

# DRAMATIS PERSONAE

## REFERENCES

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

## SKILLS

## WEAPONS

## LIFEPATHS

## RACIAL

### Urthish

Source: FICS, Attributes Points: 24, Options Points: 19 Value: **+91**.  
*Attributes* — STR+2 CON+2 BOD+2 MOV+2 INT+2 PRE+2 TEM+2 WIL+2 REF+2 TEC+2 AGI+2 AWA+2  
*Skills* — Academia +2, Athletics +2, Fight +2, Focus +2, Observe +2, Persuasion +2, Teaching +2, Linguistics (Urthish) +1, Local Expert (Miret) +2, Local Expert (Veneto Province) +2.  
*Benefices/Afflictions* — *none*. *Blessings/Curses* — *none*.

### Ur Ukar

Source: FICS, Attributes Points: 27, Options Points: 14 Value: **+95**.  
*Attributes* — STR+1 CON+2 BOD+1 MOV+2 INT+2 PRE+2 TEM+2 WIL+3 REF+2 TEC+3 AGI+3 AWA+4  
*Skills* — Athletics +2, Empathy +2, Fight +2, Focus +2, Observe +2, Stealth +2, Teaching +2, Linguistics (Ba'amon carvings) +1, Linguistics (Ukari) +1. *Benefices/Afflictions* — Ostracism (Mild) -2.  
*Blessings/Curses* — Bitter -2, Sensitive Touch +2.

### Ur Obun

Source: FICS, Attributes Points: 28, Options Points: 18 Value: **+102**.  
*Attributes* — STR+1 CON+2 BOD+1 MOV+2 INT+3 PRE+3 TEM+3 WIL+3 REF+3 TEC+2 AGI+2 AWA+2  
*Skills* — Academia +2, Fight +2, Focus +2, Observe +2, Persuasion +2, Teaching +2, Arts (undefined) +2, Dogma (Obun Bintaru) +2, Linguistics (Obuni) +2. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Condescending -2, Just +2.

## NOBILITY

### Upbringing

#### High Court Hawkwood

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — STR+1 INT+1 PRE+2 REF+1 *Skills* — Etiquette +1, Leadership +1, Melee +1, Linguistics (Urthish) +1, Lore (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Proudful -2, Unyielding +2.

#### High Court Decados

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — TEM+2 AGI+1 AWA+2 *Skills* — Etiquette +1, Inquiry +1, Knavery +1, Linguistics (Urthish) +1, Lore (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Suspicious +2, Vain -2.

#### Rural Estate Hawkwood

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — STR+2 INT+1 PRE+1 REF+1 *Skills* — Athletics +1, Etiquette +1, Riding +1, Linguistics (Urthish) +1, Lore (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Proudful -2, Unyielding +2.

#### Rural Estate Decados

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — TEM+1 REF+1 AGI+1 AWA+2 *Skills* — Etiquette +1, Knavery +2, Linguistics (Urthish) +1, Lore (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Suspicious +2, Vain -2.

#### Landless Decados

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — WIL+1 REF+2 AWA+2 *Skills* — Knavery +1, Melee +1, Observe +1, Sneak +1, Stealth +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Suspicious +2, Vain -2.

#### Landless Hawkwood

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — STR+1 INT+1 PRE+1 REF+1 AGI+1 *Skills* — Athletics +1, Impress +1, Melee +2, Riding +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Proudful -2, Unyielding +2.

#### High Court Hazat

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

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

#### High Court Li Halan

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — INT+1 PRE+1 TEM+2 WIL+1 *Skills* — Etiquette +1, Focus +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Guilty -2, Pious +2.

#### High Court al-Malik

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — INT+1 PRE+1 WIL+2 REF+1 *Skills* — Etiquette +1, Think Machine +1, Linguistics (Graceful Tongue) +2, Linguistics (Urthish) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Gracious +2, Impetuous -2.

#### Rural Estate Hazat

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — BOD+1 MOV+1 WIL+1 AWA+2 *Skills* — Etiquette +1, Impress +1, Melee +2, Linguistics (Urthish) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Disciplined +2, Vengeful -2.

#### Rural Estate Li Halan

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — INT+1 PRE+1 TEM+2 WIL+1 *Skills* — Etiquette +1, Focus +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Guilty -2, Pious +2.

#### Rural Estate al-Malik

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — INT+1 PRE+1 WIL+1 REF+1 AGI+1 *Skills* — Etiquette +1, Trading +1, Linguistics (Graceful Tongue) +2, Linguistics (Urthish) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Gracious +2, Impetuous -2.

#### Landless Hazat

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — CON+1 BOD+1 WIL+1 AWA+2 *Skills* — Athletics +1, Impress +1, Melee +1, Remedy +1, Shoot +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Disciplined +2, Vengeful -2.

#### Landless Li Halan

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — INT+1 PRE+1 TEM+2 WIL+2 *Skills* — Focus +1, Melee +1, Observe +1, Remedy +1, Dogma (Church of the Celestial Sun) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Guilty -2, Pious +2.

#### Landless al-Malik

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**.  
*Attributes* — INT+1 PRE+1 WIL+1 REF+2 *Skills* — Inquiry +1, Melee +1, Trading +1, Linguistics (Graceful Tongue) +2. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Gracious +2, Impetuous -2.

#### Rural Estate Justinian

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**.  
*Attributes* — CON+1 MOV+1 PRE+1 TEM+1 *Skills* — Academia +1, Empathy +1, Etiquette +2, Leadership +1, Observe +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Urthish) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Disciplined +2, Righteous -2.

#### Acadia D'Rouge-Glace

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**.  
*Attributes* — PRE+1 TEM+1 WIL+1 REF+1 *Skills* — Academia +1, Dodge +1, Etiquette +1, Melee +1, Occult Arts +1, Arts (Poetry) +1, Local Expert (Rampart Nobility) +1, Science (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — *none*.

#### Roaming Van Gelder

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**.  
*Attributes* — STR+1 BOD+1 REF+1 AGI+1 *Skills* — Athletics +1, Disguise +1, Dodge +2, Melee +3, Stoic Mind +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — Loyal +2, Secretive -2.

### Apprenticeship

#### Early Career

## CHURCH

### Upbringing

#### City

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**.  
*Attributes* — INT+2 AWA+2 *Skills* — Inquiry +1, Observe +1, Streetwise +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — *none*.

#### Town

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**.  
*Attributes* — INT+1 PRE+2 AWA+1 *Skills* — Athletics +1, Inquiry +1, Seduction +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — *none*.

#### Country

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**.  
*Attributes* — STR+1 CON+1 MOV+1 TEM+1 *Skills* — Athletics +1, Beastcraft +1, Local Expert (undefined) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* — *none*.

Wealthy Class

Source: FS2CRB, Attributes Points: 1, Options Points: 2 Value: +5.  
Attributes — PRE+1 Skills — Linguistics (Latin) +1, Linguistics (Urthish) +1. Benefices/Afflictions — none.  
Blessings/Curses — none.

Average Class

Source: FS2CRB, Attributes Points: 1, Options Points: 2 Value: +5.  
Attributes — PRE+1 Skills — Seduction +1, Lore (undefined) +1. Benefices/Afflictions — none.  
Blessings/Curses — none.

Poor Class

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

Brother Battle Warrior Monk

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

Apprenticeship

Early Career

GUILD

Upbringing

Apprenticeship

Early Career

ALIEN

Upbringing

Apprenticeship

Early Career

WORLDLY BENEFITS

Promotion and Rewards

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

High Promotion

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

Rich Rewards

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

Friends

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

Promotion and Friends

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

TOUR OF DUTY

Questing Knight

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

Cohort

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

Native Psychic

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

Cybernetics Tweaked

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

Cybernetics Loaded For Bear

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

Stigmata Veteran (5013)

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

Star Nations Veteran (5007)

Source: FS2CRB, Attributes Points: 3, Options Points: 11 Value: +20.  
Attributes — INT+1 WIL+1 AWA+1 Skills — Navigation +1, Observe +1, Sensors +1, Think Machine +1, Dogma (Vuldrok Erdgheist) +1, Linguistics (Vuldrok) +1, Local Expert (Hargard) +2.  
Benefices/Afflictions — Well-Traveled +3. Blessings/Curses — none.

Native Theurge

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

Caliphate Wars Veteran (5011)

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