AWA
UUID: f040f582-6f1d-344b-8ac1-d30a2b474118

Occult Arts

Group: EDU
UUID: 4c4987f6-e6c6-311e-a393-e72b85f0f0e6

Oratory

Common Skill
Group: PER
UUID: 462bad07-dcfa-3381-b2f2-6fcac87bdf5

Performance *

Common Skill
Group: PER
UUID: f3c0d36c-4f65-3789-a4ac-d89effb618b1

Performance (Clown)

Common Skill
UUID: 0d1b9fc6-b920-3a15-991d-e44d84163840

Performance (Comedia)

Common Skill
UUID: e633b74c-d342-3aa8-9a94-bd553f6492d2

Performance (Dancing)

Common Skill
UUID: ffa8aaaf-6881-3951-b604-3e22fcb8a65

Performance (Juggling)

Common Skill
UUID: 08ba49b3-6e3f-3375-912f-6fc3bbf31fdd

Performance (Music)

Common Skill
UUID: 3b6c5af4-e7c8-3a2c-879b-95d507d10ebf

Performance (Tragedy)

Common Skill
UUID: 09fcec23-6e31-3eeb-886d-db8cf6cbacb1

Persuasion

Common Skill
Group: SOC
UUID: 416dc402-4543-3e7f-8dd6-504d8ed848dc

Politics

Common Skill
Group: EDU
UUID: 9433435a-e31e-3b09-a08c-b10cab6c7113

Redemption *

Group: TIN
UUID: 659991fa-8fd9-3f36-b0ed-64c8e9e6bd95

Redemption (Forbidden Lore)

Type: Proscribed Discipline
UUID: aca5a446-08f4-3769-bc6c-2f0684c77cf1

Redemption (Mech)

Common Skill
UUID: 56525918-6162-3f60-84b6-bb472131221f

Redemption (Tinkering)

Common Skill
UUID: b033f37f-e7ce-3558-91aa-4c8fba9ce2f0

Redemption (Volt)

Common Skill
UUID: ee8366d7-be4e-32e0-9bf4-f9ea6cd8277f

Remedy

Common Skill
Group: TIN
UUID: 0f1f28a3-48ee-3b6f-8053-964cb60bbfdb

Riding

Common Skill
Group: CON
UUID: 4a64b69a-04a3-339e-b8f1-4194ba22d039

Science *

Common Skill
Group: TIN
UUID: 786ee93a-af70-3e37-9feb-c6cde2121313

Science (Archaeology)

Common Skill
UUID: f13d96b5-977a-3e04-b071-17180c0f2b3e

Science (Architecture)

UUID: 2d939848-fccd-3373-a8b2-bb61536c6e78

Science (Artificial Intelligence)

Type: Proscribed Discipline
UUID: 6875c298-850e-3628-bd61-91e58a0e4513

Science (Astronomy)

Common Skill
UUID: 6e1a03d1-640e-334b-a0c1-4eff4ac34667

Science (Biology)

Common Skill
UUID: f4a03626-e76a-35b9-b232-b1b51f76b49a

Science (Botany)

UUID: 8051f3f8-89ce-3869-bd07-801e8a3fc91f

Science (Chemistry)

Common Skill
UUID: f4b3e953-0199-3f19-85ca-b617f5dd84e9

Science (Cybernetics)

Common Skill
Type: Proscribed Discipline
UUID: ee8e1898-5e99-3cff-a349-88af91876ae3

Science (Engineering)

Common Skill
UUID: 013d22f9-a15e-328c-8aaf-4db74157cd21

Science (Ethnology)

UUID: bc47b516-5e8a-3619-b81d-58e3720d5300

Science (Genetics)

Common Skill
UUID: 0f50198c-356e-3ca2-8a90-d2d2c64eaae3

Science (Geology)

Common Skill
UUID: 3ed7ef01-0dfd-3507-a6d0-d20404111936

Science (Mathematics)

Common Skill
UUID: c0fd8b57-5330-3b94-b016-6abb140d5a88

Science (Oceanography)

Common Skill
UUID: 4c216f55-9941-3ea3-8025-915b264e5b5c

Science (Physics)

Common Skill
UUID: 8528d335-0dcf-3a71-8ff0-abc3e1088308

Science (Quantum Physics)

Type: Proscribed Discipline
UUID: 3388109c-4e97-3b9d-83bb-4eef7a211334

Science (Robotics)

Type: Proscribed Discipline
UUID: 3892f6fa-ec09-3d2a-b58c-61f737c04b47

Science (Terraforming)

Type: Proscribed Discipline
UUID: f5eec549-00be-3bbc-86e8-306987c755f6

Probably one of the more complex and obscure of the science, the art of worldshaping requires a broad knowledge of many other domains. This skill rank cannot be higher than the lowest rank in:

- Science (Geology)
- Science (Botany)
- Science (Zoology)
- Science (Physics)
- Science (Quantum Physics)

Science (Zoology)
 UUID: e0d7446c-e3ee-3be4-9483-c91c79448a29

Search
 Common Skill
 Group: AWA
 UUID: 96923191-25ae-3c6b-88d0-c2b15d5e92c3

Security
 Common Skill
 Group: EDU
 UUID: c376c53a-a47d-3b53-99fa-63ebf0697770

Seduction
 Common Skill
 Group: SOC
 UUID: 3be8781a-1444-3ba3-bbdc-b2bebe9aa3ab

Sensors
 Group: TIN
 UUID: 9f4019e1-36af-33a1-96c5-c8043746f65d

Shadowing
 Common Skill
 Group: PER
 UUID: d56cd648-fe7f-37a5-86ca-50dd3bf61627

Shoot
 Common Skill
 Group: FIG
 UUID: 4cb62085-6a81-3ef1-85c4-e11ee761de16

Sneak
 Common Skill
 Group: PER
 UUID: 3b9f1766-0f71-331e-b7cb-9332211bd8e5

Spycraft
 Common Skill
 Group: EDU
 UUID: 4e72653b-1bbf-3e42-b575-68e45e3d4364

Stealth
 Common Skill
 Group: BOD
 UUID: dc974445-fb35-3e89-8601-cd1a4185954f

Stoic Body
 Group: BOD
 UUID: 9ef6dea9-05d9-34bf-97b4-a84c81ab0e4c

Stoic Mind
 Group: BOD
 UUID: f7ad26f0-8af7-3b66-b097-2a98967989cf

Streetwise
 Common Skill
 Group: UND
 UUID: 6dcda9c9-8ae8-3d1c-92e9-ea49c9eadb55

Surgery
 Common Skill
 Group: TIN
 UUID: dff0d07f-ce3d-3042-a066-288956d5cd11

Surveillance
 Common Skill
 Group: AWA
 UUID: 6dd8b12e-d4c3-372a-92a8-2043eeb2e4e2

Survival
 Common Skill
 Group: EDU
 UUID: d6668330-1670-3a11-9890-cdc1ba8bb9a4

Teaching
 Common Skill
 Group: SOC
 UUID: b46e81c0-2fcd-35b5-a5b6-f6c5026b1395

Think Machine
 Group: CON
 UUID: d6be2636-6be0-3f98-86de-7ad13296fcbe

Trading
 Common Skill
 Group: UND
 UUID: 0fb8cf8f-0ab8-3b15-babe-eee4121efb95

Warfare
 Group: FIG
 UUID: 0466e9c0-af3f-3a23-935b-91eaba1a5f44

Xenology *
 Common Skill
 Group: EDU
 UUID: 0a06d92e-03fc-3fc4-abb8-dbe3957e43ea

Xenology (Hironem)
 Common Skill
 UUID: 61a7dc48-edf0-3eeb-85b4-25b5b38e82f9

Xenology (Kurgan)
 Common Skill
 UUID: 7f441849-e8ac-3f41-aa0e-29e5dd45b825

Xenology (Obun)
 Common Skill
 UUID: c2f604bc-47fa-39e1-8e5d-972ee99e5b1c

Xenology (Ukar)
 Common Skill
 UUID: f623fbbe-3ff3-3bbe-a968-37d4a02c9a11

Xenology (Urthish)
 Common Skill
 UUID: 14ee7969-5093-3d16-b60c-93f4b6860433

Xenology (Vorox)
 Common Skill
 UUID: a8f21f3d-dd17-30fb-a12a-43f7c6abe5ca

Benefices/Afflictions

Rise Rank By 4 (rankraise) st 8 FS2CRB [#1678]

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

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

Nobility st 1 Squire FS2CRB [#1547]

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

Nobility st 3 Knight FS2CRB [#1545]

Nobility st 4 Baronnet FS2CRB [#1544]

Nobility st 6 Baron FS2CRB [#1542]

Nobility st 8 Marquis FS2CRB [#1540]

Nobility st 7 Baron FS2CRB [#1541]

Nobility st 11 Count FS2CRB [#1537]

Nobility st 10 Count FS2CRB [#1538]

Nobility st 12 Duke FS2CRB [#1536]

Nobility st 13 Duke FS2CRB [#1535]

Nobility st 15 Prince FS2CRB [#1674]

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

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

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

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

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

Alien Upbringing ba 2 FS2CRB [#1451]

Cloistered ba -1 FS2CRB [#1496]

Dark Secret ba -2 FS2CRB [#1506]

Dark Secret ba -3 FS2CRB [#1507]

Heir ba 3 FS2CRB [#1521]

Lost Worlder ba -1 FS2CRB [#1532]

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

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

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

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

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

Ally co 11 FS2CRB [#1452]

Ally co 9 FS2CRB [#1454]

Ally co 8 FS2CRB [#1455]

Ally co 7 FS2CRB [#1456]

Ally co 5 FS2CRB [#1458]

Ally co 4 FS2CRB [#1459]

Ally co 3 FS2CRB [#1460]

Ally co 1 FS2CRB [#1462]

Contact co 1 FS2CRB [#1504]

Family Ties co 3 FS2CRB [#1515]

Gossip Network co 4 The Known Worlds FS2CRB [#1517]

Gossip Network co 2 Planetwide FS2CRB [#1519]

Gossip Network co 1 City or Community FS2CRB [#1520]

Adept Robes po 20 FS2CRB [#1449]

Advisor po 5 FS2CRB [#1450]

Article of Faith po 6 FS2CRB [#1463]

Article of Faith po 5 FS2CRB [#1464]

Article of Faith po 3 FS2CRB [#1466]

Article of Faith po 2 FS2CRB [#1467]

Article of Faith po 1 FS2CRB [#1468]

Flux sword po 11 FS2CRB [#1516]

Indebted po -3 FS2CRB [#1528]

Indebted po -4 FS2CRB [#1527]

Indebted po -5 FS2CRB [#1526]

Indebted po -7 FS2CRB [#1524]

Jumpkey po 2 FS2CRB [#1531]

Mist sword po 13 FS2CRB [#1533]

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 (£7500) ri 6 7500 FS2CRB [#1474]

Assets ri 5 5000 FS2CRB [#1475]

Assets ri 4 4000 FS2CRB [#1476]

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

Assets ri 1 1000 FS2CRB [#1479]

Cash ri 11 4000 FS2CRB [#1485]

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 4 800 FS2CRB [#1492]

Cash ri 3 600 FS2CRB [#1493]

Cash (£300) ri 2 300 FS2CRB [#1494]

Barbarian st -2 FS2CRB [#1480]

Black sheep st -1 FS2CRB [#1481]

Black sheep st -2 FS2CRB [#1482]

Branded st -1 FS2CRB [#1484]

Cohort Badge st 3 FS2CRB [#1497]

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]

Householder st 1 FS2CRB [#1522]

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

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

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

Rise Rank By 8 (rankraise) st 16 FS2CRB [#1676]

Rise Rank By 5 (rankraise) st 10 FS2CRB [#1679]

Rise Rank by 1 (rankraise) st 2 FS2CRB [#1621]

Rise Rank By 6 (rankraise) st 12 FS2CRB [#1675]

Rise Rank By 2 (rankraise) st 4 FS2CRB [#1622]

Orphan ba -1 FS2CRB [#1560]

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 -2 FS2CRB [#1598]

Stigma ba -3 FS2CRB [#1599]

Stigma ba -4 FS2CRB [#1600]

Vow of Poverty ba -2 FS2CRB [#1607]

Vow of Silence ba -3 FS2CRB [#1608]

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

Basic Mantok cm 6 FS2CRB [#1627]

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

Vendetta co -3 FS2CRB [#1603]

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]

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

Light Cyber Package ot 10 FS2CRB [#1672]

Article of Faith po 4 FS2CRB [#1465]

Indebted po -2 FS2CRB [#1529]

Indebted po -6 FS2CRB [#1525]

Neural Disrupter po 10 FS2CRB [#1534]

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

Psi Cloak po 10 FS2CRB [#1581]

Refuge po 4 Guild Safe House FS2CRB [#1585]

Wyrd Tabernacle po 14 FS2CRB [#1612]

Wyrd Tabernacle po 6 FS2CRB [#1616]

Assets ri 7 10000 FS2CRB [#1473]

Assets ri 3 3000 FS2CRB [#1477]

Cash ri 10 3500 FS2CRB [#1486]

Cash ri 5 1000 FS2CRB [#1491]

Cash (£100) ri 1 100 FS2CRB [#1495]

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]

Black sheep st -3 FS2CRB [#1483]

Imperial Charter st 4 FS2CRB [#1523]

Professional Contract st 7 FS2CRB [#1573]

Professional Contract st 3 FS2CRB [#1577]

Superior Mantok Technique cm 4 FS2CRB [#1628]

Protection co 3 FS2CRB [#1580]

Retinue co 4 FS2CRB [#1587]

Retinue co 3 FS2CRB [#1588]

Retinue co 2 FS2CRB [#1589]

Retinue co 1 FS2CRB [#1590]

Vendetta co -1 FS2CRB [#1601]

Vendetta co -2 FS2CRB [#1602]

Vendetta co -4 FS2CRB [#1604]

No Occult oc -2 FS2CRB [#1631]

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]

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

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]

Refuge po 10 Military Base FS2CRB [#1582]

Refuge po 8 Castle FS2CRB [#1583]

Refuge po 6 Monastery FS2CRB [#1584]

Refuge po 2 Small Farm FS2CRB [#1586]

Saint's Lore po 8 FS2CRB [#1591]

Vestments po 1 FS2CRB [#1605]

Wireblade po 12 FS2CRB [#1611]

Wyrd Tabernacle po 12 FS2CRB [#1613]

Wyrd Tabernacle po 10 FS2CRB [#1614]

Wyrd Tabernacle po 8 FS2CRB [#1615]

Wyrd Tabernacle po 4 FS2CRB [#1617]

Wyrd Tabernacle po 2 FS2CRB [#1618]

Outlaw st -1 FS2CRB [#1561]

Outlaw st -2 FS2CRB [#1562]

Outlaw st -3 FS2CRB [#1563]

Outlaw st -4 FS2CRB [#1564]

Professional Contract st 10 FS2CRB [#1570]

Professional Contract st 9 FS2CRB [#1571]

Professional Contract st 8 FS2CRB [#1572]

Professional Contract st 6 FS2CRB [#1574]

Professional Contract st 5 FS2CRB [#1575]

Professional Contract st 4 FS2CRB [#1576]

Professional Contract st 2 FS2CRB [#1578]

Professional Contract st 1 FS2CRB [#1579]

Bite ta 2 FS2CRB [#1629]

Extra Limbs ta 4 FS2CRB [#1630]

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

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

Nobility st 5 Baronnet FS2CRB [#1543]

Nobility st 9 Marquis FS2CRB [#1539]

Nobility st 14 Archduke FS2CRB [#1673]

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

Rise Rank By 7 (rankraise) st 14 FS2CRB [#1680]

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

Rise Rank By 3 (rankraise) st 6 FS2CRB [#1677]

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

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

Dark Secret ba -1 FS2CRB [#1505]

Infamous Family ba -1 FS2CRB [#1530]

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

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

Stigma ba -1 FS2CRB [#1597]

Vow of Celibacy ba -1 FS2CRB [#1606]

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

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

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 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 Gold to Platinum **cm 6 FS2CRB** [#1660]

Fencing Silver To Gold **cm 5 FS2CRB** [#1659]

Ally **co 10 FS2CRB** [#1453]

Ally **co 6 FS2CRB** [#1457]

Ally **co 2 FS2CRB** [#1461]

Dependent **co -1 FS2CRB** [#1508]

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

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

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]

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

Free Benefice **ot 1 FICS** [#1663]

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

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

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

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

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

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

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

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

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

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

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 (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]

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

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]

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

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

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

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

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

Gear (£200) **po 2 FICS** [#1648]

Gear (£100) **po 1 FICS** [#1647]

Blessings/Curses

Bitter

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

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]

Compass

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

The Man

2 FS2CRB [#58]

Lucky at cards

2 FS2CRB +2 gambling when cheating [#59]

Mute

-2 FS2CRB [#62]

Thrifty

2 FS2CRB +2 Wits in Money Matters [#66]

Short

-3 FS2CRB -1 body, -1 mov, base run 8 metters [#67]

Perceptive Touch

1 FS2CRB 1 [#68]

Sensitive Touch

2 FS2CRB [#51]

Handsome

1 FS2CRB [#1]

Predatory

0 FS2CRB [#53]

Giant

2 FS2CRB [#54]

Sensistive Smell

2 FS2CRB [#55]

Austere

-2 FS2CRB [#56]

Unnerving

-2 FS2CRB [#57]

War Trauma

-2 FICS [#50]

Vorox Staredown Ritual

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

Self-conscious

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

Bad Ass

2 FICS [#63]

Overconfident

-2 FICS [#64]

Coward

-2 FICS [#60]

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 concealable.

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 Quadanqar (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£

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:15^3x18 × ROF:2 × CL:15 × RNG:80 × REL:ST
Cost: £300

Escoral medium pistol

P × WA:+1 × CO:J × AV:R × DC:2D6+4 × CAL:.40 × ROF:0 × CL:9 × RNG:25 × REL:VR
Cost: £400

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:2 × CL:10 × RNG:50 × REL:VR
Cost: £80

The light revolver from Rampart Ceramique mountains region.

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:VR
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

SP × 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

Supernatural Creature (0#148)

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

Attributes —

Skills — none.

Benefices/Afflictions — none.

Blessings/Curses — none.

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.

Sitra Ahra Spawn (0#151) [Kelipot]

Source: FICS, Attributes Points: 74, Options Points: 18 Value: +240.

Attributes — STR+8 CON+8 BOD+8 MOV+8 INT+2 PRE+5 TEM+8 WIL+8 REF+5 AGI+3 AWA+8

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Empirean Sefirot (0#150)

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

Attributes —

Skills — none.

Benefices/Afflictions — none.

Blessings/Curses — none.

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 Erdgheist) +1, Linguistics (Vuldrok) +1, Redemption (Tinkering) +2.

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.

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

Verona City Masseri (10#198) [Verona]

Uncomplete Lifepath

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.

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 — Prideful -2, Unyielding +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.

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 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.

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.

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.

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.

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.

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 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 – Proudful -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 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.

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.

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.

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.

Outerbelt 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.

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.

Verona Country Masseri (10#196) [Verona]

Uncomplete Lifepath

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.

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.

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.

Apprenticeship

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.

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.

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 +1, Remedy +1, Shoot +2, Stoic Body +1, Stoic Mind +1, Survival +1, Warfare +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.

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.

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.

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, Seduction +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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

Early Career

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.

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.

Guild Lifepath

Upbringing

Apprenticeship

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 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 Scravers (20#77) [Scravers]

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

Attributes — STR+2 TEM+1 AWA+2

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

Benefices/Afflictions — none.

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

Street Scravers (20#87) [Scravers]

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

Attributes — STR+1 MOV+1 AGI+1 AWA+2

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

Benefices/Afflictions — none.

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

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.

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 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 (Volt) +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) [Scravers]

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.

Early Career

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.

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.

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.

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.

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.

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 (Urthish) +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 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.

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

Ordo Bagatur (Soldier) (10#179) [Caliphate Usun]

Source: FS2CRB, Attributes Points: 2, Options Points: 3 Value: +9.

Attributes — STR+1 REF+1

Skills — Dodge +1, Melee +1, Shoot +1.

Benefices/Afflictions — none.

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

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 System) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

Hira Kurgan (10#165) [Caliphate Planetary Origin]

Uncomplete Lifepath

Al Fashir Kurgan (10#163) [Caliphate Planetary Origin]

Uncomplete Lifepath

Mujahidin (10#176) [Caliphate Environment]

Source: FS2CRB, Attributes Points: 2, Options Points: 2 Value: +8.

Attributes — TEM+1 WIL+1

Skills — Linguistics (undefined) +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Irem Kurgan (10#166) [Caliphate Planetary Origin]

Uncomplete Lifepath

Khayyam Kurgan (10#167) [Caliphate Planetary Origin]

Uncomplete Lifepath

Hajjburat (10#175) [Caliphate Environment]

Uncomplete Lifepath

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

Uncomplete Lifepath

Tsuma Kurgan (10#168) [Caliphate Planetary Origin]

Uncomplete Lifepath

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

Uncomplete Lifepath

Khan (10#177) [Caliphate Environment]

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

Slave (10#178) [Caliphate]

Uncomplete Lifepath

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

Uncomplete Lifepath

Tengri Igren Kurgan (10#170) [Caliphate Planetary Origin]

Uncomplete Lifepath

Rukh Kurgan (10#169) [Caliphate Planetary Origin]

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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

Uncomplete Lifepath

Beliah Kurgan (10#164) [Caliphate Planetary Origin]

Source: FS2CRB, Attributes Points: 1, Options Points: 0 Value: +3.

Attributes — STR+1

Skills — none.

Benefices/Afflictions — none.

Blessings/Curses — Perceptive Touch +1, Short -3, Thrifty +2.

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

Uncomplete Lifepath

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

Uncomplete Lifepath

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 (Urthish) +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

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.

Verona Ukari (10#199) [Verona]

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.

Apprenticeship

Umo'rin Voice (20#103) [obuni]

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

Attributes — INT+2 PRE+2 AWA+1

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Vhem Saahen Learner (20#104) [obuni]

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

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

Skills — Athletics +1, Dodge +2, Fight +2, Focus +1, Melee +2, Shoot +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

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.

Voavenlohjun Abbot (20#106) [obuni]

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

Attributes — INT+2 PRE+1 TEM+2

Skills — Academia +1, Alchemy +1, Focus +2, Observe +1, Remedy +1, Seduction +1, Stoic Mind +2, Lore (undefined) +1.

Benefices/Afflictions — none.

Blessings/Curses — none.

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.

Ordu Bagatur AP (20#217) [Caliphate Apprenticeship]

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

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

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

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.

Early Career

Vhem Saahen Herald (30#107) [obuni]

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

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

Skills — Acrobatics +1, Athletics +1, Dodge +2, Melee +2, Remedy +2, Shoot +2, Stoic Mind +2.

Benefices/Afflictions — Fencing Actions (Bronze sword) +6.

Blessings/Curses — none.

Clan Chieftain (30#112) [ukari]

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

Attributes – BOD+1 MOV+1 INT+2 TEM+1 WIL+3 TEC+1 AWA+1

Skills – Academia +2, Empathy +1, Etiquette +2, Impress +2, Leadership +3, Security +2, Spycraft +1, Linguistics (undefined) +2, Lore (undefined) +3.

Benefices/Afflictions – none.

Blessings/Curses – none.

Clan Warrior (30#113) [ukari]

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

Attributes – CON+1 BOD+1 MOV+2 REF+1 TEC+1 AGI+2 AWA+2

Skills – Acrobatics +2, Athletics +2, Dodge +3, Focus +2, Knavery +1, Melee +3, Observe +2, Stealth +1, Warfare +2.

Benefices/Afflictions – none.

Blessings/Curses – none.

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.

Vooavenlohjun Priest (30#202) [obuni]

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

Attributes – BOD+1 INT+1 PRE+2 TEM+1 WIL+2 REF+1 AWA+2

Skills – Academia +1, Alchemy +1, Dodge +1, Empathy +1, Focus +3, Occult Arts +1, Remedy +1, Surgery +1, Dogma (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions – Occult Mastery 1 +6.

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.

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.

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.

Promotion & Friends (50#22)

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

Attributes – none.

Skills – none.

Benefices/Afflictions – Ally +4, Cash +1, Rise Rank by 1 +2.

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, Rise Rank by 1 +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.

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 2 +4.

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

Crimelord (40#201)

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

Attributes – PRE+1 AWA+1

Skills – Bribery +2, Bureaucracy +2, Cryptography +2, Leadership +2, Security +2, Local Expert (undefined) +2, Lore (undefined) +2.

Benefices/Afflictions – Dark Secret -3, Gossip Network +2, Obligation -3, Retinue +4.

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.

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.

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.

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.

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.

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 (Church of the Celestial Sun) +2.

Benefices/Afflictions — none.

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.

Cybernetics Touched (40#215)

Source: FS2CRB, Attributes Points: 0, Options Points: 10 Value: +10.

Attributes — none.

Skills — none.

Benefices/Afflictions — Light Cyber Package +10.

Blessings/Curses — none.

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.

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.

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.

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

Benefices/Afflictions — none.

Blessings/Curses — none.

Diplomatic Mission (40#208)

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

Attributes — PRE+1 AWA+1

Skills — Empathy +2, Etiquette +3, Knavery +1, Observe +1, Oratory +1, Seduction +2, Linguistics (undefined) +2, Lore (undefined) +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

House Duellist (40#212)

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

Attributes — REF+1 AGI+1

Skills — Acrobatics +1, Athletics +1, Dodge +2, Empathy +2, Impress +2, Melee +2, Observe +2, Stoic Mind +2.

Benefices/Afflictions — none.

Blessings/Curses — none.

Landlord (40#214)

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

Attributes — PRE+1 WIL+1

Skills — Bribery +1, Bureaucracy +2, Etiquette +1, Leadership +1, Magna Carta +2, Oratory +1, Driving (undefined) +1, Lore (undefined) +2, Redemption (undefined) +2, Science (undefined) +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.

Bailliff (40#203) [Marketplace]

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

Attributes – INT+1 PRE+1

Skills – Bribery +2, Bureaucracy +1, Etiquette +2, Forgery +1, Knavery +1, Magna Carta +2, Oratory +2, Linguistics (Latin) +1, Lore (undefined) +2.

Benefices/Afflictions – none.

Blessings/Curses – none.

Live Performer (40#205) [Marketplace]

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

Attributes – PRE+2

Skills – Academia +1, Acrobatics +1, Acting +3, Empathy +2, Etiquette +1, Politics +1, Arts (undefined) +2, Performance (undefined) +3.

Benefices/Afflictions – none.

Blessings/Curses – none.

Corporate Militia (40#207) [Zaibatsu]

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

Attributes – CON+1 BOD+1

Skills – Acrobatics +1, Bureaucracy +1, Cryptography +1, Cybernetics +1, Dodge +1, Driving +1, Forgery +2, Observe +2, Security +2, Think Machine +2.

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.

Dilletante (40#210)

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

Attributes – INT+1 WIL+1

Skills – Academia +1, Acting +1, Etiquette +1, Focus +1, Gambling +1, Observe +1, Think Machine +1, Trading +1, Arts (undefined) +2, Lore (undefined) +2, Performance (undefined) +2.

Benefices/Afflictions – none.

Blessings/Curses – none.

Junkie in satin (40#213)

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

Attributes – TEM+1 AWA+1

Skills – Alchemy +2, Bribery +1, Forgery +2, Knavery +2, Persuasion +1, Security +1, Shadowing +1, Sneak +2, Streetwise +1, Lore (undefined) +2.

Benefices/Afflictions – Addiction -1.

Blessings/Curses – none.

Military Officer (40#209)

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

Attributes – BOD+1 TEM+1

Skills – Athletics +2, Bureaucracy +2, Dodge +1, Fight +1, Leadership +2, Melee +1, Shoot +1, Warfare +2, Lore (undefined) +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.

Traveller (40#211)

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

Attributes – CON+1 MOV+1

Skills – Academia +2, Empathy +1, Forgery +1, Inquiry +1, Navigation +1, Oratory +1, Search +1, Survival +1, Driving (undefined) +2, Lore (undefined) +2, Xenology (undefined) +1.

Benefices/Afflictions – none.

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.

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.

Craftman (40#204) [Marketplace]

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

Attributes – INT+1 AWA+1

Skills – Beastcraft +1, Bureaucracy +2, Etiquette +2, Inquiry +1, Teaching +1, Driving (undefined) +2, Lore (undefined) +2, Redemption (undefined) +1, Science (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.

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.

Corporate Executive (40#206) [Zaibatsu]

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

Attributes – INT+1 WIL+1

Skills – Academia +1, Bribery +2, Bureaucracy +2, Cryptography +1, Focus +1, Leadership +2, Politics +1, Think Machine +1, Trading +1, Lore (undefined) +2.

Benefices/Afflictions – none.

Blessings/Curses – none.

Veronese Resistance Fighter (40#216)

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

Attributes – CON+1 MOV+1

Skills – Athletics +1, Fight +1, Focus +1, Observe +1, Sensors +1, Sneak +2, Stealth +2, Stoic Body +2, Survival +2, Warfare +1.

Benefices/Afflictions – none.

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.

Street Cartel Thug (40#48) [Marketplace]

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.

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.

Entrepreneur (40#130) [Marketplace]

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.

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.

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.

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.

Full Free Customization (40#145)

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

Attributes –

Skills – none.

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 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]